

**Wargames Unlimited Presents**

# **The Living Dead**

**An Army List For No Quarter**



**The Fantasy Battles Miniatures Wargame**

## **The Living Dead**

Fallen soldiers litter the battlefields of Genayria and the arcane rituals of Necromancers and Vampires summon these fallen victims to do their bidding. Great armies arise from the grave and stride once more into battle to serve their masters thirst for blood and power.

### **A History Of The Living Dead**

For generations, stories of ghosts, vampires and zombies have adorned late night tales, crafted to scare the young of Genayria and amuse the elders. Tales of creatures of the night; of bats that scour the land looking for prey; of undead zombies with rotting flesh, that stagger and lurch across the lands, leaving trails of putrid stench behind them. Only tales they say, but where there is smoke there can also be fire.

Before the Drought Wars, Vampires roamed the lands, harvesting the blood of anyone they could find. Keeping to the darkness, wary of confrontation that would expose their existence, and favouring solitary prey to sate their thirst. A nomadic race of beings, their numbers were never truly known.

As the Drought Wars raged and the battles continued, solitary prey was hard to come by, and the Vampires were getting desperate. In an effort to survive, Vampire Lords, aged Vampires who could exert their will upon the undead as well as lesser Vampires, grew legions of followers, solely to do their bidding. Vampire Clans arose and started attacking unsuspecting homesteads. As their power grew, larger targets were attacked, villages and towns massacred, the residents turned into bloodless husks or into legions of undead left to search for other victims. No race was left untouched, as Dwarves, Elves and Men were attacked without discrimination. The Elves, purest of the races, were usually taken for food, as turning the pure at heart into mindless zombies was a difficult task.

Zombies and Vampires did not make up these legions alone. Wights, mighty warriors in life and now mighty warriors in death, were often seen riding Zombie Dragons, as they are the only ones with the strength of will to control these huge beasts. When the sound of a Zombie Dragon is heard across a battlefield, many a sane man would run and hide rather than face this awesome power. Shrills, powerful spirits unable to take corporeal form, also accompany the legions, often leading units of Zombies or Skeletons as they lurch and stumble across the battlefield.

Skeletal warriors, long dead and buried creatures, form huge battalions in the undead legions. No flesh is seen on these gruesome warriors, it being long since decayed and rotted away in the

generations since their mortal life was taken from them. Some carried huge scythes, creating the terrifying image of Death himself from the legends of old. Skeletal archers take their toll on the enemy, many falling foul of the rain of arrows that descend upon them. Weaponless Ghosts swirl around the battlefield, killing with a terrifying grip that is enough to freeze a living soul, causing as much destruction as a well-placed blade.

Many a tale has been told of great armies of Men, Elves and Dwarfs that have been routed and destroyed by hordes of the undead. The greatest tale concerns the destruction of the Regency Shire of Oxland. An undead horde, controlled by a Vampire Lord called Melkorar, swept down out of the Glass Mountains where they had been preying on the outlying Regency Shires for generations. At this time, the Regency Shires surrounding Oxland were at war with a Chaos horde that had emerged from the Blighted Wastelands. Even though the Oxland army was preparing for their part in the battle, they were not ready for this unexpected attack. Caught by surprise, the devastation was horrific. The horde swept through the outlying farmland with little resistance and descended upon Oxton, the capital city. The residents did not stand a chance. Death Riders swept through the streets, cutting down anyone who got in their way; Dogs of Doom bayed at their feet, ripping apart any flesh they could get their teeth into. Craven Ghouls, devouring the flesh of the fallen in a cannibalistic frenzy, crawled through the city streets, crazed by the abundance of human flesh.

From that moment, Oxland and the city of Oxton were lost forever. Melkorar's horde turned the region into a wasteland of death, forever a reminder to the Regency of the shire they had lost. A fact horrifically confirmed, when undead raiders would attack wearing the armour of Oxland over rotting flesh.

It is not the Vampire Lords alone who control the undead hordes. In a land littered with battlefields, where thousands have fallen prey to sword or spear, corpses lie rotting, either buried with full honour or left to decay where they fell. These battlefields are a source for Necromancers who dabble in dark magic, for throughout the centuries, Necromancers have raised undead armies to do their bidding.

