

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.

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*