

## Alignment: Evil

### Army Special Rules

All units are *Evil Dead*.

#### Evil Dead

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)

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.

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

Mark a unit that has been equipped with Undead Giant Rats (or are they Dogs?) with one or more such models. This 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. 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.

### Skeletons

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	-/13	55
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)

### Zombies

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	3+	15	-/15	65
Horde (30)	5	5+	-	3+	30	-/19	95
Swarm (40)	5	5+	-	3+	30	-/22	120
Endless swarm (60)	5	5+	-	3+	40	-/30	200

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	60
Regiment (20)	6	4+	-	3+	10	12/14	80
Horde (40)	6	4+	-	3+	20	19/21	150

### Revenants

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	5+	10	-/14	85
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)*)

### Wraiths

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	6+	5	-/12	110
Half-Regt. (10)	10	4+	-	6+	10	-/13	200
Regiment (20)	10	4+	-	6+	10	-/16	265

#### Special

*Crushing Strength (1), Fly, 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*

## Skeleton Archers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	6+	5+	3+	10	-/13	55
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 Rats (Dogs?) (+30 pts)

## Mummies

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	4+	-	6+	5	-/14	120
Half-Regt. (10)	4	4+	-	6+	10	-/17	220
Regiment (20)	4	4+	-	6+	10	-/24	295

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

## 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

*Crushing Strength (2)*

### Options

- Banner (+15 pts)
- Musician (+10 pts)

## Mhorgoth the Faceless [1]

Hero

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

Hero

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)

## 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)

## Wights

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (3)	5	4+	-	5+	9	-/15	180

Special: *Crushing Strength (4)*, *Vicious*, *Shambling*.

## Balefire Catapult

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	-/12	65

### Special

*Blast (2D6)*, *Indirect Fire*, *Piercing (3)*, *Shambling*

## Vampire on Undead Pegasus

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	10	14/16	285

### Special

*Crushing Strength (2)*, *Dark Surge (3)*, *Fly, Heal (3)*, *Inspiring, Zap! (3)*

## Cursed Pharaoh

Hero

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*

## Vampire Lord

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	6+	8	14/16	275

### Special

*Crushing Strength (2), Dark Surge (3), Heal (3), Individual, Inspiring, Zap! (3)*

### Options

- Mount on an undead horse, increasing Speed to 8 (+20 pts)

## Liche King

Hero

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

Hero

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

Hero

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)