

NETEPIC 5.0 ARMY BOOK

HORDES OF EVIL

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Disclaimer: If you cannot differentiate between fantasy and reality, or cannot conceive that others may do so, please put this book down, walk away and don't approach the subject of tabletop wargaming again until you grow up a bit.

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A Dream of Immortality

The war was over, the Warmaster was slain, but the Emperor was mortally wounded, confined to the golden throne. The Ministorium gathered some of the Imperiums greatest scholars and presented them with the task of resurrecting the Emperor. The scholars started their search through the infinite number of files in the imperial library vaults. From their search they came across two leads, the first was an old reference to an ancient cult of mystics, which in the old days of mankind had sought immortality. The second was a record from an explorer describing a race of aliens. The members of the aristocratic nobility of this alien civilization seemed to have lived for centuries, but appeared to be youthful and strong. However, the explorer died from a blood infection before he could reveal the location of this alien civilization. The sages decided to follow up on the first lead, and sought to find more information about the ancient mystics.

The Curse of Harraghe

The most prominent member of the ancient mystics was a man known as Shajoul Harraghe. He had sought a way to reach immortality through strange magical rituals, including sacrificing to ancient gods. This information terrified most of the scholars and they abandoned the project. They feared that this could lead to a new Chaos incursion, something the Imperium wouldn't be able to survive at its current fragile state. However, a small group of scholars found this theory too fascinating to stop their research, and continued to dig deeper into the mystical past of Harraghe's works.

The scholars who had left the project shared their concerns with the Ministorium and the project was formally closed. This caught the attention of the Inquisition and they ordered all files destroyed and a mindwipe of all the scholars still working on the project. A handful of scholars managed to flee before the inquisitors could wipe their minds, carrying with them a backup file of Harraghe's rituals. They decided to seek out the alien race, hoping they could learn more about immortality from them and spread through the galaxy in search of them. As time passed they grew old and tired, and since only a few of them still lived, they decided to try to attain immortality through the rituals of Harraghe so they could continue their search for knowledge. They embarked on board an enormous space cruiser carrying millions of pioneers to a new world, and performed the ritual of Harraghe there. They drank the blood of the people they sacrificed to the ancient gods chanting the spells of the ritual. Just when they reached the high pitched peak of the ritual, the entire ship was sucked into the warp and disappeared. Scout ships were sent out to find the vessel, but it was nowhere to be found. The cause of its disappearance remained a great mystery for centuries.

The Return of the Disciples of Harraghe

As time passed the story of the disappeared ship was almost forgotten. Then one day in a far distant corner of the galaxy, there was a disturbance in the warp. Silent as the grave an enormous spacecraft glided lifeless through space. An exploration team was sent out to examine this ship, but were never heard from again. Then they sent in a strike team of Space Marines, of which only a few survived to return with a horrible tale. The ship was the Nightstar, lost in the warp centuries ago. The Marines had entered the ship, and found the ship was filled with walking dead, the remains of the crew and passengers lost in the warp so many years ago. They were obviously controlled by some unseen Evil force. The survivors also spoke of a strange race of very beautiful blue skinned aliens, which feasted upon the blood of the living, and walked among the undead and the evil spirits onboard the ship.

Now the ship is heading towards the core of the galaxy, to unleash its unimaginable horrors...

Army Construction

A Horde of Evil is constructed around Undead Lords company-level cards. In other words, before any Support or Special Cards are added a Undead Lord must be purchased. For every Undead Lord card a minimum of 3 (up to a maximum of 5) support cards must be added to it. You may add one Special Card for each Undead Lord card included in your force.

Morale

Any unit that has direct line of sight with its patron Undead Lord (the Undead Lord the Detachment/Support Card was assigned to) will automatically pass any morale test that it is required to make. However, if the Undead Lord is destroyed all units attached to it, regardless of whether they have reached their Break Point or not, must take an immediate morale test (even if they do not have line of sight), or go on Fall Back Orders. This only applies to Greater Undead, since Lesser Undead have no morale.

Chain of Command

The Lesser Undead are bound to the battlefield by the Undead Lords and their Lich/Magi generals. To be given orders, a Lesser Undead Detachment must be within 25 cm of its Undead Lord. Liches and Magi may take command of one detachment of Lesser Undead (must be within coherency) and command them in battle.

Greater Undead have their own lifeforce, clinging to life in their undead form. Thus, Greater Undead are capable of choosing their own actions, and may always be given orders normally.

Undead

The undead are divided into two subcategories, Lesser and Greater. All undead units are considered to be Daemonic, with the Undead Lords considered to be Greater Daemons (see the Chaos Army Book for details). For the purpose of the Destroy Daemon ability only, superheavies, titans and praetorians are considered to be Greater Daemons.

Lesser Undead have no morale score and are immune to all forms of fear.

