

REVENANTS

Three

Activation



Activate three units for a Movement of S. In addition, you may spend a Dread Token to make the Movement M.

Two

Activation



Activate two units for a Movement of S. In addition, you may spend a Dread Token to make the Movement M.

One

Activation



Activate one unit for a Movement of S. In addition, you may spend a Dread Token to make the Movement M.

Mounting Dread

Orders

Discard this dice and gain two Dread Tokens.



Unholy Vim

Melee/Shooting Reaction

Gain two dice that can be split into Attack or Defence dice. In addition, spend a Dread Token to gain a further two dice.



Bowl Loosening Terror

Activation/Reaction

Once the target enemy unit has completed its Activation, it must either take two Fatigue or you gain two Dread Tokens.



Unholy Vigour

Activation

Remove two Fatigue from any unit in your Warband. In addition, you may spend a Dread Token to remove a further two Fatigue.



Overwhelm

Melee

Gain an additional Attack die for each model you have over the number of models in the unit you are in Melee with.



Why Wont They Die?

Orders

Add three models to your existing units. In addition, you may spend a Dread Token to add a further three models. Adding Models may not take a unit above 12 models.



What Lies Beneath?

Activation

Opponent chooses either you move two different Grave Pit markers up to M each in any direction or you gain two Dread Tokens.



Relentless

Melee

In addition discard two Dread Tokens. Roll 2D6 and add this number of dice to your Attack or Defence pools. The dice may be split between both pools.



Winged Death

Activation

In addition discard two Dread Tokens. Two Revenant units may increase a Movement by one band.



Gates of Hell

Activation

In addition, discard two Dread Tokens. Replace a Grave Pit marker with a Revenant unit. See Rules for full details.



Dead Flesh

Orders and Orders/Reaction

In addition, discard two Dread Tokens. Designate a number of units equal to your current number of Dread Tokens. These units gain +1 Armour for the rest of the turn.



De Profundis

Orders

In addition, discarded up to four Dread Tokens. For each token spent, designate a unit of Revenants or a Grave Pit marker. That unit counts as Warriors until the start of your next turn.

