



WOEHAMMER ARMIES

UNDEAD



Undead Special Rules

Sustained by Magic

The armies of the dead cannot function unless propelled by the continuous Dark Magics of their general. Only the most powerful of Necromancers can raise and sustain the dead hordes.

The magic level of the general must be sufficient to sustain the size army he wishes to raise. To that end, a Magic Level 1 general may command no more than 1,000 points of undead, a magic level 2 wizard no more than 2,000, and Magic level 3 no more than 3,000... beyond that and the wizard will need some help from a second hero!

Crumble

An Undead horde deprived of its leader will soon begin to fade back to death. Should the army Warlord fall in battle then no further pins will be removed from undead units, not for passing orders, rally orders, or any other means.

Undead Magic Items

There are countless magic artefacts in the Old World infused with dark death magic.

Hero units may take magical items as listed below, or magical items of the Dark, Death, or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Sword of Unholy Power - *This blade writhes with dark energy* - Any natural 1s to hit with this sword do an additional 1D3 hits - 10 points

Black Axe - *This heavy blade seethes with dark anger* - This large axe ignores all non-magical armour, and will ignore magical armour on a hit roll of a natural 1 - 15 points

Tomb Blade - *This corroded sword yearns for the souls of worthy victims* - If the bearer of this sword slays a hero unit in close combat take a random Death spell card, the spell may be cast once from the sword as a normal spell in addition to any other spell the caster may be able to cast in that particular turn. The spell is automatically cast and can only be dispelled by a natural roll of 1 - 12 points

Magic Armour

Black Armour - *This armour contains the bound spirit of Elric the Mad* - This armour counts as heavy armour, and any natural 1s on Res tests in HtH cause the hit to bounce back on the attacker - 20 points

Shadow Cloak - *This cloak seems to be blacker than a moonless night at all times* - Any ranged attacks that target the wearer of this cloak are at -1 Acc - 20 points

Magic Standards

Any chariots or heroes carrying a standard can upgrade to one of the standards listed below

Death Banner - *This banner fills all who have upon it with a bleak dread* - Any enemy units within 10" and LOS of this banner are at -1 Command (except for automatic break tests). This does not affect units that cause Dread or Terror or who are otherwise immune to these rules - 10 points

Magic Items

Hydra Teeth - *These unnatural objects disturb the rest of the unquiet dead* - Once per battle the bearer can scatter the teeth, adding 1D6 skeleton bodyguard (swords, light armour) to his unit. Cannot be scattered whilst mounted - 15 points

Chalice of Blood - *This foul chalice is forever flowing with the blood of kings* - Once per battle the bearer may sup from the chalice and gain +1 to all stats for that single turn. In addition, if the bearer is a vampire, they can gain back a lost wound - 15 points

Undead Army List

Army Composition

When choosing an Undead army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify.

The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an army may take a spell caster per 1,000 points. Undead armies are propelled by a single magic will but in larger (2,000+ point) games a second spell caster may be taken, however this spell caster must be at least one magic level lower than the army general, and have no effect on the Crumble rule.

Hero Units

0 - 1 Vampire Lord on Greater Zombie Dragon, 596 points **Warlord Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Vampire Lord with sword, medium armour	[6]	5	6	[7(9)]	8	9	[Tough], [Wound 2], Command, 3 x HtH, Magic Level 2, Undead, Follow, Zombie Master
Zombie Dragon	5	4	6	15	-	-	Large, MoD 3, Fast 6, 7 x HtH SV6, Beastly Breath, Dread, Terror, Flies, Undead

Upgrade to Magic Level 3 @ 25 points. Give lance @ 1 point.

0 - 1 Vampire Lord on Horse, 155 points **Mounted Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Vampire Lord with sword, medium armour, riding horse	6	5	6	7(9)	8	9	Tough, Wound 2, Command, 3 x HtH, Magic Level 2, Undead, Follow, Zombie Master, Fast 8

Upgrade to Magic Level 3 @ 25 points. Give unit large swords @ free, lance @ 1 point

0 - 1 Vampire Lord, 145 points **Warrior Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Vampire Lord with sword, light armour	6	5	6	6(7)	8	9	Tough, Wound 2, Command, 3 x HtH, Magic Level 2, Undead, Follow, Zombie Master

Upgrade to Magic Level 3 @ 25 points. Give unit large sword @ free

0 - 1 Necromancer, 81 points**Warrior Warlord Unit**

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

Upgrade to Wound 2 @ 10 points, Wound 3 @ 20 points, Tough 2 @ 10 points, Tough 3 @ 20 points. Give unit Follow and Zombie Master rules @ 20 points. Upgrade to Magic level 2 @ 25 points, Magic level 3 @ 50 points. Give skeleton bodyguards spears @ free, halberds @ 1 point per model, medium armour @ 2 points per model. Add up to 4 Skeleton Bodyguards @ 9 points per model. Add up to 4 Cursed Spirits @ 23 points each.