Undead Lords

Liches are the ultimate living dead. They are creatures who have chosen to become undead instead of dying, and were often powerful magi or psychers in real life. They have retained many of their powers in death, and gained others. The following is true for all liches:

They can not truly be destroyed unless their essence is destroyed as well as their bodies. This essence is usually locked away somewhere safe, and explains why many liches are slain again and again, but always seem to reappear in other battles. This has no game impact however.

All liches have the following abilities: Command, HQ, Terror, Psyker and a 4+ Psychic Save. They are classified as skimmers, but may not make pop-up attacks. All liches are in psychic contact with their subordinates at all times. Thus, they know where they are and what they are doing (and can even see through their eyes if they want), but they still have to be within the 25 cm range to command their Lesser Undead.

Liches are armed with Psi-wands. Attacks from these are considered physical psychic attacks.

Lich: A lich has the following psychic abilities, usable once per turn at any time.

Spellshield: The lich surrounds himself with an aura of protection. This aura gives the lich a fixed save of 4+ against all forms of attacks (even close combat).

Forcedome: This power enables the lich to protect his troops. Liches wishing to use this power, place a barrage template on any friendly unit anywhere within a 35 cm radius and LOS. The forcedome absorbs any physical ranged attacks (not non-physical) fired at it on a roll of 4+ modifiable by the firing weapons TSM. The dome will move with the units protected by this (if units from several detachments are underneath, it will move with whatever unit/group of units the player chooses), but will only last for one turn and has to remain within a 35 cm radius of the Lich to work. The dome is considered to be 3 cm high for the purpose of firing over it. The forcedome can only be used to protect units of vehicle size or smaller.

Spellstrike: This is a non-physical psychic attack. The Lich focus raw magical power into a powerful attack. Range 25 cm, 1 attack, 4+ to hit. Needs LOS.

Lich Magi: Lich Magi are apprentice Lich Lords. They study under the true Lich Lords, but lack the age, expertise and experience to come close to their power. A Lich Magi has the following psychic abilities, usable once per turn at any time.

Deathgrip: This physical psychic attack only works against living creatures or crewed vehicles, and only units classified as knights or smaller. The attacks hits on a 4+ at -2 TSM. The lich attacks the heart of the victim, and if the save is failed, the victim will die instantly. This attack needs LOS and range is 50 cm.

Spellstrike: This is a non-physical psychic attack. The Lich focus raw magical power into a powerful attack. Range 25cms, 1 attack, 4+ to hit. Needs LOS.

Deathwish: Place a barrage template within 35cms and LOS. On a roll of 4+, all enemy units at least half covered by the template will lose some of their will to fight, wishing only for the eternal bliss of death. Unless a moralecheck is made, all units beneath the template will fight with a -2CAF and a -1ToHit. This is a non-physical psychic power.

Lich Lord: Lich lords are very rare. They are liches which have “survived” for millennia, and are extremely powerful and deadly. Lich Lords are classed as knights (due to the size of their throne), move as infantry, but cannot enter buildings/ruins. They are armed with psi-wands, which are considered to fire physical psychic attacks. They are masters of magic and mayhem, and are very dangerous foes. They have the following psychic powers:

Spellshield: The lich surrounds himself with an aura of protection. This aura gives the lich a fixed save of 4+ against all forms of physical attacks (even close combat). This power can be used at any time.

Forcedome: This power enables the lich to protect his troops. Liches wishing to use this power, place a barrage template on any friendly units anywhere within a 50 cm radius and LOS. The forcedome absorbs any physical ranged attacks (not non-physical) fired at it on a roll of 4+, modifiable by the weapons TSM. The dome will move with the units protected by this (if units from several detachments are underneath, it will move with whatever unit/group of units the player chooses), but will only last for one turn and has to remain within a 50 cm radius of the Lich to work. The dome is considered to be 6 cm high for the purpose of firing over it. In addition, the forcedome gives all protected units a psychic save of 4+. The forcedome can only be used to protect units of Knight-class or smaller.

Spellstrike: This is a non-physical attack. The Lich focus raw magical power into a powerful attack. Range 35cms, 1 attack, 4+ to hit. Needs LOS.

Blind Guardian (Lich Lord Seer): Lich Lord Seers are Lich Lords which have extraordinary psychic awareness. They have different psychic powers, and can in addition, once per game, look into the future to determine the best course of action. This gives the player a +1 to the initiative roll, usable before or after the roll is made. If more than one Lich Lord Seers are purchased, this power will still only be usable once. They have the following psychic powers, usable once per turn.

Spellshield: The lich surrounds himself with an aura of protection. This aura gives the lich a fixed save of 4+ against all forms of physical attacks (even close combat). This power can be used at any time.

