

# THE UNDEAD

## Allies and mercenaries:

- ❑ Undead armies cannot have any allied or mercenary commands.
- ❑ In a multiplayer game ( see the F.W. Companion by Nick Lund, page. 79), undead armies will only ally with Dark Elves and Goblins armies.

## General rules:

- ❑ Undead armies cannot have any talisman<sup>1</sup>.
- ❑ Undead armies apply the special rules that are found in the section « Necromancer» of the F.W. Companion by Nick Lund.

## INFANTRY

### Undead warriors (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Med.	UD	-	-	1	Lt/Sh	Hd	15cm	no	no	day	3	-	10	30
Warrior	Med.	UD	-	-	1	Lt	2-Hd	15cm	no	no	day	3	-	10	30
Warrior	Med.	UD	-	-	1	Lt/Sh	Sp	15cm	no	no	day	3	-	10	30

#### Notes:

- Obligatory at least one unit for every 1000 army points.

### Ghosts (base size 2.5 x 2.5 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ghosts	Ave	UD	-	-	5	none	-	35cm	7	yes+dread	day	42	-	2	10

#### Notes:

- ❑ Ghosts don't need to be activated by necromantic power, but just at the first hour of the day they must be removed from the table.
- ❑ Ghosts cannot engage or be engaged, they are Terrible Creatures that provoke the Undead dread, besides they can be only killed by magic.
- ❑ An enemy unit can move through a unit of Ghosts, but will have to suffer the impracticable terrain penalty; a friend unit can instead moves through the unit of ghosts of its army without penalties.
- ❑ A unit of Ghosts cannot have the Leader but it can have the Drummers (it counts for the Undead dread test that it is similar to the threats test).

### Swarms of bats (base size 5 x 5 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Bats	Poor	UD	-	-	2	ns	-	20cm	7	no	day	11	-	1	6

#### Notes:

- ❑ Every Wraith employed in scouting can be flanked by a swarm of bats blacks that they help it in this task.
- ❑ Bats don't need to be activated by necromantic power, but just at the first hour of the day they must be removed from the table.
- ❑ Maximum one base of bats for every Wraith lined up by the Undead army. Every base will throw 1D6 for the scouting test.
- ❑ The many bases of bats can be grouped form one or more units, as pointed out in the profile. The units of bats will act as that of the Undeads fully activated. They can engage, to be engaged and made target from missile units and magic.

<sup>1</sup> In conformity to the indications of the F.W. Companion by Nick Lund: while for all other armies it has been written that they can have a talisman of every type (army standard, beloved personage and sacred item), in the "general rules" of this army it was not been written that Undead can have them.

## UNITS WITH MISSILE WEAPONS

### Undead archers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Ave	UD	-	-	1	Lt	B/Hd	15cm	no	no	day	5	-	10	30

## ARTILLERY

### Undead ballista (base size: ballista with one crew 2.5 x 5 cm — other crews 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ballista	Ave	-	.+2	-	3	-	Hg	-	no	no	-	15	-	2	5
Crew	Ave	UD	-	-	1	Lt	Hd	15cm	no	no	day	3	-	2	3

**Notes:**

- See the rules for “ballistas and giant crossbows” in the *F.W. Companion* by Nick Lund, page 32.

### Undead catapult (base size: catapult 7.5 x 10 cm — crews 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Catapult	Ave	-	.+4	-	4	-	2-Hd	-	no	no	-	28	-	1	1
Crew	Ave	UD	-	-	1	Lt	Hd	15cm	no	no	day	3	-	4	10

**Notes:**

- See the special rule “To shoot with parabolic trajectory”.

## CAVALRY

### Undead cavalry (base size 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Ave	UD	-	-	1	Lt/Sh	Hd	30cm	no	no	day	12	-	5	20
with horse	"	"	.+1	-1	2	"	H&H	"	"	"	"	"	"	"	"
Warrior	Ave	UD	-	-	1	Lt	2-Hd	30cm	no	no	day	12	-	5	20
with horse	"	"	.+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

### Undead war chariots (base size 5 x 10 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
chariot	Ave	UD	.+1	-1	4	Lt/Sh	H&H	32cm	6	no	day	33	-	2	5
1 <sup>st</sup> round	"	"	"	"	7	"	"	"	"	"	"	"	"	"	"

**Notes:**

- See the special rules: “War chariots”, “Special profile 1<sup>st</sup> round” and “Linebreaker”.

