



UNDEAD



UNDEAD UNIT DETAILS



Ghoul Mangler: It takes two hits in one battle to kill a Ghoul Mangler. They may be upgraded to even stronger units. (See the Pit of Eternal Burning Flesh for more details.)



Vampire: Vampires move two. They also have the rare ability to fly, which allows them to move over enemy units (see information about flying units for additional details). They never incur a rough terrain penalty. They must end each turn on the ground.



Shade: The Pit of Eternal Burning Flesh is the prerequisite for Shades. Shades move two. When Shades kill a unit that unit is turned into a skeleton unit for the Undead. New skeletons created in this fashion will attack on the next combat round. If there are no skeleton units left to replace the unit then the unit is just killed.



Fraculon: Fraculon the Lich is a wizard type hero unit. He begins the game with two first level wizard spells and is able to gain experience and has the potential to access additional spells if he gains levels. (See the section on hero units for additional information.)



Carnissa: Carnissa the Wraith Queen is a priest type hero unit. She begins the game with two first level priest spells and is able to gain

experience and has the potential to access additional spells if she gains levels. (See the section on hero units for additional information.)



Shreadmar: Shreadmar the Rotwolf is a warrior type hero unit. Shreadmar can make two attacks each combat round. If Shreadmar rolls a one or a six on his attack dice he may make another attack. There is no limit to the total number of attacks he may make. Shreadmar is immune to fear spells. (See the section on hero units for additional information.)



The Bone Dragon: The Bone Dragon can be purchased in one of two ways:

1. If the prerequisite city upgrade called, "Cave of Bones" has been purchased the Bone Dragon may be purchased on the following turn in any Undead tomb.
2. If the prerequisite city upgrade called, "Chamber of Unholy Sacrifice" exists and either Fraculon or Carnissa are in the home city, then Fraculon or Carnissa may summon the Bone Dragon to the Bone Lands and will receive five XP for doing so. The process of summoning requires a total of six summoning points which are acquired by a die roll each turn. Use the Bone Dragon counter on the Experience and Research tracking board

to track summoning points. Once six points are reached the Bone Dragon may be purchased on that same turn or any subsequent turn so long as the summoner has not engaged in any other actions since the start of the summoning process. Fraculon or Carnissa must be in the tomb to roll for summoning points and on the turn that the Bone Dragon is purchased. They must be in the tomb for the entire time to summon the Bone Dragon and may not cast any spells or take place in any other actions during that turn. Summoning points must be accumulated by the same hero and must be accumulated on consecutive turns. If there is any break in the summoning process (before six points are obtained), the summoning points will be lost and the process would have to be restarted. The Bone Dragon costs one less (adjusted for inflation) when acquired by this process.

It takes three hits to kill the Bone Dragon. The Bone dragon can make one magical breath attack per battle. Waves of charred bones are sprayed from the Dragons mouth attacking up to 3 targets at 4(-1). This unit defends at a five against fear spells. This unit is a flying unit (see information on flying units for additional information). This unit cannot build cities. This unit may not be repurchased if killed and may not be affected by raise dead or resurrection spells. This unit is worth thirty five XP if slain.

UNDEAD UNITS

Unit	Cost	Cost x2	Cost x4	Attack	Defense	Move	Row	Hits	Prerequisite	Qty.
Skeleton	5	10	20	3	2	1	1	1		25
Archer	5	10	20	4	1	1	2	1		8
Ghoul Mangler *	12	24	48	4(-1)	3	1	1	2		4
Vampire *	16	32	64	4	3(-1)	2	1	1		6
Shade *	11	22	44	2	3	2	2	1	Pit of E.B.F	2
Fraculon * (Hero)	29	58	116	3	1	2	3	2		1
Carnissa * (Hero)	21	42	84	2	2	2	3	2		1
Shreadmar * (Hero)	23	46	92	2 x 3	3	2	1	2		1
Bone Dragon *	30	60	120	5(-1)	3(-1)	3	1	3	See Rules	1

* indicates that the unit has additional properties beyond what is listed here. See the unit details section for more information.



UNDEAD



UNDEAD TOMB UPGRADES

Tomb upgrades can only be made in the Bone Lands. Only one upgrade can be created per turn.

Pit of Eternal Burning Flesh: This upgrade is required before any other upgrade can be built. This upgrade is a prerequisite for the ritual, "Appeasement of the Pit Lords". This upgrade costs six to create and provides an economic benefit of one.