Escape Death: This power, if successful enables the Blind Guardian to cheat death of one of its victims. This power is not used in the normal sense, but can be chosen to be activated at any time a unit fails its saving throw or dies. This is of course dependant on the fact that the Seer hasn't already used his psychic power for the turn. This power can be used on any type of unit of Knight class or lower, even the Seer himself. Some units are easier to save from destruction than others. Lesser Undead are saved automatically, while Greater Undead simply receive a new saving throw. This power does not need LOS, and has a range of 50 cm.

Psychic Reversal: The Lich Lord is extremely attuned to magical and psychic powers, and is able to cancel one psychic powers used within a 75 cm radius. The cancellation is successful on a roll of 3+. If an enemy psyker is using a similar power, a psychic contest will occur.

Gravedigger: The Gravedigger is a Reaver titan fused with bone and controlled by a lich. There are no vital parts on a Gravedigger, except the head. The Gravedigger has 4 weapon locations, two of which are fixed. The two arm locations can be filled with any Imperial weapons from the following list: Chain Fist, Doomburner, Hellstrike Cannon, Inferno Gun, Gatling Blaster, Multiple Rocket Launcher, Power Fist, Power Ram, Wrecker.

Warmaster: The Warmaster is a praetorian-class vehicle made of metal fused with bone. It is very slow moving, but is extremely stable and is perfect mount for large weapons. The Warmaster is protected by a void shield generator and has 6 shields.

The Warmaster was originally designed by Squat slaves taken on a raid upon their homeplanet. It supplies the Hordes of Evil with much needed long range firepower. Its main armament are the Slaughter cannon and the Deathdealer cannon. The Slaughter cannon can fire indirectly and has a 180 degree firing arc. The Deathdealer cannon also has a 180 degree arc. The Slaughter cannon is very unstable and receives 3+1d6 BP. In addition, the Warmaster is equipped with 4 one-shot missiles. These missiles are aptly named Deathstorm missiles. This is due to the vacuum caused by the explosion, which again causes a terrible backdraft. If more than one missile is fired per turn, the missiles have to be fired together so that the barrage templates are touching each other. A maximum of four missiles may be fired per turn. *Model: Squat Leviathan.*

Dracolich: The Dracolich is an undead dragon. It is classed as a superheavy for pinning purposes but follows the rules for praetorians. They have a breath attack which is called The Breath of Death, and will only affect living beings including crewed machinery/vehicles of any size (including titans/praetorians). When using the breath attack, place three barrage templates either in a triangle or in a straight line pointing away from the Dracolich (360 degree fire arc). The two modes of breathing represents the fact that the Dracolich is able to focus his breath for range, or spread it over a larger area (but not with the same range).

Dracoliches are very dangerous in close combat, with two razor sharp claws, a jaw full of teeth which can render steel as easily as bone, and a viscious barbed Tail. This gives the Dracolich its high CAF, and the tail adds an extra D6 in close combat.

From the Diary of Harraghe :

“I can feel the emptiness where my soul used to be. It is like a yearning. Like a craving which only blood can still...”

Undead Magi

Undead Magi are all Command and HQ units, and are armed with psi-wands that make their Close Combat attacks psychic attacks. All undead magi have to be outside their vehicles to initiate their powers, but powers which last for a turn or are permanent do not end should the Magi enter his vehicle after using them. Undead Magi can take command of a single Lesser Undead detachment within 6 cm. *Model: Any 6mm magi/psycher stand from any humanoid race.*

Necromancer: The necromancer is a magi whose powers are focused towards enhancing the abilities of other undead. The necromancer can use one of the following powers per turn, on any detachment of corporeal undead within 15 cm.

Bonespikes: Large spikes of bone grow on the recipient detachment. All units gain a +1CAF for the remainder of the turn.

Bonewings: All units in the detachment grow large wings of bone. These work as jumpacks, and give an additional 5 cm base move for the remainder of the turn. Note: This does not affect the movement of units which can already fly, including skimmers.

Bonfire: A strange fiery glow starts emanating from all the units in the detachment. This glow obscures vision, and gives all enemies a -1 To Hit when firing at any units in that detachment. Lasts until the End Phase.

Summoner: Summoners are magi whose powers lie in summoning other undead. Once per turn, they can try to summon undead to aid their cause. Summoned undead can appear anywhere within 15 cm and sight of the Summoner. They have to join an existing detachment and be in coherency with it. If there are none, the summoning fails. The summoned undead do not add to the detachments BP or VP. Decide which type of undead you will try to summon from the list below. On a roll of 3+, the summoning is successful, and a 6 indicates an additional d2+1 undead of the type specified appear.