One such Necromancer was Belligant, a once powerful Wizard who was banished by his former Regency Lord Algeron for the death of his son, Brin. Belligant, protesting his innocence, swore revenge and began delving into dark magic to attain that end. Belligant became stronger and stronger, as the deeper he delved into the tomes of necromancy. He scoured the battlefields of Genayria, raising the dead, and then molded them into a terrifying army. As he grew more powerful his body grew twisted, all pretence of human form, now long disappeared. He

became a towering demon of the night, standing over 12 feet tall. He became known as Hakash, The Lord of Undeath. With revenge ever in his mind, Hakash took someone from his past life as his slave, Brin, Lord Algeron's son. It was this one vengeful act that achieved his goal. Lord Algeron, when confronted by the Zombie of his beloved son, turned insane, slaughtering all around him before turning a blade upon himself. With a huge army to fight his battles for him, Hakash is rarely seen openly on the battlefield, but when he is, that sight has caused many an enemy to flee, crazed and terrified from his presence. He wields a mighty sword that can cleave a man in two with a single blow.

Over the years, many armies of Living Dead have been seen as the lure of dark magic becomes too strong and many Wizards turn to necromancy. With Vampires and Necromancers each controlling the dead, there is no rest for the brave souls of Genayria. They give their life in battle, only to be brought back to fight and die, over and over again. The eternal battleground of Genayria is, for many, just that - an eternity.

### **Model Variations**

There are countless types of model available in the undead range from many manufacturers. Many variations in weapons and armour make a standard list almost impossible to produce and be totally inclusive. The Living Dead army list detailed here encompasses a wide selection of undead models from a variety of sources. If a particular model profile is not available here for figures in your

collection, then use the profile creation rules in the main No Quarter rulebook to invent a new profile. Often, it may just be the addition of armour, a shield, or an alternative weapon that does not fit in with the figures detailed in this army list. In either case, it should be possible to use an existing profile as a template and then make the changes you require. Just have some fun!

### **Composition**

Although there are no set rules for the composition of a Living Dead army, by its very nature, large numbers of Skeletons and Zombies are a must. Their low points cost and their immunity to Morale tests make them the perfect rank and file unit.

One character or individual model in the army must be designated the army General. This would normally be a Necromancer or a Vampire.

The usual split between number of core and elite models should be maintained, namely that the number of elite models should be no more than two-thirds the number of core models.

In addition, it is suggested that one support weapon or support unit per core unit is included. However, some scenario's may be more geared to having a higher support weapon ratio if the Living Dead are laying siege to a fortress for example.

Living Dead magic users may select spells from the dark aspect only.



A huge Living Dead horde

# Individuals & Leaders

## **Vampire Lord** Individual

Many Vampires roam the lands of Genayria, when the time comes, they can summon an army of the dead to prey on the living.

A Vampire may be the General for a Living Dead army.

Name	AC	RA	CC	ST	T	W	CO
Vampire Lord	12	5	8	6	7	3	9
Weapons	Sword (UC4, ST+1)						
Armour	Heavy Armour & Shield (AR5)						
Special Rules	Undead (Fear (0) & Unwavering) Extra Attack (x3) Unerring Parry						
Structure	Individual						
Points Cost	149 points						



Vampire by Heresy Miniatures

## **Vampire Count** Individual

Many Vampires roam the lands of Genayria, when the time comes, they can summon an army of the dead to prey on the living.

A Vampire may be the General for a Living Dead army.

Name	AC	RA	CC	ST	T	W	CO
Vampire Count	12	5	7	6	6	3	8
Weapons	Sword (UC4, ST+1)						
Armour	Heavy Armour & Shield (AR5)						
Special Rules	Undead (Fear (0) & Unwavering) Extra Attack (x2) Unerring Parry						
Structure	Individual						
Points Cost	127 points						

## **Necromancer** Individual

A Necromancer is a powerful wizard well versed in the dark aspect of magic. A Necromancers life has been extended through continued use of dark magic and he is now bound to the power of the undead for eternity.

As new power hungry souls dabble in the dark arts, their proficiency becomes more pronounced. A recent convert to the dark aspect will be drawn to the power of other, stronger willed masters of the Living Dead. As their knowledge increases they may one day find themselves leading an undead horde in their endless quest for power and life.