0 - 1 Necromancer riding Allied Griffon, 265 points**Monstrosity Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Necromancer with sword	[5]	5	5	[5]	7	10	[Tough], Command, [Wound], 2 x HTH, Magic Level 1
Allied Griffon	5	-	6	10	-	-	Large, MoD 2, 5 x HtH SV3, Dread, Savage, Flies, Fast 6

Upgrade to Wound 2 @ 10 points, Wound 3 @ 20 points, Tough 2 @ 10 points, Tough 3 @ 20 points. Give unit Follow and Zombie Master rules @ 20 points. Upgrade to Magic level 2 @ 25 points, Magic level 3 @ 50 points.

0 - 1 Liche, 95 points**Warrior Warlord Unit**

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

Upgrade to Wound 2 @ 12 points, Wound 3 @ 24 points, Tough 2 @ 10 points, Tough 3 @ 20 points. Give unit Follow and Zombie Master rules @ 20 points. Upgrade to Magic level 2 @ 25 points, Magic level 3 @ 50 points. Give skeleton bodyguards spears @ free, halberds @ 1 point per model, medium armour @ 2 points per model. Add up to 4 Skeleton Bodyguards @ 9 points per model. Add up to 4 Cursed Spirits @ 23 points each.

0 - 1 Liche on Chariot, 214 points**Warrior Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Liche with sword	[5]	5	6	[6]	5	10	[Tough], Command, [Wound], 2 x HTH, Magic Level 1
2 x Skeleton with halberds	-	-	5	-	-	-	Undead
2 x Hellhorses	-	-	5	-	-	-	1 x HtH SV1, Undead
Chariot	3	-	-	10	-	-	Large, Tough, Fast 6, Irresistible Charge, Undead, Crew spears 1D6 SV1 hits on charge only.

Upgrade to Wound 2 @ 12 points, Wound 3 @ 24 points, Tough 2 @ 10 points, Tough 3 @ 20 points. Give unit Follow and Zombie Master rules @ 20 points. Upgrade to Magic level 2 @ 25 points, Magic level 3 @ 50 points.

0 - 1 Wraith Lord, 154 points**Warrior Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wraith Lord with sword	5	5	7	7	10	10	Tough2 , Command, Wound 2, Spectral Undead, 3 x HTH Deathly Chill, Dread, Magic Level 1
0 x Skeleton bodyguard with sword, light armour	5	5	5	5(6)	5	6	Spectral Undead
0 x Cursed Spirits	5	6	6	6	3	3	Spirit, 1 x HtH SV1, Exchange of Missiles SV1

Upgrade to Wound 3 @ 14 points, Tough 3 @ 10 points. Upgrade to Magic level 2 @ 25 points, Magic level 3 @ 50 points. Give skeleton bodyguards spears @ free, halberds @ 1 point per model, medium armour @ 2 points per model. Add up to 4 Skeleton Bodyguards @ 10 points per model. Add up to 4 Cursed Spirits @ 23 points each.

0 - 1 Wraith Lord riding Allied Cockatrice, 351 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wraithlord with large sword	[5]	5	7	[7]	10	10	Tough2 , Command, Wound 2, Spectral Undead, 3 x HTH Deathly Chill, Dread, Magic Level 1
Allied Cockatrice	5	4	7	10	-	-	Large, MoD 2, 5 x HtH SV 3, Baleful Glare, Dread, Flies

Upgrade to Wound 3 @ 14 points, Tough 3 @ 10 points. Upgrade to Magic level 2 @ 25 points, Magic level 3 @ 50 points.

0 - 1 Ghoul Regent, 134 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ghoul Regent	5	5	7	7	8	9	Tough, Command, Wound, 3 x HTH SV 2, Dread, Follow, Zombie Master, Magic Level 1

Upgrade to Wound 2 @ 14 points, Wound 3 @ 28 points, Tough 2 @ 10 points, Tough 3 @ 20 points. Upgrade to Magic level 2 @ 25 points, Magic level 3 @ 50 points.