Skeletons : 1d6+1 Skeleton stands appear

Zombies : 1d3+1 Zombie stands appear

Spirit Warriors : 1d3+1 Spirit Warrior stands appear

Creator: Creators are magi whose powers lie in creating matter from energy. Once per turn, Creators can use one of the following powers:

Bonewall: A large bone of wall rises from the ground to obscure sight. It will also hinder movement. The bonewall will only obscure units of knight class or smaller, and is considered to be 10cms wide and 4cms high for the purpose of firing over or around it. The wall makes it difficult to target units behind the it. Any shot that traces its line of fire through the wall receives a -1 penalty to hit. The wall cannot be destroyed, but will crumble in the end phase of the round it appeared. This is a physical psychic power, and has a range of 50cms (needs LOS to general area). Units standing in the way of the bonewall when it appears, will be moved to its closest edge (note : Units can be forced out of coherency by this). Units trying to move through the bonewall are hit on a 5+ with a +1 TSM modifier. Units with no save saves at 6+. No further penalties.

Flesharmor: This power creates an armor of rock hard flesh. It will work on any type of corporeal undead (Not vehicles). One detachment will be affected by this. This is a non-physical psychic power, and does not need LOS. The range is 25cms, and the effect is to give the recipient(s) a savingthrow of +1, modifiable to 6+. Units with no save get a fixed 6+ save by this, while units with saves get their saves lowered by 1 (not fixed). The detachment thus armored, needs to remain within 50cms of the Creator for the armor to remain. Once out of range, it disappears. Once initiated, this power lasts until the end of the turn.

Bonestorm: This is a physical psychic attack. The Creator summons forth a devastating storm consisting of bone and bone splinters. Place a barrage template within LOS and 50cms. Use a regular barrage template. All units under the barrage template are hit on a 4+ with a -1 TSM. Resolve damage normally. The storm ignores cover.

Spiritguard: The Spiritguards are undead priests who have retained some of their abilities in death. Due to their grasp of the afterlife, and their understanding of undead anatomy, they give any undead stand within 10 cm an extra 5+ Fixed Save which is taken after a failed armor save. This applies to all undead, except vehicles and larger units.

From the Diary of Harraghe:

“I can feel the presence of the living humans. I hear their thousand heartbeats as a steady throb in my mind, haunting me every minute of every hour of every day. There is only one cure for life; Death. And now the doctor is calling...”

Greater Undead

Greater Undead are more powerful than your run-of-the-mill skeleton. These undead have their own lifeforce, clinging to life in their undead form. Thus, they are capable of choosing their own actions. The greater undead are all capable of levitation and are considered skimmers. However, they may not make pop up attacks.

Crimson Death Guard: Crimson Death Guard are undead which only wish is to punish the living. They are also known as Reapers or Harbingers of Doom, and are armed with deadly short-range splinter rifles. All that are left of the Reapers, are their armor and their weaponry. Since there is nothing inside their armor, they are very hard to kill. This is why they have a 5+ fixed save. They Command units and may Fire on the Fly. They also do not double their movement if on Charge Orders. *Model: Any 6mm heavily armed infantry unit.*

Shadows: Shadows are shadowy, sneaky undead creatures. They have no real substance, but are able to act and be acted upon in the physical world. Due to their sneaky nature, they are able to infiltrate up to charge rate once the opponent has set up his forces. Due to their shadowy appearance, Shadows are Stealthy. Shadows are also highly intelligent, and are able to identify and target commanders with the Sniper ability. They are equipped with a shadow version of a Lasgun, called a Shadowgun.

Vampire: Vampires are the terror of all warm blooded creatures who have necks. They have superhuman strength and are feared for their regenerative powers (regenerates in the end phase on a 4+). Once every turn, they can make a special bite attack against infantry, cavalry or bikes only. This attack is made in close combat against one opponent per turn and can be taken at any time during close combat at any opponent currently in close combat with the Vampire. The bite attack hits on a 4+, and if successful, lowers the CAF of the opponent by 2 (subtract 2 from the total of 2d6+CAF). Units with armor save get a +1 on their save against this attack. Units with no armor save get a 6+ save. The bite does not work on any kind of vehicles(not counting open vehicles), except bikes.

Headless Horsemen: These are the infamous headless horsemen, summoned from the darkest pits of hell to serve their undead masters. They are extremely fast and deadly in close combat, and are equipped with Doomlances. The Doomlances are mainly for close combat, but they can also fire a dark bolt of energy. Headless Horsemen are ferocious warriors, and will always complete their charge.

Skeletal Champion: Skeletal Champions are very large humanoid skeletons mounted on undead horses. They are very tough, and are armed with Twin Heavy Splinter Rifles. They are surrounded by a misty magical aura which obscures vision and gives them a ghostly appearance. The aura causes any enemies firing at them to do so with a -1 To hit modifier.

Darkfyre: The Darkfyre is a tank, armed with two short to medium range support weapons, but has no room for any troops due to its weaponry. It is armed with Heavy Bonebolters and the Darkfyre cannon. The Darkfyre cannon fires a thick beam of dark energy which looks a little like flames, only black (hence the name). Due to its nature, it ignores cover to hit. The Darkfyre is also made of metal fused with bone.