A Necromancer may be the General of the army.

Name	AC	RA	CC	ST	T	W	CO
Level One	10	3	4	4	4	1	7
Level Two	11	3	5	4	5	2	7
Level Three	12	4	6	5	5	3	8
Weapons	Sword (UC4, ST+1)						
Armour	None						
Special Rules	Magic User (see below for level) Undead (Fear (0) & Unwavering)						
Structure	Individual						
Points Cost	Level One : 54 points Level Two : 87 points Level Three : 124 points						

## **Wraith Lord On Gargarrion** Individual

The huge Gargarrion beast has been summoned from its eternal slumber from a time long past. The Wraith Lord who commands it will sit astride the huge creatures neck and strike out at the enemy as it passes overhead.

Name	AC	RA	CC	ST	T	W	CO
Wraith Lord	10	2	6	5	7	4	2
Gargarrion		2	5	6			
Weapons	Sword (UC4, ST+1)						
Armour (AR)	Armoured Hide (AR5)						
Special Rules	Undead (Fear (0) & Unwavering) Large Model Flying Wraith Lord • Extra Attack (x2) Gargarrion • Poisonous Attack • Claws (UC3, ST+0)						
Structure	Individual						
Points Cost	131 points						

## Vampire Peon Beast

Individual

Some Vampires have lost all self control and no longer thirst for power and wealth, only blood will suffice.

Such creatures are often found leading units of Living Dead into battle. They urge the Skeletons and Zombies onwards with urgent vigour.

Name	AC	RA	CC	ST	T	W	CO
Vampire Peon	12	4	7	6	6	2	8
Weapons	None						
Armour	None						
Special Rules	Undead (Fear (0) & Unwavering) Extra Attack (x3) Unerring Evade						
Structure	Individual						
Points Cost	131 points						

## Shrill

Individual

A Shrill is a powerful spirit unable to take corporeal form. Consequently it roams as a ghost and accompanies Living Dead units, normally as a unit leader.

Name	AC	RA	CC	ST	T	W	CO
Shrill	10	4	6	5	4	2	2
Weapons	None						
Armour	None						
Special Rules	Undead (Fear (0) & Unwavering) Ethereal Ethereal Embrace						
Structure	Individual						
Points Cost	52 points						

## Wight Lord

Individual

Those who had been powerful in life tend to be powerful in death. Necromancers are fully aware that a mighty warrior who falls in battle can be raised as a servant to the Living Dead.

Name	AC	RA	CC	ST	T	W	CO
Wight	10	2	7	5	5	3	2
Weapons	Sword (UC4, ST+1)						
Armour	Heavy Armour & Shield (AR5)						
Special Rules	Undead (Fear (0) & Unwavering) Extra Attacks (x2)						
Structure	Individual						
Points Cost	80 points						

## Wight Lord On Zombie Dragon

Individual

Even mighty beasts such as Dragons may be raised from the dead to serve again. Such creatures are difficult to control and in most cases a Wight Lord is summoned to guide the Dragon and direct its awesome power.

Name	AC	RA	CC	ST	T	W	CO
Wight	12	4	7	5	7	4	2
Dragon		3	6	7			
Weapons	Wight Sword (4UC,ST+1)						
Armour (AR)	Heavy Armour, Shield (AR6)						
Special Rules	Undead (Fear (0) & Unwavering), Flying, Large Model <u>Wight</u> <ul style="list-style-type: none"> <li>• Extra Attack (x2)</li> </ul> <u>Dragon</u> <ul style="list-style-type: none"> <li>• Extra Attack (x3)</li> <li>• Claws (UC3, ST+0)</li> <li>• Fire Breath (UC6, ST4, Large Teardrop Template)</li> <li>• Tail Attack (UC5, ST+0)</li> </ul>						
Structure	Individual						
Points Cost	205 Points						

## Wightling

Unit Leader

The Wightlings are the lesser Wights who are often to be found leading units of skeletons or zombies.

