

UNDEAD

VERSION 2.0

UPDATED 16/03/19

INCLUDING CORRECTIONS AND REVISIONS

There can't be many things in folklore that cross cultures and centuries quite as do the living dead - whether animated skeletons or living corpses the undead crop up on TV, in movies, upon the pages of fiction and - needless to say - in all those tabletop and video games with which we are all familiar. Culturally they span the worlds of the Pharaohs, ancient China, and medieval Europe and beyond.

The undead form such a vast and varied horde that to cram all into a single list would feel a bit crowded, so our list is based upon the idea of undead or skeleton warriors in various guises. Exactly how bony these troops might be we leave to your choice of models, from the pure unadorned bones as depicted in the classic Jason and the Argonauts movie of 1963 to latter day depictions of corpse soldiery in various states of decay.

What all of these undead warriors have in common is that they rely upon some necromantic type of sorcery to raise and control them. Rarely are these individuals what you'd call philanthropic types. Usually they are more your maniacal lunatic obsessed with notions of immortality, universal destruction, and general unpleasantness. Thus, our undead warband is led by a character that combines the usual abilities of a chieftain with that of an evil sorcerer: we call this sorcerer a Necromancer, Liche or Wraith.

The sorcerer can be accompanied by skeleton guards and cursed spirits, and can have both - this is unusual as most wizards only have one or the other. Liches have the Undead rule whilst the Wraith has the Spectral Undead rule representing a creature of ethereal nature. A Necromancer can also be ungraded to a zombie master which is helpful should you be favouring a force that includes those otherwise intractable undead.

The undead horde is primarily made up of corpse-soldiers that we call skeletons but the list can easily represent a variety of interpretations of undead warriors in various states of decay. At its head we have an undead champion - the corpse of some great hero or warrior of renown returned to life to do the bidding of its sorcerous master.

The champion is a powerful fighter and has the option to represent a member of the spectral undead such as a wight. This is a common theme throughout the list: our skeleton troopers can be insubstantial spectral creatures if we wish our forces to represent the spirits or essences of long-dead warriors rather than their material remnants.

Skeleton warriors can be armed with swords or spears, others wield bows or crossbows, or ride skeletal steeds or chariots drawn by the same. The list is broadly constructed so that you can theme your undead horde to a medieval or ancient subject should you so wish: Egyptian mummies, Chinese tomb soldiers, or Medieval Plague warriors for example. Hence our riders include lance armed skeleton knights in heavy armour riding helhorses as well as more generic horsemen with lighter armour, swords, spears and bows.

We have also included zombies to represent more purely monstrous undead and there is nothing to prevent a player assembling a shambolic horde of such creatures if that is their bent.

There are also wights, which are represented as ghostly or spectral warriors, insubstantial of body but deadly for all that.

The undead Warlord also has access to supporting units in the form of flying carrion beasts that can carry undead riders. These aerial monsters can also drop rocks on their foes and are formidable monsters in their own right. They can also be given the spectral undead rule - ghost riders in the sky if you like. We also have war machines with skeleton operatives - notice how I deftly avoided the skeleton crew gag there - in the form of stone and bolt throwers both small and large. The stone throwers also have the option to hurl howling horror upon their luckless foes.

Special Army Rule

The Undead Hoste stands or falls with its master and is in trouble should its Warlord be slain. Be warned!

If your warlord is slain then **no further pins** are removed from your units. Orders can still be issued as normal, and down dice recovered at the end of the turn, but no pins are removed when you do so. There is no point in issuing a Rally order because pins can't be removed anyway. Similarly, any spells or special abilities that would otherwise remove pins won't work.

Obviously, the undead force deprived of its master becomes untenable pretty quickly. However, you can still fight on and - with any luck - it might still be possible to score a victory despite your leader's demise.

NECROMANCER

Warlord Warrior Unit

Points Value: 81

Special: You must include one command unit from Necromancer, Liche, Liche Riding Chariot, Wraith or Wraith Riding Helhorse and one only.