Harraghe: This is an ancient superheavy vehicle, and its origins is known only to the oldest of the Lich Lords. It is always painted nightblack, and has a definite aura of evil. It is said that the Harraghe houses the spirit of a slain Lich Lord, and that it used to be a regular tank pilfered from the human armies. The tank is named after the first Lich Lord, Shajoul Harraghe. The Harraghe cannon is unique to this vehicle, and is feared for its fantastic range and awesome killing power. The cannon is said to have been made by a Squat Lich in honor of Harraghe.

The cannon can be fired indirectly, and has a 180 degree firing arc. Due to its dwarven nature, the cannon has variable strength, gets 3+d6BP, and ignores cover to hit. It is also armed with Heavy Bonebolters and a heavier version, the Bonecannon. *Model: Baneblade or Shadowsword.*

Genocide: The Genocide is another version of the Harraghe. The chassis is similar, but the Cannon of Harraghe has been replaced with The Genocide gun. The gun has a 180 degree firing arc, and can be devastating against heavily armed opponents. It is also armed with a Bonecannon and Heavy Bonebolters. *Model: Baneblade or Shadowsword.*

From the Diary of Harraghe:

“I have fought the Slann on several occasions. They are few, and for every one of their number who dies, my army becomes stronger. I have time on my side, what have they got?”

Ghosts

Ghosts are a group of Greater Undead which all have some standard abilities. They are all translucent, and are hard to kill. They are thus only harmed by weapons with at least a -1 TSM. Close Combat functions normally. They are also frightful beings, and inspire fear and terror in the most sturdy of opponents. Any enemy (not including robots and units with no morale score) which is in Close Combat with a ghost has to make an unmodified morale check, or suffer a -1 CAF. Also, ghosts can not be pinned in Close Combat due to their non-corporeal form, and they can move through any terrain without any penalties. They can end their movement inside buildings, even ones who are full, but are then considered to be in Close Combat with the enemy units inside. *Model: Any 6mm infantry unit which can be painted in a "ghostly" fashion.*

Banshee: These are the infamous ghosts which the Eldar modeled their Howling Banshees on. Banshees can once per turn, in any of the combat phases (including at any time during the movement phase), utter a horrifying scream which makes bones rattle and drives sane men crazy. This scream only affects living beings, including crewed vehicles/machines of Knight/Superheavy class or smaller. Larger units simply have too much crew to affect all of them. The scream only affects beings which are very close. Place a normal barrage template on each of the Banshees in the detachment. Any enemy unit as described above at least touching the barrage template will be hit on a 5+. This is considered a non-physical psychic attack.

Defiler: Defilers are ghosts who not only hate all living things, but physically thrive on their destruction. A Defiler loves to render bone and tear flesh, not only out of a primal desire, but for the pure pleasure of hearing bones crack and their victims scream. If a defiler wins a close combat with any type of living being (not vehicles, or robots, but including bikes and cavalry), he can instantly move up to 10cms and enter close combat with another opponent (once per turn). Defilers are not restricted to normal coherency, as their lust for killing often brings them far apart from each other. Thus, they have a coherency of 12cms.

Haunt: Haunts are ghosts which can possess other living beings. A detachment of haunts can try to possess one unmoved enemy detachment within 10 cm. Roll a d6 for each Haunt trying to control an enemy stand, on a roll of 5+ the attempt is successful and the HoE player may use this stand as its own for the remainder of that turn, under the restriction of the Haunts orders and the overtaken stands abilities. (Note that the Haunt model must be removed from the board, while controlling another stand) They can only possess infantry, cavalry and vehicles. Anything larger is too hard to control. Possession can be attempted in the orders phase. This is considered a non-physical psychic attack. If the enemy model makes it's psychic save, the Haunt model is considered destroyed. Possession lasts to the next orders phase, place the haunt stand in base contact with the previously possessed stand.

Note! If a stand is killed while possessed by the Haunt, the Haunt is also killed!

Spirit: Spirits are ghosts who linger on after death for reasons of their own. Most have unfinished business in the realm of the living, causing them to wander the earth restlessly. They have limited psychic powers, which enables them to attack from a distance. This is considered a physical psychic attack.

From the Diary of Harraghe:

"An Eldar once asked me a question before I killed him: 'Are you aware of what you have become?' I tore his heart from his chest and held it before him. As he watched its last contractions with the dying light of his eyes, I told him: 'Yes, I am power.'"

Lesser Undead

These are by their very nature mindless beings. To be given orders, a Lesser Undead Detachment must be within 25 cm of its Undead Lord. If they are not given orders, they will revert to their (un)natural instincts. Roll a die and on a roll of 4+ they will move up to charge rate towards the nearest enemy and engage in Close Combat if possible. On a 1-3 they will remain in place doing nothing.