Name	AC	RA	CC	ST	T	W	CO
Wightling	9	2	6	5	5	2	2
Weapons	Sword (UC4, ST+1)						
Armour	Heavy Armour & Shield (AR5)						
Special Rules	Undead (Fear (0) & Unwavering) Extra Attacks (x2)						
Structure	Unit Leader						
Points Cost	47 points						



# Core Units

## Wraith

Core

Halfway between the real world and the spirit world are the Wraiths. They are not quite ethereal and not quite corporeal.

Name	AC	RA	CC	ST	T	W	CO
Wraith	8	2	5	5	5	1	2
Weapons	Sword (UC4, ST+1) or Scythe (UC5, ST+2) for +5 points						
Armour	Light (AR2)						
Special Rules	Undead (Fear (0) & Unwavering)						
Structure	4+ per unit						
Points Cost	25 points						



Wraith painted by Scrollmaster

## Risen Zombies

Core

Freshly raised undead warriors are the Risen. These Zombies still have the undead flesh clinging to their bodies and often are still wearing the clothes and carrying the same weapons they were slain with.

Name	AC	RA	CC	ST	T	W	CO
Risen	9	2	5	4	4	1	2
Weapons	Sword (UC3, ST+0)						
Armour	None						
Special Rules	Undead (Fear (0) & Unwavering) Hesitate						
Structure	6+ per unit						
Points Cost	22 points						

## Skeleton Warriors

Core

The bodies of fallen warriors long dead and buried make up the bulk of a Living Dead army. There is never a shortage of corpses to be raised from their slumber to fight again.

Name	AC	RA	CC	ST	T	W	CO
Skeleton	8	2	5	4	4	1	2
Weapons	Sword (UC4, ST+1)						
Armour	May have a Shield (AR1) +1 point						
Special Rules	Undead (Fear (0) & Unwavering)						
Structure	8+ per unit						
Points Cost	20 points						

## Skeleton Reaper

Core

Skeleton reapers are the archetypal symbol of death. They wade into battle carrying huge two-handed scythes and hack their way through anything and everything in their path.

Name	AC	RA	CC	ST	T	W	CO
Reaper	8	2	5	4	4	1	2
Weapons	Scythe (UC5, ST+2)						
Armour	None						
Special Rules	Undead (Fear (0) & Unwavering)						
Structure	4+ per unit						
Points Cost	25 points						

## Skeleton Archers

Core

Skeleton archers are not the most feared unit of the Living Dead, but taking them too lightly has been the downfall of many foes.

Name	AC	RA	CC	ST	T	W	CO
Archers	8	3	4	4	4	1	2
Weapons	Bow						
Armour	None						
Special Rules	Undead (Fear (0) & Unwavering)						
Structure	8+ per unit						
Points Cost	20 points						

## Skeleton Crossbowmen

Core

Raised warriors armed with crossbows will form a single unit under the guidance of the Vampire or Necromancer.

Name	AC	RA	CC	ST	T	W	CO
Crossbowmen	8	3	4	4	4	1	2
Weapons	Crossbow						
Armour	None						
Special Rules	Undead (Fear (0) & Unwavering)						
Structure	6+ per unit						
Points Cost	23 points						



## Ghosts

Core

Those summoned souls unable to take corporeal form will join the Living Dead as spirits.

Being of an ethereal nature, Ghosts will not use weapons of any kind, their chilling grip is enough to freeze the soul of a mortal and cause as much harm as a well placed blade.

Name	AC	RA	CC	ST	T	W	CO
Ghost Base	12	2	5	4	3	3	2
Weapons	Ethereal Embrace (UC6, Special)						
Armour	Ethereal (fixed AR4)						
Special Rules	Undead (Fear (0) & Unwavering) Ethereal Extra Attack (x2)						
Structure	1+						
Points Cost	70 points per 40mm base of models						

## Dogs Of Doom

Core

Undead hounds often accompany Vampires into battle. Slaving packs will flank enemy positions and cause havoc behind the main battle line.

Name	AC	RA	CC	ST	T	W	CO
Dogs Of Doom	9	1	5	4	3	1	2
Weapons	Claws and Teeth (UC3, ST+0)						
Armour	None						
Special Rules	Undead (Fear (0) & Unwavering) Cavalry Move Extra Attack (x2)						
Structure	4+ per unit						
Points Cost	34 points						

## Craven Ghouls

Core

The Craven are actually alive yet have sunk to the depths of cannibalism. They can be easily coerced into serving a Necromancer or Vampire master for their nefarious needs.

