

ZOMBIES



MELEE WEAPONS

Zombie Bite

Range

1"

Attacks

1

To Hit

6+

To Wound

6+

Rend

-

Damage

1

DESCRIPTION

A unit of Zombies has 10 or more models. They shamle forwards in a rotting horde, burying their victims in a suffocating press of mouldering bodies before biting into their exposed flesh with decaying teeth.

STANDARD BEARER

Models in this unit may be standard bearers. You can return D6 slain models to this unit in your hero phase if it includes any 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 the hit and wound rolls for a unit of Zombies if it has 10 or more models, 2 if it has 20 or more models, or 3 if it has 30 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, one of their victims returns to unlife and joins the shambling hordes; add a zombie to this unit.

Shambling Horde: If two or more units of Zombies from your army are within 1" of each other in your hero phase, they can merge and become a single unit for the rest of the battle.

Vigour Mortis: You can add 1 to all hit rolls for this unit if it is within 9" of any Corpse Carts from your army when it attacks.

MAGIC

DEATH WIZARDS know the following spell, in addition to any other spells they know.

RAISE ZOMBIES

Raise Zombies has a casting value of 4. If successfully cast, you can set up a unit of up to 10 Zombies within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the result of the casting roll was 8 or more, set up a unit of up to 20 Zombies instead.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS