

# Undead

1995 points

## Zombies

Infantry 115pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Horde (40)	5	5+	-	2+	2	3	25	-/22

Special: Lifeleech (1), Shambling  
Keywords: Expendable, Zombie

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## Necromancer Hero (Infantry) 110pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Hero (1)	5	5+	-	4+	2	0	1	10/12

Special: Individual  
Spells: Surge (6)  
Keywords: Heretic  
Spellcaster: 1  
Options: Aura (Vicious (Melee) - Zombie only) This upgrade cannot be taken in addition to an Undead Horse Mount. (20pts), Bane Chant (2) (20pts)  
Artefact: Inspiring Talismman (20pts)

## Necromancer Hero (Infantry) 105pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Hero (1)	5	5+	-	4+	2	0	1	10/12

Special: Individual  
Spells: Surge (6)  
Keywords: Heretic  
Spellcaster: 1  
Options: Aura (Vicious (Melee) - Zombie only) This upgrade cannot be taken in addition to an Undead Horse Mount. (20pts), Drain Life (4) (20pts), Alchemist's Curse [1] (15pts)

## Undead Army Standard Bearer Hero (Infantry) 75pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Hero (1)	5	5+	-	4+	2	0	1	-/11

Special: Individual, Inspiring, Lifeleech (1)  
 Keywords: Skeleton  
 Artefact: Lute of Insatiable Darkness (25pts)

## Zombie Trolls Large Infantry 200pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Horde (6)	6	4+	-	5+	3	3	18	-/17

Special: Crushing Strength (2), Lifeleech (1), Shambling  
 Keywords: Troll, Zombie  
 Artefact: Hann's Sanguinary Scripture (10pts)

## Goreblight Monster 175pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Monster (1)	6	4+	-	5+	3	1	D6+6	-/17

Special: Cloak of Death, Crushing Strength (2), Lifeleech (1), Shambling  
 Keywords: Zombie

## Zombie Trolls Large Infantry 200pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Horde (6)	6	4+	-	5+	3	3	18	-/17

Special: Crushing Strength (2), Lifeleech (1), Shambling  
 Keywords: Troll, Zombie  
 Artefact: Pipes of Terror (10pts)

## Balefire Catapult War Engine 95pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
War Engine (1)	5	-	5+	4+	2	0	2	-/11

Special: Shambling, Balefire: 48", Blast (D3+1), Ignores Obscured, Indirect, Piercing (2), Reload, Unholy Flames:  
 Whenever the unit rolls to damage with its Balefire attack it can re-roll (D3) of the dice that failed to damage.  
 Keywords: Skeleton