Skeletons: Skeletons are slow and stupid. They excel in close combat, where their numbers often overwhelm their opponent. They are very brittle, and thus are easily destroyed. *Model: Skeletons from Irregular Miniatures (painted with bonecolor).*

Zombies: Zombies are no smarter than skeletons, but they have better natural weaponry and are much better in close combat. *Model: Zombie Champions from Irregular Miniatures (painted in fleshcolor and red).*

Spirit Warriors: These warriors are created from fresh corpses and are imbued with the spirits of warriors slain on the field of battle. They are all equipped with assault rifles, and although they count as Lesser Undead, they do not use the special command rules. If they find themselves outside command radius they will stand still and fire in the advance fire segment.

Deathknights: Deathknights are skeletal warriors mounted on skeletal horses. They are equipped with special lances which are fused to their hands. They are Lesser Undead, but do not have to be within command radius of their Undead Lord as they have their own commander.

Mummies: A Mummy is a dead creature which has gone through a long and exact embalming process. Mummies have a magical aura surrounding them. Place a barrage template centered on the Mummy. Any living being/unit at least touching the template can be affected by the rot. On a roll of 4+, the rot is contracted. Titans/Praetorians are simply too large to take notice of the rot.

If the Mummy rot is contracted, the unit must roll an unmodified save in the end phase or perish. Units with no save, get a 6+ save. Void or Power shielded units are not affected by the rot. The rot will ignore Holo fields, but units with Warp shields get their regular save. Units with psychic saves use these in addition to armor saves.

Bonewagon: These huge wagons are made entirely of animated bone, and are used as troop transports. Due to their size and power, they may enter Woods and rubble normally. These tanks will squash any troop stand it moves over on 4+, forcing a saving throw, when attempting to crush a stand during movement. If it fails to crush the stand, the tank must immediately end its movement. They are armed with short range Heavy Bonebolters. These bolters fire small pieces of bone at high velocity.

Skullwagon: These wagons are, like the Darkfyre, made of metal fused with bone. This gives a much stronger alloy, and thus lowers the savingthrow of the vehicle. These wagons have also had extra weaponry mounted, so that there is only room for 2 troops. These wagons are exclusively used as command wagons, and never for lowly troop transport. If they find themselves outside command radius, they will stand still and fire in the advance fire segment.

Bone Golem: When Harraghe first started experimenting with undeath, he tried several procedures, not all of them successful. One of his successes was in creating a semblance of life in inanimate objects; Golems. Golems are so heavy, that when they charge, their weight and speed causes the ground to tremble, leaving huge foot imprints in the ground. Golems are knight-class units. They are fearsome close combat opponents. Golems come with their own commander, a Golem Master. The Golem Master and Bone Golems follow the standard command rules and radius.

The Golem Master can only be purchased as part of a Bone Golem detachment. His task is to control the Golems, and make them do his bidding. The Golem Master comes with a Skullwagon transport.

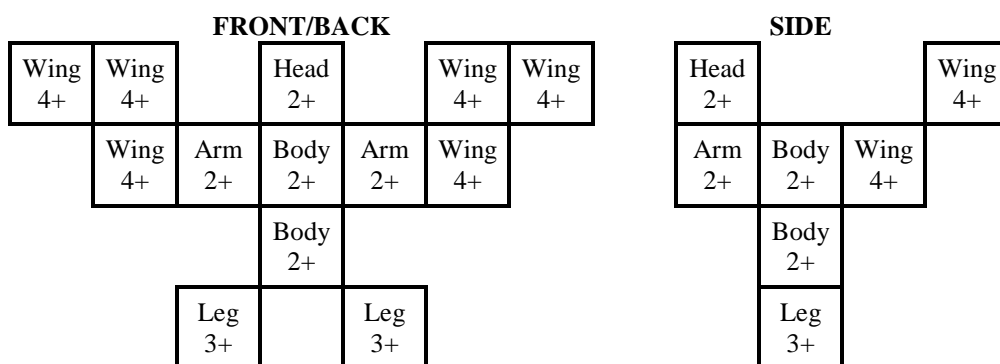
From the Diary of Harraghe:

"I am two thousand years old today. Time passes without notice when you are undead. If I had not happened upon a calendar today, I would not have known. I think this is cause for a celebration. Yes, a party is in order. I am the gracious host, and everybody is invited. I am the bringer of fear, I am the rhythm of your slowing heart. I am the quiver in your voice, I am the doom which follows. I am the death of all things living. Fear me, for I shall be your last fear..."