Name	AC	RA	CC	ST	T	W	CO
Craven	9	2	5	4	4	1	6
Weapons	None						
Armour	None						
Special Rules	Double Time Extra Attack (x2) Devour						
Structure	6+ per unit						
Points Cost	31 points						

## Raised

Varies

The Raised are warriors from any other army that have fallen in battle and have been reanimated by the Necromancers or Vampires of the Living Dead.

This unit may be of a mixed type. Models from different races may be used in the same unit, all the models may be armed differently.

The original models profile is adjusted for each model. The values for AC, RA, CC, ST and T are all adjusted by -1 to a minimum of 3. The model has 1 wound and a CO of 2.

Name	AC	RA	CC	ST	T	W	CO
Raised	x-1	x-1	x-1	x-1	x-1	1	2
Weapons	As original						
Armour (AR)	As original						
Special Rules	Undead (Fear (0) & Unwavering)						
Structure	1+						
Points Cost	Original points cost						

Raised models may form a unit in their own right, or up to one model may be added to another Living Dead unit (Skeletons, Craven, Risen or Death Riders) as an additional champion.

*Note: This unit gives the gamer a chance to convert models from any other force into Living Dead models.*



Illustration by Hook

## Elite Units

### Armoured Skeleton Warriors

Elite

Risen Skeletons will usually be carrying the same weapons and wearing the same armour as when they perished in battle. The more heavily armoured skeletons will be formed into units by their masters.

Name	AC	RA	CC	ST	T	W	CO
Skeleton	9	4	6	5	4	1	2
Weapons	Sword (UC4, ST+1)						
Armour	Heavy Armour (AR4) Optional Shield (AR+1) for +1 point						
Special Rules	Undead (Fear (0) & Unwavering)						
Structure	4+ per unit						
Points Cost	39 points						



Models painted by Christian Weiss

### Death Lancers

Elite

The death lancers are lightly armoured skeleton cavalry equipped with lances for charging enemy formations.

Name	AC	RA	CC	ST	T	W	CO
Death Lancers	10	3	6	5	5	1	2
Weapons	Lance (UC5, ST+2 Charge only) Sword (UC3, ST+0)						
Armour	May have a Shield (AR1) at +1 point						
Special Rules	Undead (Fear (0) & Unwavering) Cavalry Move						
Structure	4+ per unit						
Points Cost	52 points						

### Mummy

Elite

Bound in ancient bandages to conceal their embalmed bodies, the Mummy is a truly pitiful sight. They ooze chemicals from their wrappings and lumber ceaselessly forward.

Name	AC	RA	CC	ST	T	W	CO
Mummy	8	2	6	6	6	2	2
Weapons	As model						
Armour (AR)	Bandages (AR4)						
Special Rules	Undead (Fear (0) & Unwavering) Extra Attack x2						
Structure	1+						
Points Cost	52 Points + Weapons						

### Death Riders

Elite

Skeleton warriors will ride terrifying undead steeds into battle. They are often equipped with armour and weapons used in a previous life fighting for a better life.

Name	AC	RA	CC	ST	T	W	CO
Death Riders	10	3	6	5	5	1	2
Weapons	Lance (UC5, ST+2 Charge only) Sword (UC3, ST+0)						
Armour	Heavy Armour, Shield and Barding (AR6)						
Special Rules	Undead (Fear (0) & Unwavering) Cavalry Move						
Structure	4+ per unit						
Points Cost	63 points						





## Carrion Eaters

Elite

There are two type of carrion available to the Living Dead. The first is a winged beast with a wraith-like rider armed with a scythe. The second is simply a huge flying beast without a rider.

Name	AC	RA	CC	ST	T	W	CO
Carrion	10	3	5	5	5	2	2
Rider		3	5	4			
Weapons	Scythe (UC5, ST+2)						
Armour (AR)	Light (AR3)						
Special Rules	Undead (Fear (0) & Unwavering) Flying Devour						
Structure	1+						
Points Cost	70 points						

Name	AC	RA	CC	ST	T	W	CO
Carrion	10	2	6	5	5	2	2
Weapons	None						
Armour (AR)	Light (AR2)						
Special Rules	Undead (Fear (0) & Unwavering) Flying Extra Attack (x2) Devour						
Structure	1+						
Points Cost	58 Points						

## Bats

Elite

Bats swoop across the battlefield harassing the enemy as a flying swarm.