Unit: Necromancer	Ag	Acc	Str	Res	Init	Co	Special
1 x Necromancer with sword	5	5	5	5	7	10	Tough, Command, 2x HtH, Wound, Magic Level 1
0 x Skeleton Bodyguard with sword or axe, light armour	5	5	5	5(6)	5	6	Undead
0 x Cursed Spirits	5	6	6	6	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

Options

- Upgrade Necromancer to Magic Level 2 @25pts
- Upgrade Necromancer to Magic Level 3 @50pts
- Give Necromancer Zombie Master and Follow rules @20 pts
- Upgrade Necromancer to Tough 2 @10 pts
- Upgrade Necromancer to Tough 3 @20 pts
- Upgrade Necromancer to Wound 2 @10 pts
- Upgrade Necromancer to Wound 3 @20 pts
- Give Skeleton Bodyguard spears @Free per model
- Give Skeleton Bodyguard halberds @1pt per model
- Give Skeleton Bodyguard medium armour @2pt per model increasing Res to 5(7)
- Add up to 4 Skeleton Bodyguards @9pts each
- Add up to 4 Cursed Spirits @23pts each

LICHE

Warlord Warrior Unit

Points Value: 95

Special: You must include one command unit from Necromancer, Liche, Liche Riding Chariot, Wraith or Wraith Riding Helhorse and one only.

Unit: Liche	Ag	Acc	Str	Res	Init	Co	Special
1 x Liche with sword or axe	5	5	6	6	5	10	Tough, Command, 2x HtH, Undead, Wound, Magic Level 1
0 x Skeleton Bodyguard with sword or axe, light armour	5	5	5	5(6)	5	6	Undead
0 x Cursed Spirits	5	6	6	6	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

Options

- Upgrade Liche to Magic Level 2 @25pts
- Upgrade Liche to Magic Level 3 @50pts
- Upgrade Liche to Tough 2 @10 pts
- Upgrade Liche to Tough 3 @20 pts
- Upgrade Liche to Wound 2 @12 pts
- Upgrade Liche to Wound 3 @24 pts
- Give Skeleton Bodyguard spears @Free per model
- Give Skeleton Bodyguard halberds @1pt per model
- Give Skeleton Bodyguard medium armour @2pt per model increasing Res to 5(7)
- Add up to 4 Skeleton Bodyguards @9pts each
- Add up to 4 Cursed Spirits @23pts each

LICHE RIDING CHARIOT

Warlord Chariot Unit

Points Value: 182

Special: You must include one command unit from Necromancer, Liche, Liche Riding Chariot, Wraith or Wraith Riding Helhorse and one only.

Unit: Liche	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Liche and crew in chariot pulled by Helhorses	3	-	-	10	-	-	Large, Tough, Fast 6, Irresistable Charge, Undead
1 x Liche with sword or axe	[5]	5	6	[6]	5	10	[Tough], Command, 2x HtH, Undead [Wound], Magic Level 1
1 x Skeleton crew with sword or axe	-	5	5	-	-	-	Undead
2 x Helhorses	-	-					Undead, 1xHtH SV1

Options

- Upgrade Liche to Magic Level 2 @25pts
- Upgrade Liche to Magic Level 3 @50pts
- Upgrade Liche to Tough 2 @10 pts on foot only
- Upgrade Liche to Tough 3 @20 pts on foot only
- Upgrade Liche to Wound 2 @12 pts on foot only
- Upgrade Liche to Wound 3 @24 pts on foot only
- Give Skeleton crew spears @Free per model
- Give Skeleton crew halberds @1pt per model
- Add up to 2 Skeleton crew @5pts each
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge

WRAITH

Warlord Warrior Unit

Points Value: 154

Special: You must include one command unit from Necromancer, Liche, Liche Riding Chariot, Wraith or Wraith Riding Helhorse and one only.