Note. The warband must include one, and only one, Warlord Unit chosen from above

0 - 1 Undead Champion, 81 points
Warrior Unit

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

Give hero large weapon @ free. Give champion Heavy Armour @ 3 points increasing Res to 6(9) and adding Heavily Laden rule. Upgrade to Wound 2 @ 16 points, Wound 3 @ 32 points, Tough 2 @ 10 points. Make unit Spectral Undead @ 2 points.

0 - 1 Mounted Undead Champion, 89 points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Undead Champion with sword, medium armour, riding horse	5	5	6	7(9)	5	9	Tough, Wound, 3 x HtH, Undead, Hero, Dread, Fast 8

Give hero large weapon @ free. Give champion Heavy Armour @ 3 points increasing Res to 7(10) and adding Heavily Laden rule. Upgrade to Wound 2 @ 18 points, Wound 3 @ 36 points, Tough 2 @ 10 points. Make unit Spectral Undead @ 2 points.

0 - 1 Undead Champion on Greater Zombie Dragon, 539 points
Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Undead Champion with sword, heavy armour	[5]	5	6	[6(9)]	5	9	[Tough], [Wound], 3 x HtH, Undead, Hero, Dread
Zombie Dragon	5	4	6	15	-	-	Large, MoD 3, Fast 6, 7 x HtH SV6, Beastly Breath, Dread, Terror, Flies, Undead

Upgrade to Wound 2 @ 16 points, Wound 3 @ 32 points, Tough 2 @ 10 points. Make unit Spectral Undead @ 2 points. Give unit Lance @ 1 point

0 - 1 Tormented Undead Champion, 151 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Undead Champion halberd, medium armour	5	5	6	6(8)	5	9	Tough, Wound, 3 x HtH, Undead, Hero, Dread
3 x Daughters of Sorrow	5	6	6	6	3	3	Spirit, 1 x HtH SV1, Exchange of Missiles SV1

Give champion Heavy Armour @ 3 points increasing Res to 6(9) and adding Heavily Laden rule. Upgrade to Wound 2 @ 16 points, Wound 3 @ 32 points, Tough 2 @ 10 points.

0 - 1 Ghoul Champion, 112 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ghoul Champion with sword	5	5	7	7	5	9	Tough, Wound, 3 x HtH SV2, Hero, Dread, Crazy Psychotic

Upgrade to Wound 2 @ 16 points, Wound 3 @ 32 points, Tough 2 @ 10 points.

Elite Troops

0 - 1 Units of Blood Knights, 122 Points **Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with Lance, heavy armour, riding warhorse	5	5	6	6(9)	6	8	Tough, Fast 8, Crazy Psychotic
2 x Knights with lances, heavy armour, riding warhorses	5	5	6	6(9)	6	7	Fast 8, Crazy Psychotic
Warhorse			5				1 x HtH SV1

Add up to 3 Knights @ 37 points each

0 - 1 Units of Vampire Foot Knights, 123 Points **Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with sword, heavy armour	5	5	6	5(8)	6	8	Tough, Crazy Psychotic, Heavily Laden
4 x Knights with swords, heavy armour	5	5	6	5(8)	6	7	Crazy Psychotic, Heavily Laden

Add up to 3 Knights @ 22 points each

0 - 1 Units of Wraiths, 95 Points **Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Wraiths with swords	5	5	5	7	5	9	Spectral Undead, Sword Deathly Chill, Dread

0 - 1 Units of Mummies, 75 Points **Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Mummies	5	5	5	7	5	6	Undead, 1 x HtH SV3, Slow 4, Regenerate

Add up to 5 Mummies @ 15 points per model

0 -1 Units of Vargheists, 141 Points
Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Vargheists	5	5	6	9	7	7	Large, 2 x HtH SV2, Frenzied Charge, Crazyed Psychotic, Fly

Troops Units

0 - 1 Units of Black Knights, 102 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with Lance, heavy armour, riding warhorse	5	5	6	6(9)	5	8	Tough, Fast 8, Undead
2 x Knights with lances, heavy armour, riding warhorses	5	5	6	6(9)	5	7	Fast 8, Undead
Warhorse			5				1 x HtH SV1

Add up to 3 Black Knights @ 30 points each

0 - 2 Units of Undead Foot Knights, 82 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Foot knight leader with sword, heavy armour	4	5	5	5(8)	6	8	Tough, Heavily Laden, Undead
4 x Foot knights with swords, heavy armour	4	5	5	5(8)	6	7	Heavily Laden, Undead

Give unit large weapons @ free, halberds @ 1 point. Add up to 5 Wights @ 14 points per model