Name	AC	RA	CC	ST	T	W	CO
Bats	9	2	5	4	4	2	7
Weapons	None						
Armour (AR)	None						
Special Rules	Flying, Extra Attack (x2)						
Structure	1+						
Points Cost	50 Points per 40mm base						



Models painted by Christian Weiss

## Giant Bats

Elite

Giant Bats can be nearly as big as a man. They are under the control of Necromancers and Vampires and appear to follow the unconscious suggestions of their masters.

Name	AC	RA	CC	ST	T	W	CO
Giant Bats	9	2	5	5	5	1	7
Weapons	None						
Armour (AR)	None						
Special Rules	Flying						
Structure	1+						
Points Cost	38 Points						

## Swarm

Elite

Swarms come in many types, rats, locust, snakes, in fact, just about anything small and nasty.

Name	AC	RA	CC	ST	T	W	CO
Swarm	10	2	5	4	5	2	7
Weapons	None						
Armour (AR)	None						
Special Rules	Double Time Extra Attack (x2)						
Structure	1+						
Points Cost	53 Points per 40mm base						

# Support Units

## Skeleton Chariot

Support

Risen from the bones of the battlefield, the Living Dead chariot rumbles towards the enemy with its scythes cutting a path through the wheat and the warriors in its way.

Name	AC	RA	CC	ST	T	W	CO
Driver	10	3	5	4	6	3	2
Chariot		-	-	6			
Weapons	Sword (UC3, ST+0) Lance (UC5, ST+2)						
Armour (AR)	Chariot Save (AR6)						
Special Rules	Undead (Fear (0) & Unwavering) Cavalry Move Overrun Scythes Large Model						
Structure	1+						
Points Cost	100 points						

## Plague Cart

Support

Sometimes seen lurking at the back of the battlefield is a mysterious shrouded figure riding upon a rickety cart, stacked with the corpses from conflicts past.

The Plague Cart can summon fallen warriors to join the ranks of the undead horde

Name	AC	RA	CC	ST	T	W	CO
Driver	10	2	5	4	5	2	2
Cart		-	-	5			
Weapons	Scythe (UC5, ST+2)						
Armour (AR)	AR4						
Special Rules	Large Model Undead (Fear (0) & Unwavering) Magic User (Level 1) Summon Fallen (at ½ points cost)						
Structure	1						
Points Cost	111 points						



## Support Weapon Crew

Support

Each Living Dead support weapon is crewed by up to three Skeletons.

Name	AC	RA	CC	ST	T	W	CO
Crew	8	5	4	4	4	1	2
Weapons	Hand Weapon (UC3, ST+0)						
Armour	None						
Special Rules	Undead (Fear (0) & Unwavering)						
Structure	1 to 3 crew per support weapon						
Points Cost	19 points each						

## Skull Catapult

Support

A Living Dead catapult is capable of lobbing a large missile high across the battlefield and striking several targets at once

Name	AC	RA	CC	ST	T	W	CO
Skull Catapult	-	-	-	-	7	3	-

Name	UC	CR	MR	LR	ST
Catapult	8	12/+1	24/+0	36/-1	6
Special Rules	Indirect Fire 2" Blast All models hit are knocked prone				
Points Cost	20 points plus cost of crew				

## Skeleton Bolt Thrower

Support

The bolt thrower is a large device designed to fire a large arrow at enemy unit concentrations. The nature of the heavy projectile will allow it to potentially strike several targets.

Name	AC	RA	CC	ST	T	W	CO
Bolt Thrower	-	-	-	-	7	3	-

Name	UC	CR	MR	LR	ST
Bolt	8	12/+1	24/+0	36/-1	7
Special Rules	Projectile Travel (D10")				
Points Cost	15 points plus cost of crew				

# Characters

## Hakash, The Lord Of Undeath Character

One of the most powerful of the Living Dead horde is the Hakash, The Lord of Undeath. Through arcane rituals, this once powerful Necromancer has become a huge towering demon of the night. Standing over twelve feet tall and carrying a sword that can cleave a normal man in half with one blow, few can withstand the might of such a creature.

