

# UNDEAD

Alignment: Evil

## Army Special Rules

All units are *Evil Dead*.

### Evil Dead

*The greatest horror of fighting the Undead is that your fallen comrades rise immediately back up to join the ranks of the enemy.*

Every time the unit manages to inflict one or more points of damage against an enemy in melee, it regains a single point of damage that it has previously suffered.

### Dark Surge (n)

*Forward my minions! Forward! Muahahahaha!*

The unit has a ranged attack that can only target friendly *Shambling* units. You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. For every hit 'inflicted', the friendly unit moves straight forward a full inch (stopping 1" from friendly units). If this movement brings it into contact with an enemy unit, treat this as a successful charge. However, the charged unit will not take any Nerve tests for damage it has taken in that Shoot phase.

### Bloodbath

*Blood is life!*

This rule increases the effects of the *Evil Dead* rule – the unit recovers one point of damage it has suffered per point of damage it inflicts in melee, rather than a single one.

### Undead Giant Rats (or are they Dogs?)

*These creatures follow the shambling hordes into battle, their venomous bites helping to spread the curse of the living death.*

Mark a unit that has been equipped with Undead Giant Rats (or are they Dogs?) with one or more such models. This confers the *Bloodbath* rule to the unit. However, at the end of each melee in which the unit fights, roll a die. On a result of 1-3 the Rats (Dogs?) have been trampled in the melee – remove the Rat (Dog?) models, and the unit loses this ability.

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## Revenants

### Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	5+	10	-/14	60
Regiment (20)	5	4+	-	5+	10	-/17	110
Horde (40)	5	4+	-	5+	20	-/24	210

Special: *Shambling*

Options: Banner (+15 pts); Musician (+10 pts)  
Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

## *Kings of War – The Undead*

### **Skeletons**

#### **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	-/13	40
Regiment (20)	5	5+	-	4+	10	-/16	70
Horde (40)	5	5+	-	4+	20	-/23	135

Special: *Shambling*

Options: Banner (+15 pts); Musician (+10 pts)  
Undead Giant Rats (Dogs?) (+30 pts). Take spears, gaining *Phalanx*, for +5 pts (Troops), +15 pts (Regiments) or +25 pts (Hordes).

### **Skeleton Archers**

#### **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	6+	5+	3+	10	-/13	40
Regiment (20)	5	6+	5+	3+	10	-/16	70
Horde (40)	5	6+	5+	3+	20	-/23	135

Special: Bows, *Shambling*

Options: Banner (+15 pts); Musician (+10 pts), Undead Giant Rat (Dog?) (+30 pts)

### **Zombies**

#### **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Half-Regt. (15)	5	5+	-	3+	15	-/14	50
Regiment (30)	5	5+	-	3+	15	-/18	90
Horde (60)	5	5+	-	3+	30	-/26	170

Special: *Shambling*

Options: Banner (+15 pts); Musician (+10 pts)

### **Ghouls**

#### **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	-	3+	10	9/11	45
Regiment (20)	6	4+	-	3+	10	12/14	80
Horde (40)	6	4+	-	3+	20	19/21	150

## Mummies

### Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	4+	-	6+	5	-/14	165
Half-Regt. (10)	4	4+	-	6+	10	-/17	300
Regiment (20)	4	4+	-	6+	10	-/24	570

Special: *Crushing Strength (2), Regeneration, Shambling*

## Werewolves

### Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	6+	3	10/12	70
Troop (3)	9	3+	-	6+	9	12/14	150
Regiment (6)	9	3+	-	6+	18	15/17	285

Special: *Crushing Strength (1), Nimble*

## Wraiths

### Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	6+	5	-/12	110
Half-Regt. (10)	10	5+	-	6+	10	-/13	200
Regiment (20)	10	5+	-	6+	10	-/16	380

Special: *Crushing Strength (1), Fly, Shambling*

## Forces Lists – The Undead

### Soul Reavers

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	6+	13	12/14	185
Regiment (10)	8	3+	-	6+	26	15/17	335

Special: *Bloodbath, Crushing Strength (2)*

Options: Banner (+15 pts); Musician (+10 pts)

### Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	5+	8	-/14	85
Regiment (10)	8	4+	-	5+	16	-/17	155

Special: *Crushing Strength (2), Shambling*

Options: Banner (+15 pts); Musician (+10 pts)

### Balefire Catapult

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	6+	4+	1	-/12	50

Special: *Blast (D6), Indirect Fire, Piercing (2), Shambling*

### Mhorgoth the Faceless [1] H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	4+	-	6+	5	17/19	400

Special: *Crushing Strength (1), Breath Attack (15), Dark Surge (12), Fly, Heal (6), Inspiring, Zap! (6), Regeneration*

### Undead Army Standard Bearer H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	-/12	25

Special: *Shambling, Individual, Inspiring*

Options: Mount on an undead horse, increasing Speed to 8 (+5 pts)

**Vampire on Undead Pegasus** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	10	14/16	350

Special: *Bloodbath, Crushing Strength (2), Dark Surge (6), Fly, Heal (2), Inspiring, Zap! (3)*

**Vampire Lord** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	6+	8	14/16	340

Special: *Bloodbath, Crushing Strength (2), Dark Surge (6), Heal (2), Individual, Inspiring, Zap! (3)*

Options: *Mount on an undead horse, increasing Speed to 8 (+20 pts)*

**Liche King** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	4+	1	14/16	180

Special: *Dark Surge (10), Heal (5), Individual, Zap! (5)*

Options: *Mount on an undead horse, increasing Speed to 8 (+20 pts)*

**Necromancer** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	4+	1	11/13	110

Special: *Dark Surge (8), Heal (3), Individual, Zap! (3)*

Options: *Mount on an undead horse, increasing Speed to 8 (+15 pts)*

**Revenant King** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	5+	5	14/16	120

Special: *Crushing Strength (1), Dark Surge (6), Individual, Inspiring*

Options: *Mount on an undead horse, increasing Speed to 8 (+15 pts)*

**Cursed Pharaoh** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	6+	5	18/20	200

Special: *Crushing Strength (2), Dark Surge (6) (Mummies only), Individual, Inspiring (Mummies only), Regeneration*