Dracolich Template

Move	CAF	Repair	Notes
20 cm	+10	4+	Superheavy pinning class but follows the rules for Praetorians. Any enemy units engaged in close combat with a Dracolich must make a morale check at the start of every CC segment or suffer -2 CAF for that round. Models that do not take morale checks are immune to this rule. Rolls 3D6 in Close Combat

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Breath of Death	-	6 BP	4+	-1	Ignores Cover Place three barrage templates either in a triangle (point touching Dracolich) or in a line pointing away from the Dracolich



<p>Head 1-2 Throat damaged, Cannot use Breathweapon until regen'ed. 3-4 Brainstem hit. CAF halved until regen'ed 5-6 Head blown off, the Dracolich is destroyed</p>	<p>Body 1-2 Body damaged. +1 to future roll on body until regen'ed. 3-4 Tail is damaged, no extra D6 until regen'ed 5-6 Body penetrated. Spine is hit, Dracolich is killed.</p>
<p>Wing 1-2 Wing damaged, move halved until regen'ed 3-4 Wing broken, skimmer ability lost and base move 10 cm until regenerated 5-6 Wing destroyed. Roll for damage on Body. Dracolich may no longer move.</p>	<p>Leg 1-2 Leg damaged, Move halved 3-4 Leg destroyed. Can not move. Cannot be regenerated. 5-6 Leg blown off. Roll For Damage on the Body.</p>
<p>Arm 1-2 Damaged, -3 CAF until regenerated 3-4 Destroyed, -3 CAF Cannot be regenerated 5-6 Blown off, -3 CAF. Roll for Damage on the Body.</p>	

Gravedigger Titan Template

Move	CAF	Repair	Notes
10 cm, 15 on Charge	+10	4+	4+ Psychic Save Must always be on Advance or Charge Orders 4+ Regeneration roll after armor save is failed

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
Gravedigger Cannon	Torso	75 cm	4BP	5+	-1	Place 3 Barrage templates in a straight line
Vulcan Mega-Bolter	Head	25 cm	8	4+	0	
	Right Arm					
	Left Arm					

FRONT			SIDE		REAR		
	Head 1+			Head 2+		Head 3+	
Weapon 1+	Body 1+	Weapon 1+	Weapon 2+	Body 2+	Weapon 3+	Body 3+	Weapon 3+
Leg 2+	Weapon 1+	Leg 2+	Weapon 2+	Leg 3+	Leg 2+	Body 3+	Leg 4+
Leg 2+		Leg 2+	Leg 3+	Leg 3+	Leg 4+		Leg 4+

<p>Head: 1-2 Damaged, CAF is reduced by 5. 3-4 The head-mounted weapon is destroyed. 5-6 The Gravediggers head is blown off, and the titan crashes to the ground. Decide randomly which way it falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.</p>	<p>Leg: 1-2 Leg damaged, move is halved until repaired. 3-4 Leg heavily damaged. May no longer move. Cannot be repaired 5-6 Leg blown off. Cannot be repaired. Titan crashes to the ground in a random direction. Any vehicles or troop stands that are fallen on are destroyed.</p>
<p>Body: 1-2 Structural damage to body. Add +1 to future rolls on the body damage, any body location. 3-4 Heavy structural damage, CAF is reduced by 5. 5-6 Heavily Damaged. Roll on head table.</p>	<p>Weapon: 1-2 Weapon damaged, -1 To Hit. 3-4 Weapon is blown off and scatters 2D6cm in a random direction. Any models it hit must make an unmodified save to avoid destruction. 5-6 Weapon is blown off as above. Roll damage on Body as well with a +1 modifier (cumulative).</p>

Warmaster Template

Move	CAF	Shields	Repair	Notes
10 cm	+10	6 Void Shields	4+	Praetorian Deathstorm Missile templates fired on the same turn must touch.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Slaughter Cannon	150 cm	D6+3 BP	Varies	-3	Destroys Buildings
Deathdealer Cannons	100 cm	6	4+	-1	
Deathstorm Missiles	100 cm	6 BP	4+	0	Four one-shot missiles, Ignores Cover
Point Defense	15 cm	16	6+	0	

FRONT			SIDE					REAR		
	Weapon 2+		Hull 2+	Hull 2+		Weapon 2+		Hull 3+		
Hull 2+	Bridge 1+	Hull 2+	Hull 2+	Hull 2+	Hull 2+	Hull 2+		Missile 3+	Hull 3+	Missile 3+
Weapon 2+	Weapon 2+	Weapon 2+	Missile 3+	Missile 3+	Weapon 2+	Hull 2+	Weapon 2+	Hull 3+	Reactor 1+	Hull 3+
Track 2+	Hull 2+	Track 2+	Track 2+	Track 2+	Track 2+	Track 2+		Track 2+	Hull 3+	Track 2+

Missile locations are treated as Hull with saves 2+ if Missiles have already been fired.

