

# UNDEAD ARMIES

## Undead Army Special Rules

**Alignment: Evil**

### Evil Dead

All units in this list have Lifeleech (1) unless specified otherwise.

### 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.

The unit increases its Lifeleech (1) to Lifeleech (2).

## Skeleton Warriors Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	-	4+	10	-/12	65
Regiment (20)	5	5+	-	4+	12	-/16	90
Horde (40)	5	5+	-	4+	25	-/23	150

### Special

Shambling

### Options

- Undead Giant Rats (Dogs?) (+10 pts)

## Skeleton Spearmen Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	-	4+	10	-/12	75
Regiment (20)	5	5+	-	4+	15	-/16	105
Horde (40)	5	5+	-	4+	30	-/23	175

### Special

Phalanx, Shambling

### Options

- Undead Giant Rats (Dogs?) (+10 pts)

## Ghouls Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	-	3+	10	8/10	65
Regiment (20)	6	4+	-	3+	12	12/14	90
Horde (40)	6	4+	-	3+	25	19/21	150

## Soul Reaver Infantry Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	3+	-	5+	20	11/13	180
Regiment (20)	6	3+	-	5+	25	15/17	260

### Special

Crushing Strength (2), Lifeleech (2)

## Revenants Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	5+	10	-/13	85
Regiment (20)	5	4+	-	5+	12	-/17	120
Horde (40)	5	4+	-	5+	25	-/24	200

### Special

Shambling

### Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain Crushing Strength (1))
- Undead Giant Rats (Dogs?) (+10 pts)

## Soul Reaver Cavalry Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	6+	10	12/14	195
Regiment (10)	8	3+	-	6+	20	15/17	300

### Special

Crushing Strength (1), Lifeleech (2), Thunderous Charge (2)

## FORCE LISTS

### Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	4+	-	5+	8	-/14	110
Regiment (10)	8	4+	-	5+	16	-/17	170

#### Special

Shambling, Thunderous Charge (2)

### Wraiths

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	10	4+	-	6+	10	-/12	140
Regiment (20)	10	4+	-	6+	12	-/16	200

#### Special

Crushing Strength (1), Fly, Shambling

### Mummies

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	5+	10	-/14	120
Regiment (20)	5	4+	-	5+	12	-/18	170

#### Special

Crushing Strength (2), Regeneration (5+), Shambling

### Zombies

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	5+	-	3+	15	-/15	80
Horde (40)	5	5+	-	3+	30	-/22	130
Legion (60)	5	5+	-	3+	40	-/28	190

#### Special

Shambling

#### Options

- Undead Giant Rats (Dogs?) (+10 pts)

### Werewolves

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	9	3+	-	5+	9	12/14	160
Horde (6)	9	3+	-	5+	18	15/17	245

#### Special

Crushing Strength (1), Nimble

### Balefire Catapult

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	-/11	100

#### Special

Blast (D6+2), Indirect Fire, Piercing (2), *Reload!*, Shambling, Vicious

### Revenant King

Hero (Inf)

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

#### Special

Crushing Strength (1), Individual, Inspiring, Surge (6)

#### Options

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

### Undead Army

#### Standard Bearer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	-/13	50

#### Special

Individual, Inspiring, Shambling

#### Options

- Mount on an undead horse, increasing Speed to 8 (+15 pts) and changing to Hero (Cav)

### Vampire Lord

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	-	6+	8	14/16	220

#### Special

Crushing Strength (2), Individual, Inspiring, Lifeleech (2), Surge (3)

#### Options

- Heal (2) for +10pts
- Lightning Bolt (3) for +20pts
- Mount on an undead horse, increasing Speed to 9 (+15 pts) and changing to Hero (Cav)

Liche KingHero (Inf)

Unit	Size	Sp	Me	Ra	De	Att	Ne	Pts
1		5	5+	-	4+	1	14/16	145

Special

Individual, Inspiring, Regeneration (5+), Surge (12)

Options

- Heal (6) for +20pts, or free to replace Surge.
- Lightning Bolt (5) for +35pts
- Bane-chant (3) for +20pts
- Mount on an undead horse, increasing Speed to 8 (+20 pts) and changing to Hero (Cav)

NecromancerHero (Inf)

Unit	Size	Sp	Me	Ra	De	Att	Ne	Pts
1		5	5+	-	4+	1	10/12	85

Special

Individual, Surge (8)

Options

- Heal (3) for +15pts, or free to replace Surge.
- Lightning Bolt (3) for +20pts
- Bane-chant (2) for +15pts
- Mount on an undead horse, increasing Speed to 8 (+15 pts) and changing to Hero (Cav)