1. +1 Economic Bonus
2. Prerequisite for the Shade
3. Prerequisite for all other upgrades
4. Prerequisite for the ritual, "Appeasement of the Pit Lords"

Appeasement of the Pit Lords: Carnissa or Fraculon sacrifices one Ghoul Mangler and any other Undead unit into the Pit of Eternal Burning Flesh. All Ghoul Mangler units will now take three hits to kill instead of two. In addition all Ghoul Manglers will now hit for two damage on a roll of one during their attack. Place the Enraged Ghoul Mangler token in the appropriate space on the edge of the game board near the Bone Lands to denote that the Ghoul Manglers have been upgraded. Fraculon or Carnissa receive five XP for this ritual.

Black Shrine: The Pit of Eternal Burning Flesh is required before this upgrade may be built. This upgrade costs seven and provides an economic benefit of one. Carnissa receives two to twelve XP (rolling two dice) for every turn she remains in the Bone Lands for the entire turn. This upgrade allows the Undead to make a "Bones Roll" at the conclusion of every turn. After the placement phase if the Undead roll a one they get to place an additional skeleton at no cost at the Bone Lands. Bones rolls are cumulative with other upgrades that provide

this bonus. This upgrade is a prerequisite for selecting the level two priest spell resurrection.

1. +1 Economic Bonus
2. Carnissa gains 2 – 12 XP per turn
3. Bones Roll
4. prerequisite for the Chamber of Unholy Sacrifice
5. Prerequisite for the level 2 priest spell, resurrection

Tower of Dark Ritual: The Pit of Eternal Burning Flesh is required before this upgrade may be built. This upgrade costs eight and provides an economic benefit of one. Fraculon may teleport back to the Tower of Dark Ritual as his movement during the movement phase or as a retreat in combat. The tower gives Fraculon two to twelve XP (rolling two dice) each time he remains in the home tomb for the entire turn. This upgrade allows the Undead to make a "Bones Roll" at the conclusion of every turn. After the placement phase if the Undead roll a one they get to place an additional skeleton for no cost in the Bone Lands. Bones rolls are cumulative with other upgrades that provide this bonus.

1. +1 Economic Bonus
2. Fraculon gains 2 – 12 XP per turn
3. Bones Roll
4. Prerequisite for the Chamber of Unholy Sacrifice
5. Allows Fraculon to teleport back to the Bone Lands
6. Prerequisite for the level 1 wizard spell: Teleport

Dread Stone: The Pit of Eternal Burning Flesh is required before this upgrade may be built. The Undead must have their collection at a minimum of twenty five before this upgrade may be built. The Dread Stone costs eight and

provides an economic benefit of one. The Dread Stone allows for one unit to teleport out of the Bonelands up to three spaces. (See the teleport spell for additional information.) The Dreadstone provides an "Aura of Fear" for all undead tombs. The "Aura of Fear" will make all enemies who enter a tomb immediately face a fear spell before their attack on a roll of one per enemy unit (see the Priest Spell "Fear" for more information).

1. +1 Economic Bonus
2. Teleport 1 unit 3 spaces from the Undead capital city
3. "Aura of Fear"

Chamber of Unholy Sacrifice: The Pit of Eternal Burning Flesh, Black Shrine and Tower of Dark Ritual are all required before this upgrade may be built. This upgrade costs ten and provides an economic benefit of one. The Chamber is a prerequisite for one method of obtaining the Bone Dragon. The Chamber will upgrade the Dread Stone to allow the teleport effect for up to two units.

1. +1 Economic Bonus
2. Upgrades Dread Stone's teleport to 2 units. Units may go to different spaces.
3. One of two potential prerequisite for obtaining the Bone Dragon (see Bone Dragon for more details).

Cave of Bones: The Pit of Eternal Burning Flesh is required before this upgrade may be built. This upgrade costs fifty and provides an economic bonus of one. This upgrade is one of two potential prerequisites for purchasing the Bone Dragon (see Bone Dragon for more details).

1. +1 Economic bonus
2. One of two potential prerequisite for purchasing the Bone Dragon

UNDEAD CITY AND CITY UPGRADES

CITY	Cost	Cost x2	Cost x4	Economic Benefit	
Undead Tomb	12	24	48	4	
UPGRADE	Cost	Cost x2	Cost x4	Economic Benefit	Prerequisite
Pit of Eternal Burning Flesh *	6	12	24	1	
Black Shrine *	7	14	28	1	Pit of Eternal Burning Flesh
Tower of Dark Ritual *	8	16	32	1	Pit of Eternal Burning Flesh
Dread Stone *	8	16	32	1	Pit of Eternal Burning Flesh
Chamber of Unholy Sacrifice*	10	20	40	1	Tower of D. Ritual & Black Shrine
Cave of Bones*	50	100	200	1	Pit of Eternal Burning Flesh

* indicates that the upgrade has additional properties beyond what is listed here. See the upgrade details section for more information.