

ZOMBIES

These rotting corpses are animated by necromantic magic. Though slow and clumsy, they will attack their prey with single-minded tirelessness, ignoring all but the most vicious wounds as they bite and tear at their unfortunate victims. Those they slay are raised in turn to join the ranks of the shambling horde.



MELEE WEAPONS

Zombie Bite

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Zombies has 10 or more models. They shamble forwards in a rotting horde before tearing into exposed flesh with their Zombie Bites.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any **DEATH** Standard Bearers.

NOISE MAKER

Models in this unit may be Noise Makers. A unit that includes any Noise Makers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Dragged Down and Torn Apart: You can add 1 to hit and wound rolls for a unit of Zombies if it has 20 or more models, or 2 if it has 40 or more models.

The Newly Dead: At the end of the combat phase, roll a dice for each model slain by this unit. For each roll of a 6, add a Zombie to this unit.

Vigour Mortis: You can add 1 to hit rolls for this unit whilst it is within 9" of any friendly **CORPSE CARTS**.