Skeleton Horsemen, 72 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, light armour, riding horse	5	5	5	6(7)	5	7	Tough, Fast 8, Undead
2 x horsemen with swords, light armour, riding horses	5	5	5	6(7)	5	6	Fast 8, Undead

Give unit medium armour @ 2 points per model increasing Res to 6(8). Give unit spears @ free, lances @ 1 point per model. Give unit bows @ 2 points per model. Make Spectral Undead @ 1 point per model. Add up to 3 Skeleton Riders @ 17 points each

Skeleton Warriors, 57 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skeleton leader with sword, light armour	5	5	5	5(6)	5	7	Tough, Undead
4 x Skeletons with swords, light armour	5	5	5	5(6)	5	6	Undead

Give unit spears or long spears @ free. Make spectral undead @ 1 point per model. Add up to 5 Skeletons @ 9 points per model

Grave Guard, 69 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Grave Guard leader with sword, medium armour	5	5	5	5(7)	5	8	Tough, Undead
4 x Grave Guard with swords, medium armour	5	5	5	5(7)	5	6	Undead

Give unit halberds @ 1 point per model. Make spectral undead @ 1 point per model. Add up to 5 Grave Guard @ 11 points per model

Skeleton Archers, 57 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skeleton leader with sword, bow	5	5	5	5	5	7	Tough, Undead
4 x Archers with swords, bows	5	5	5	5	5	6	Undead

Give unit crossbows @ 1 point per model. Make spectral undead @ 1 point per model. Give unit light armour increasing Res to 5(6) @ 2 points per model. Add up to 5 archers @ 9 points per model

Ghouls, 95 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Ghouls	5	-	5	5	7	7	2 x HtH SV1

Add up to 5 Ghouls @ 19 points per model

Zombies, 35 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Zombies	2	2	3	6	2	5	Zombie, 1 x HtH SV0, Undead

Add up to 5 Zombies @ 7 points per model

Dire Wolves, 60 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Dire Wolves	5	-	5	6	5	5	Rapid Sprint, 1 x HtH SV1, Savage, Undead

Add up to 5 Dire Wolves @ 12 points per model

Artillery Units

Skeleton Bolt Thrower, 60 Points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Skeleton crew with daggers, small bolt thrower	5	5	5	5	7	7	Undead, Slow 3, Large

Upgrade unit to large bolt thrower @ 21 points. Give crew swords instead of daggers @ 1 point per model. Give crew light armour @ 2 points per model increasing Res to 5(6) @ 2 points per model. Add up to 2 additional crew @ 6 points each

Skeleton Stone Thrower, 72 Points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Skeleton crew with daggers, small stone thrower	5	5	5	5	7	7	Undead, Slow 3, Large

Upgrade unit to large stone thrower @ 27 points. Give howling horror ammunition @ 10 points. Give crew swords instead of daggers @ 1 point per model. Give crew light armour @ 2 points per model increasing Res to 5(6) @ 2 points per model. Add up to 2 additional crew @ 6 points each

Monstrosity Unit

Skeleton Chariot, 117 Points Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chariot with 2 skeleton crew, pulled by 2 skeletal steeds	5	-	-	10	-	-	Large, Irresistible Charge, Fast 8, Undead
2 x crew with swords	-	5	5	-	5	7	Undead
0 x Hellhorses	-	-	5	-	-	-	Undead, HtH attack SV1

Give crew spears @ free. Give crew bows @ 2 points per model. Make Spectral Undead @ 5 points. Add up to 2 Skeleton crew @ 5 points each. Replace skeleton steeds with Hellhorses @ 12 points. Add pair of Hellhorses @ 12 Points.

0 - 1 Undead War Wagon, 186 points Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
War Wagon	3	-	5	12	-	-	Large, MoD 2, 5 x HtH SV5
Crewman with scourge	-	5	5	-	7	7	Undead
Crewman with Halberd	-	5	5	-	7	7	Undead
3 x Crewmen with Crossbows	-	5	5	-	7	7	Undead

0 - 1 Greater Zombie Dragon 447 points Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Greater Zombie Dragon	5	4	6	15	7	9	Large, MoD 3, Fast 6, 7 x HtH SV6, Beastly Breath, Dread, Terror, Flies, Undead

0 - 1 Zombie Dragon 197 points
Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Zombie Dragon	5	5	6	10	5	7	Large, MoD 2, 5 x HtH SV3, Beastly Breath, Dread, Flies, Undead

0 - 1 Allied Undead Giant 192 points
Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Undead Giant	5	5	6	12	4	8	Large, MoD 2, 5 x HtH SV4, Dread, Undead