Unit: Wraith	Ag	Acc	Str	Res	Init	Co	Special
1 x Wraith with sword, axe or mace	5	5	7	7	10	10	Tough 2, Command, 3x HtH Deathly Chill, Spectral Undead, Dread, Wound 2, Magic Level 1
0 x Skeleton Bodyguard with sword or axe, light armour	5	5	5	5(6)	5	6	Spectral Undead
0 x Cursed Spirits	5	6	6	6	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

Options

- Upgrade Wraith to Magic Level 2 @25pts
- Upgrade Wraith to Magic Level 3 @50pts
- Upgrade Wraith to Tough 3 @10 pts
- Upgrade Wraith to Wound 3 @14 pts
- Give Skeleton Bodyguard spears @Free per model
- Give Skeleton Bodyguard halberds @1pt per model
- Give Skeleton Bodyguard medium armour @2pt per model increasing Res to 5(7)
- Add up to 4 Skeleton Bodyguards @10pts each
- Add up to 4 Cursed Spirits @23pts each

Undead

WRAITH RIDING HELHORSE

Warlord Mounted Unit

Points Value: 189

Special: You must include one command unit from Necromancer, Liche, Liche Riding Chariot, Wraith or Wraith Riding Helhorse and one only.

Unit: Wraith	Ag	Acc	Str	Res	Init	Co	Special
1 x Wraith with sword, axe or mace, riding Helhorse	5	5	7	8	10	10	Tough 2, Command, Fast 8 3x HtH Deathly Chill, Spectral Undead, Dread, Wound 2, Magic Level 1: Helhorse 1xHtH SV1
0 x Cursed Spirits	5	6	6	6	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1, Fast 8

Options

- Upgrade Wraith to Magic Level 2 @25pts
- Upgrade Wraith to Magic Level 3 @50pts
- Upgrade Wraith to Tough 3 @10 pts
- Upgrade Wraith to Wound 3 @14 pts
- Add up to 4 Cursed Spirits @29pts each

UNDEAD CHAMPION

Warrior Unit

Points Value: 81

Special: You can include a maximum of one Undead Champion in your warband.

Unit: Undead Champion	Ag	Acc	Str	Res	Init	Co	Special
1 x Undead Champion with sword and medium armour	5	5	6	6(8)	5	9	Tough, Wound, 3x HtH, Undead, Hero, Dread

Options

- Give Champion huge sword, big axe, massive mace or warhammer @Free
- Upgrade Champion to Wound 3 @32pts
- Give Champion heavy armour @3pts adding Heavily Laden rule and increasing Res to 6(9)
- Upgrade Champion to Tough 2 @10pts
- Upgrade Champion to Wound 2 @16pts
- Replace Undead special rule with Spectral Undead rule @2pts

SKELETON GUARD

Warrior Unit

Points Value: 59

Special: You can include a maximum of one Skeleton Guard unit in your warband.

Unit: Skeleton Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Skeleton Leader with spear, light armour	5	5	5	5(6)	5	8	Tough, Undead
4 x Skeleton Guard with spear, light armour	5	5	5	5(6)	5	6	Undead

Options

- Give unit medium armour @2pts per model increasing Res to 5(7)
- Give unit long spears instead of spears @Free per model
- Give unit halberds instead of spears @1pt per model
- Add up to 5 Skeleton Guards @9pts each
- Give unit huge swords, big axes, massive maces or warhammer @Free per model
- Replace Undead special rule with Spectral Undead rule @1pt per model

SKELETON WARRIORS

Warrior Unit

Points Value: 57

Unit: Skeleton Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Skeleton Leader with sword, light armour	5	5	5	5(6)	5	7	Tough, Undead
4 x Skeleton Warrior with sword, light armour	5	5	5	5(6)	5	6	Undead
Options							
<ul style="list-style-type: none"> • Give unit spears @Free per model • Give unit long spears @Free per model • Add up to 5 Skeleton Warriors @9pts each 						<ul style="list-style-type: none"> • Replace Undead special rule with Spectral Undead rule @1pt per model 	

