



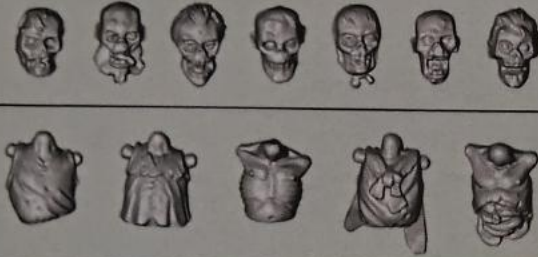
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2 STANDARD BEARER



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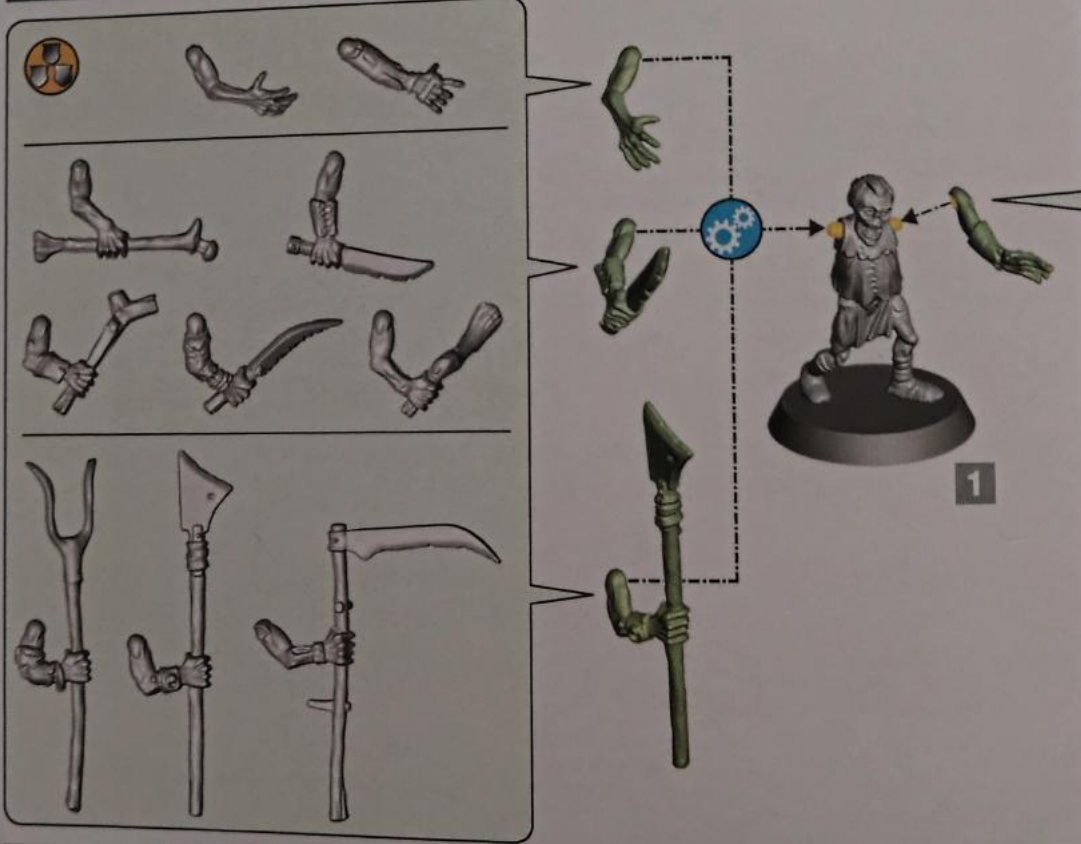
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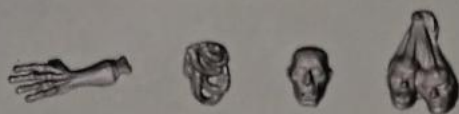
3 NOISE MAKER



4 ZOMBIES



5



2 - 4



ZOMBIES



MELEE WEAPONS

Range Attacks

To Hit

To Wound

Rend

Damage

Zombie Bite

1"

1

5+

5+

-

1

DESCRIPTION

A unit of Zombies has 10 or more models. They shamble forwards in a rotting horde before tearing into exposed flesh with their Zombie Bites.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any DEATH 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 hit and wound rolls for a unit of Zombies if it has 20 or more models, or 2 if it has 40 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, add a Zombie to this unit.

Vigour Mortis: You can add 1 to hit rolls for this unit whilst it is within 9" of any friendly CORPSE CARTS.