

# 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 Reaper 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 Reaper 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)

## STARTER 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)

### 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

### 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

### 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)

### 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

### 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)

### 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)

### 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)

### 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

## Liche King

Hero (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)

## Necromancer

Hero (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)

# KINGS OF WAR

## Starter Force Lists

These are a selection of army stats. For the full listings, including those right, pick up your copy of the *Kings of War Second Edition Rulebook*.

Skeleton Archers, Zombie Trolls, Wights, Revenant King on Undead Wurm, Cursed Pharoah, Vampire on Undead Pegasus, Vampire on Undead Dragon, Lykanis, Lady Ilona, Mhorgoth the Faceless

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