SKELETON ARCHERS

Warrior Unit

Points Value: 57

Unit: Skeleton Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Skeleton Leader with sword, bow	5	5	5	5	5	7	Tough, Undead
4 x Skeleton Warrior with sword, bow	5	5	5	5	5	6	Undead
Options							
<ul style="list-style-type: none"> • Give unit light armour @2pts per model increasing Res to 5(6) • Give unit crossbows @1pt per model 						<ul style="list-style-type: none"> • Add up to 5 Skeleton Archers @9pts each • Replace Undead special rule with Spectral Undead rule @1pt per model 	

ZOMBIES

Warrior Unit

Points Value: 25

Unit: Zombies	Ag	Acc	Str	Res	Init	Co	Special
5 x Zombies	2	2	3	3	2	5	Zombie, 1xHtH SV0, Undead
Options							
<ul style="list-style-type: none"> • Upgrade Zombies to Res 6 @2pts per model 						<ul style="list-style-type: none"> • Add up to 5 Zombies @5pts each 	

WIGHTS

Warrior Unit

Points Value: 102

Unit: Wights	Ag	Acc	Str	Res	Init	Co	Special
1 x Wight Leader with sword or axe	5	5	5	7	7	8	Tough, Spectral Undead, Dread
4 x Wight with sword or axe	5	5	5	7	7	7	Spectral Undead, Dread
Options							
<ul style="list-style-type: none"> • Give unit spears @Free per model • Give unit Frenzied Charge rule @2pts per model 						<ul style="list-style-type: none"> • Add up to 5 Wights @16pts each 	

SKELETON RIDERS

Mounted Unit

Points Value: 72

Unit: Skeleton Riders

1 x Skeleton Rider Leader with sword, light armour

Ag

Acc

Str

Res

Init

Co

Special

5

5

5

6(7)

5

7

Tough, Undead, Fast 8

2 x Skeleton Rider with sword, light armour

5

5

5

6(7)

5

6

Undead, Fast 8

Options

- Give unit medium armour @2pts per model increasing Res to 6(8)
- Give unit bows @2pts per model
- Give unit spears @Free per model
- Give unit lances @1pt per model
- Give unit bows @2pts per model
- Add up to 3 Skeleton Riders @17pts each
- Replace Undead special rule with Spectral Undead rule @1pt per model

SKELETON KNIGHTS

Mounted Unit

Points Value: 102

Unit: Skeleton Knights

1 x Skeleton Knight Leader with lance, heavy armour riding helhorse

Ag

Acc

Str

Res

Init

Co

Special

5

5

5

6(9)

5

8

Tough, Undead, Fast 8: Helhorse 1HtH SV1

2 x Skeleton Knight with lance, heavy armour riding helhorse

5

5

5

6(9)

5

7

Undead, Fast 8: Helhorse 1HtH SV1

Options

- Add up to 3 Skeleton Knights @30pts each
- Replace Undead special rule with Spectral Undead rule @1pt per model

SKELETON CHARIOT

Chariot Unit

Points Value: 117

Unit: Skeleton Chariot

1 x Skeleton Chariot: Skeleton crew, pulled by two undead steeds

Ag

Acc

Str

Res

Init

Co

Special

3

-

-

10

-

-

Large, Undead, Irresistible Charge, Fast 8

2 x Skeleton crew with swords or axes

-

5

5

-

5

7

Undead

2 x Undead Steeds

-

-

-

-

-

Undead

0 x Helhorses

-

-

5

-

-

-

Undead, HtH Attack SV1

Options

- Give Skeleton crew spears @Free per crew
- Give Skeleton crew bows @2pts per crew
- Add up to 2 Skeleton crew @5pts each
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge
- Replace Undead Steeds with Helhorses @12pts for two Helhorses
- Add two further Helhorses to Helhorse pair @12pts
- Replace Undead special rule with Spectral Undead rule @5pts

CARRION BEAST

Monster Unit

Points Value: 153

Special: You can include a maximum of one Carrion Beast unit in your warband.

