

UNDEAD WARBAND SPECIAL ABILITY

SURGE (2) – Nominate a model with the COMMAND type in the undead warband. All friendly undead WARRIOR and GRUNT models within 12” of the nominated COMMAND model may immediately make a free Walk action, even if they have already activated this Round or are Fatigued.

Undead warband Broken rule

Unlike a normal warband, an Undead warband is not Broken once it has less than half its models remaining. Instead, when the last COMMAND model in an Undead warband is killed, the warband is Broken, regardless of the number of models it has remaining.

Back from the grave

While the warband is not broken, all UNDEAD models that are reduced to zero (or fewer) wounds, automatically pass their Nerve test with a **Down but not out** result.

Once the warband is broken however, all UNDEAD models that are reduced to zero (or fewer) wounds, automatically fail their Nerve test with a **Too much damage** result

Name	Zombie					Pts	4	20mm
Race	Undead					Type	Grunt	
Sp	Ra	Me	Ar	Ne	Wn	H		
4	-	6+	7+	6+	1	2		
<i>Mob Assault</i>								
Ranged	-					Equipment		
Melee	1D8							

Name	Skeleton					Pts	3	20mm
Race	Undead					Type	Grunt	
Sp	Ra	Me	Ar	Ne	Wn	H		
4	6+	6+	5+	6+	1	2		
<i>Mob Assault</i>								
Ranged	-					Equipment		
Melee	1D8							

Name	Ghoul					Pts	4	20mm
Race	Undead					Type	Grunt	
Sp	Ra	Me	Ar	Ne	Wn	H		
6	-	5+	6+	4+	1	2		
<i>Dodge</i>								
Ranged	-					Equipment		
Melee	2D8							

Name	Wraith					Pts	9	20mm
Race	Undead					Type	Support	
Sp	Ra	Me	Ar	Ne	Wn	H		
7	-	5+	3+	6+	2	2		
<i>Fly, Crushing Strength (1)</i>								
Ranged	-					Equipment		
Melee	2D8							

Name	Revenant					Pts	6	20mm
Race	Undead					Type	Warrior	
Sp	Ra	Me	Ar	Ne	Wn	H		
4	-	5+	4+	6+	2	2		
<i>Mob Assault</i>								
Ranged	-					Equipment		
Melee	2D8							

Name	Werewolf					Pts	18	40mm
Race	Undead					Type	Large	
Sp	Ra	Me	Ar	Ne	Wn	H		
7	-	4+	5+	4+	4	3		
<i>Vicious, Bloodlust, Crushing Strength (2)</i>								
Ranged	-					Equipment		
Melee	4D8							

Name	Necromancer					Pts	25	20mm
Race	Undead					Type	Command, Spellcaster	
Power Dice 2 x W								
Sp	Ra	Me	Ar	Ne	Wn	H		
5	5+	6+	5+	5+	3	2		
<i>Spells</i>								
Ranged	Heal (short), Lightning Bolt (long), Shield (short), Raise Dead (long)					Equipment		
Melee	1D8							
NOTES								
Raise Dead (long)								
Place a new Skeleton model (not an archer) anywhere within 3” of the Necromancer (and more than 1” from any enemy models). Mark the new model as Activated. The newly raised Skeleton is now a member of the warband for the duration of the current game only.								

Name	Skeletal Dog Pack					Pts	5	40mm
Race	Undead, Beast					Type	Grunt	
Sp	Ra	Me	Ar	Ne	Wn	H		
5	6+	6+	5+	6+	2	2		
<i>Vicious, Swarm</i>								
Ranged	-					Equipment		
Melee	2D8							