If a Hakash is used, it must be the General for the army.

Name	AC	RA	CC	ST	T	W	CO
Hakash	12	6	8	6	8	4	9
Weapons	Sword (UC4, ST+1) Staff (UC5, ST+2)						
Armour	Heavy Armour (AR5)						
Special Rules	Undead (Fear (0) & Unwavering) Magic User (Level 4) Adept Extra Attack (x3) Unerring Large model						
Structure	Character						
Points Cost	268 points						



## Eruk Khan Character

Once famed for riding in a huge winged chariot, Eruk Khan now leads the Living Dead surrounded by the heavily armoured rollekian Guard.

Eruk Khan is surrounded by a dark aura which provides him with considerable protection against attacks.

Name	AC	RA	CC	ST	T	W	CO
Eruk Khan	12	5	7	6	6	3	8
Weapons	Sword (UC4, ST+1)						
Armour (AR)	Dark Aura (AR5)						
Special Rules	Undead (Fear (0) & Unwavering) Magic User (Level 3) Adept Extra Attack (x2)						
Structure	Character						
Points Cost	168 points						

## Benuze On Nightmare Character

Lord Benuze is a Vampire from the old worlde dating back to the Second Age. Quite when he caught and tamed the Great Winged Nightmare of Nagar Zhan is unknown, but for years this duo have been terrorising the lands of Genayria.

Name	AC	RA	CC	ST	T	W	CO
Benuze	12	4	7	5	7	4	8
Nightmare		3	6	7			
Weapons	Lance (UC5, ST+2) Sword (UC4, ST+1)						
Armour (AR)	Heavy Armour, Shield, Scaley Mount (AR7)						
Special Rules	Undead (Fear (0) & Unwavering) Flying Benuze <ul style="list-style-type: none"> <li>• Extra Attack (x2)</li> <li>• Enerring</li> </ul> Winged Nightmare <ul style="list-style-type: none"> <li>• Extra Attack (x3)</li> <li>• Claws (UC3, ST+0)</li> <li>• Toxic Breath (UC6, ST4, Medium Teardrop Template)</li> </ul>						
Structure	Character						
Points Cost	223 points						

## Frankenstyne Character

Few zombies remain as Zombies for long, flesh falls from their bones and they ultimately become Skeletons. One exception to this Zombie degeneration has been Frankenstyne, the magic that binds his body has prevented the decay and sustained his nature.

Name	AC	RA	CC	ST	T	W	CO
Frankenstyne	9	2	7	6	6	3	2
Weapons	Sword (UC4, ST+1)						
Armour (AR)	None						
Special Rules	Undead (Fear (0) & Unwavering) Extra Attack (x2)						
Structure	Character						
Points Cost	76 points						



## Special Rules

The following rules apply to all models in the Living Dead army unless otherwise specified.

### Living Dead Abilities

Any model that is undead will cause fear in other models. Any undead models are counted as having the fear (0) ability. In addition, undead models automatically have the unwavering ability and never have to take a command (CO) test. They are assumed to pass any morale checks automatically.

Undead models on foot may not be given the double time ability.

Undead models may never aim ranged attacks.

Undead models may also be raised by the appropriate dark magic spells.

### **Size Of A Bat**

Free for Vampires

A Vampire (on foot only) may spend 2 Actions (AC) to turn himself into a bat or a Giant Bat. Whilst in bat form, the Vampire model is replaced with an appropriate bat model. The bat model may join any bat unit within 10" immediately at no extra actions (AC). Whilst in a bat unit, the Vampire Bat moves and fights as a bat (or Giant Bat). Once in the bat unit, it is impossible to tell one bat from another, so it is assumed that the last model alive in the unit is always the Vampire in bat form. At any time (even during an enemy units activation) any bat model in the unit may be replaced with the original Vampire model.

*Vampires Only.*

### **Size Of A Wolf**

Free for Vampires

As with the "size of a bat" ability, this ability is identical except that the Vampire transforms himself into a Dog Of Doom and accompanies a unit of Dogs Of Doom.

*Vampires Only.*



Armoured Skeleton by Brian Smith