Unit: Carrion Beast	Ag	Acc	Str	Res	Init	Co	Special
1 x Carrion Beast with rocks	10	6	6	8	8	8	Large, Flies, Fast 10, 3x HtH SV3, 3x Drop SV3, Wound, Undead
0 x Skeleton Rider with sword or axe	-	5	5	-	-	-	Undead

Options

- Give Carrion Beast Skeleton Rider@ 5pts
- Give Carrion Beast Skeleton Rider spear@Free

- Give Carrion Beast Skeleton Rider bow@2pts
- Replace Undead special rule with Spectral Undead rule @5pts

SKELETON BOLT THROWER

Artillery Unit

Points Value: 60

Unit: Skeleton Bolt Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Skeleton crew with daggers, bolt throwing engine	5	5	5	5	5	7	Undead, Large, Slow 3

Equipment

1 x Small Bolt Thrower

Options

- Give unit Large Bolt Thrower instead of Small Bolt Thrower @21pts
- Give crew swords instead of daggers @1pt per model
- Add up to 2 Skeleton crew to unit @6pts each

- Replace Undead special rule with Spectral Undead rule @1pt per model
- Give Crew light armour @2pts per model increasing Res to 5(6)

SKELETON STONE THROWER

Artillery Unit

Points Value: 72

Unit: Skeleton Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Skeleton crew with daggers, stone throwing engine	5	5	5	5	5	7	Undead, Large, Slow 3

Equipment

1 x Small Stone Thrower

Options

- Give crew swords instead of daggers @1pt per model
- Give unit Large Stone Thrower instead of Small Stone Thrower @27pts
- Give unit Howling Horror ammunition @10pts

- Give Crew light armour @2pts per model increasing Res to 5(6)
- Replace Undead special rule with Spectral Undead rule @1pt per Crew model
- Add up to 2 Skeleton crew to unit @6pts each

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Crossbow	0-10"	10-30"	-	1	Fire order to shoot
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire order to shoot, 3x Ranged
Large Bolt Thrower	0-20"	20-40"	40-60"	5	Fire order to shoot, Unstoppable
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order to shoot, D6 hits
Rock Dropped by Carrion Beast	0-10"	-	-	3	Drop SV3
Daggers	Hand-to-Hand Combat			1	
Sword, Axe or Mace	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles
Long Spear	Hand-to-Hand Combat			1	Cancels Strength bonus when charged
Lance	Hand-to-Hand Combat			1/3	SV3 on Charge
Huge Sword, Big Axe, Warhammer or Massive Mace	Hand-to-Hand Combat			2	
Halberd	Hand-to-Hand Combat			2	+1 Strength

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Deathly Chill. No armour bonus allowed.

Dread. -1 to hit shooting/close combat. -1 to break test if defeated by Dreaded enemy.

Flies. Moves over any terrain/obstacles without test or penalties. Enemy cannot charge or follow-on in combat unless they can also fly, or if flyers are down.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Heavily Laden. Cannot sprint.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Howling Horror Ammunition. Target suffers D3 additional pins.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models (artillery overhead only)

Slow/Fast. Move at the basic rate indicated.

Spectral Undead. As Undead. In addition, hits from flaming attacks are ignored (auto-resisted) and inflict no pins. All difficult ground/obstacles counts as open terrain for movement.

Spirit. Can be sacrificed for a re-roll. Destroyed if wizard is slain.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Undead. Cannot be routed. Auto-resist choking/venomous attacks. Immune to Dread. Immune to Terror.

Unstoppable. Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time. Roll twice on monstrosity damage table.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.

Zombie. A failed order test is an advance order and not down. Cannot Sprint. Cannot benefit from the Hero, Follow or Command unless character is Zombie Master. Ag test on Run order, take pin if failed.

Zombie Master. Can use Hero, Follow or Command rules for Zombie units.