

THE UNDEAD

ALIGNMENT: Evil

ARMY SPECIAL RULE: all units are *Evil Dead*.

SKELETONS

SKELETON TROOP Cost: 45 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	5+	6+	4+	10	3

Special: Shambling

Can have banner (+10 pts), musician (+5 pts). Can have Undead Giant Rats (Dogs?) for +20 pts.

Skeleton Archers: The unit can swap shields for bows (lowering their Defense to 3+) for free.

SKELETON REGIMENT Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	5+	6+	4+	10	6

Special: Shambling

Can have banner (+15 pts), musician (+10 pts). Can have spears, gaining the Phalanx rule, for +15 pts. Can have Undead Giant Rats (Dogs?) for +40 pts.

Skeleton Archers: The unit can swap shields for bows (lowering their Defense to 3+) for free.

SKELETON HORDE Cost: 150 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	5	5+	6+	4+	20	13

Special: Shambling

Can have banner (+20 pts), musician (+15 pts). Can have spears, gaining the Phalanx rule, for +25 pts. Can have Undead Giant Rats (Dogs?) for +60 pts.

Skeleton Archers: The unit can swap shields for bows (lowering their Defense to 3+) for free.

REVENANTS

REVENANT TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	4+	-	5+	10	3

Special: Shambling

Can have banner (+10 pts), musician (+5 pts)

REVENANT REGIMENT Cost: 105 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	4+	-	5+	10	6

Special: Shambling

Can have banner (+15 pts), musician (+10 pts)

REVENANT HORDE Cost: 200 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	5	4+	-	5+	20	13

Special: Shambling

Can have banner (+20 pts), musician (+15 pts)

ZOMBIES

ZOMBIE HALF-REGIMENT Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (30)	5	5+	-	3+	15	4

Special: Shambling

ZOMBIE REGIMENT Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (15)	5	5+	-	3+	15	8

Special: Shambling

ZOMBIE HORDE Cost: 170 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (60)	5	5+	-	3+	30	16

Special: Shambling

WRAITHS

WRAITHS Cost: 125 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	10	4+	-	6+	5	2

Special: Shambling, Fly, Crushing Strength (1)

GHOULS

GHOUL TROOP Cost: 45 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	-	3+	10	1

GHOUL REGIMENT Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	-	3+	10	4

GHOUL HORDE Cost: 150 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	-	3+	20	11

REVENANT CAVALRY

REVENANT CAVALRY TROOP Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	8	3+	-	5+	8	3

Special: Shambling, Crushing Strength (1)

Can have banner (+15 pts), musician (+10 pts)

REVENANT CAVALRY REGIMENT Cost: 150 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (10)	8	3+	-	5+	16	6

Special: Shambling, Crushing Strength (1)

Can have banner (+20 pts), musician (+15 pts)

WAR ENGINES

BALEFIRE CATAPULT Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	5	-	6+	4+	10	2

Special: Shambling, Indirect Fire, Piercing (2)

HEROES/MONSTERS

MHORGOTH THE FACELESS [1] Cost: 350 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	10	4+	-	6+	5	7

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

VAMPIRE LORD ON PEGASUS Cost: 330 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	10	3+	-	5+	10	6

Special: Inspiring, Fly, Crushing Strength (1), Zap! (3), Healer (2), Dark Surge (6)

REVENANT KING Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	4+	-	5+	5	6

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

LICHE KING Cost: 180 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	-	4+	1	6

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

NECROMANCER Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	-	4+	1	3

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

ARMY STANDARD BEARER Cost: 25 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	-	4+	1	2

Special: Shambling, Individual, Inspiring