### Undead flyers (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Ave	UD	-	-	1	Lt	Hd	37cm	7	no	day	22	-	2	10
with creature	"	"	.+2	-2	3	"	T&C	"	"	"	"	"	"	"	"

**Notes:**

- They can have a Saving Throw **6** the cost of +7 points for model.
- They can have a shield to the cost of +6 points for model.

## TERRIBLE CREATURES

See the section “Huge Undead Creatures” in the *F.W. Companion* by Nick Lund.

### Undead war rhino (base size 7.5 x 10 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
War rhino	Ave	UD	.+8	-6	12	Med	H&H	15cm	4	yes	day	352	-	1	1

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker” .

### Undead war mammoth (base size 7,5 x 10 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Mammoth	Ave	UD	.+8	-6	12	Med	H&H	10cm	4	yes	day	352	-	1	1
Archers	Ave	UD	-	-	1	Lt	B	-	-	-	day	-	-	3	3

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker” .

### Undead imperial war mammoth (base size 7.5 x 10 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Mammoth	Ave	UD	.+8	-6	12	Med	H&H	10cm	4	yes	day	358	-	1	1
Catapult	Ave	UD	.+2	-	3	-	Bal	-	-	-	day	-	-	1	1

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker” .
- For this Catapult apply the rules of the Ballista and Giant crossbow (see: *F.W. Companion*, page 32).

### Undead half giant (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
H. giant	Ave	UD	.+4	-3	5	Med	2-Hd	20cm	5	yes	day	98	-	1	6

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker” .

### Undead half giant troll (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
H. giant	Unpred.	UD	.+5	-4	5	Lt	2-Hd	20cm	5	yes	day	78	-	1	3

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker” .

### Undead death giant (base size 10 x 7.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
D. giant	Ave	UD	.+12	-5	11	Lt	Hd	25cm	4	yes	day	387	-	1	1

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker” .

### Undead dragon (base size 5 x 10 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Dragon	Vet.	UD	.+6	-4	8	Lt	T&C	20cm	4	yes	no	228	-	1	1

**Notes:**

- See the general rules for the mercenary dragons, dragon breath included (*F.W. Companion*, page 35) and the special rules: “Giant Creatures” and “Linebreaker” .
- Even if it has the wings, being these reduced to the bone only, it is not able to fly, therefore it cannot be considered a flying creature but as a terrestrial dragon.

## INDIVIDUALS

### Undead warchiefs *(base size: on foot 2.5 x 2.5 cm — on horse 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
on foot	Elite	UD	.+1	-	2	H/Sh	Hd	12cm	7	no	day	30+Ldr	-	-	-
on horse	Elite	UD	.+2	-1	5	H/Sh	Hd	25cm	6	no	day	76+Ldr	-	-	-

### Undead warchief on war chariot *(base size 7.5 x 10 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
on chariot	Elite	UD	.+2	-1	5	H/Sh	H&H	25cm	6	no	day	108+Ldr	-	-	-
1 <sup>o</sup> round	"	"	"	"	8	"	"	"	"	"	"	-	-	-	-

**Notes:**

- See the special rules: “War chariots”, “Special profile 1<sup>st</sup> round” and “Linebreaker”.

### Wraiths and Spectres *(base size: on foot 2.5 x 2.5 cm — on horse 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wraith	Elite	UD	.+1	-1	3	Med	2-Hd	20cm	7	yes	day	58	-	-	-
on horse	Elite	UD	.+2	-2	8	Med/Sh	Hd	35cm	6	yes	day	161	-	-	-
Spectre	Elite	UD	.+2	-1	5	H	2-Hd	20cm	7	yes+Dread	day	129	-	-	-
on horse	Elite	UD	.+3	-2	10	H/Sh	Hd	45cm	6	yes+Dread	day	237	-	-	-

**Notes:**

- **Wraiths and Spectres are undead Individuals.**
- See the rules for them in the *F.W. Companion by Nick Lund*.
- Spectres are Terrible Creatures that provoke the Undead dread.
  
- **Marksman.** Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, uprated). Points costs are the cost of the figure outlined above, multiplied by 10.

### Necromancers and undead wizards *(base size: on foot 2.5 x 2.5 cm — on horse 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Necrom.	Ave	UD	-	-	1	Lt	Hd	15cm	7	no	day	81	-	-	-
Lich	Ave	UD	-	-	1	Lt	Hd	15cm	7	no	day	6+M	-	-	-
on horse	Ave	UD	.+1	-1	2	Lt	Hd	37cm	6	no	day	21+M	-	-	-

**Notes:**

- The Lich is an undead wizard.
- See the rules in the *F.W. Companion by Nick Lund*.