<p>Bridge: 1-2 CAF halved and needs orders as a normal unit until damage is repaired 3 CAF halved for the rest of the game 4 Same as 1-2, except cannot be repaired 5-6 Bridge destroyed, all crew abandon the vehicle</p>	<p>Reactor: 1-2 May not move or fire until repaired 3-4 Reactor off-line, if not repaired at end of turn, explodes as below (result 5-6) 5-6 Boom, any units within 2D6 cm are automatically hit by debris at 0 TSM.</p>
<p>Hull: 1-5 Add +1 to future rolls on hull 6+ Bridge or reactor hit, bridge if the front half of the vehicle, reactor if the rear half. Any points over 6+ are bonuses to the bridge/reactor roll. Every unsaved hit on hull destroys a Point Defense.</p>	<p>Track: 1-2 Damaged, speed drops by half, cannot enter difficult terrain 3-4 Damaged heavily, same as above, but cannot be repaired, also if the vehicle moves, the track may collapse on a roll of 5+ after the move, if so track is destroyed and roll damage to the hull 5 Track destroyed, the vehicle may only rotate in place, if both tracks are destroyed, the vehicle may not rotate or move 6 As above, but also roll damage to hull</p>
<p>Weapon: 1-2 Weapon damaged and cannot be used until repaired 3-4 Weapon destroyed 5-6 Weapon destroyed and roll damage for the hull</p>	<p>Missiles: Roll damage to the reactor AND hull. Add +1 to the roll for each missile detonated (only the missiles on one side will detonate).</p>

Hordes of Evil Army Cards

Undead Lords		Contents	Break Point	Morale	Victory Points	Cost
Lich	Lich stand	Stand	-	2	150	
Lich Magi	Lich Magi stand	Stand	-	2	150	
Lich Lord	Lich Lord stand	Stand	-	3	250	
Blind Guardian	Blind Guardian stand	Stand	-	3	250	
Dracolich	Dracolich	Model	-	3	300	

Special Cards		Contents	Break Point	Morale	Victory Points	Cost
Creator	Creator stand & Command Skullwagon	Stand	-	2	150	
Necromancer	Necromancer stand & Command Skullwagon	Stand	-	2	150	
Shadows	4 Shadow stands	2	2	1	100	
Spiritguard	Spirit Guard stand & Command Skullwagon	Stand	-	2	150	
Summoner	Summoner stand & Command Skullwagon	Stand	-	2	150	
Gravedigger Titan	Gravedigger Titan hull	Model	-	Varies	300	
Warmaster	Warmaster	Model	-	4	400	

Greater Undead		Contents	Break Point	Morale	Victory Points	Cost
Infantry						
Crimson Death Guard	6 Crimson Death Guard stands	3	3+	3	300	
Ghost Detachment	6 Ghost stands of any one type	3	3+	3	250	
Vampire Detachment	6 Vampire stands	3	3+	3	250	
Cavalry & Walkers						
Headless Horsemen	6 Headless Horsemen	3	3+	2	200	
Vehicles						
Darkfyre	3 Darkfyres	2	3+	3	250	
Knights						
Skeletal Champions	3 Skeletal Champions	2	2+	3	300	
Superheavies						
Genocide	Genocide	Stand	2+	2	200	
Harraghe	Harraghe	Stand	2+	2	200	

Lesser Undead		Contents	Break Point	Morale	Victory Points	Cost
Infantry						
Skeleton Detachment	10 Skeleton stands	3	-	2	150	
Spirit Warrior Detachment	6 Spirit Warrior stands	3	-	2	200	
Zombie Detachment	10 Zombie stands	3	-	2	200	
Cavalry						
Deathknight Detachment	Deathknight Commander 6 Deathknight stands	4	-	2	200	
Walkers						
Mummy Detachment	6 Mummy stands	3	-	3	250	
Vehicles						
Bonewagon	2 Bonewagon stands	1	-	1	50	
Skullwagon	3 Skullwagon Stands	2	3+	2	200	
Knights						
Bone Golems	Golem Master stand & Skullwagon 3 Bone Golems	3	-	3	250	

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Infantry									
Banshee	15 cm	6+	+2	Scream	Template	1	5+	+1	Ghost, Elite, Skimmer, Special
Creator	10 cm	None	0	Psi-wand	25 cm	2	5+	0	Command, HQ, Psyker
Crimson Death Guard	30 cm	5+f	+2	Splinter Pistol	10 cm	2	5+	0	Greater Undead, Command, Elite, Fire on the Fly, Special
Defiler	15 cm	6+	+4	None	-	-	-	-	Ghost, Elite, Skimmer, Special
Golem Master	10 cm	6+	+4	Psi-wand	25 cm	2	5+	0	HQ
Haunt	15 cm	6+	+2	Possession	10 cm	1	Special	Special	Ghost, Elite, Skimmer, Special
Necromancer	10 cm	None	0	Psi-wand	25 cm	2	5+	0	Command, HQ, Psyker
Shadow	15 cm	6+	+2	Shadowgun	50 cm	1	4+	0	Greater Undead, Elite, Sniper, Stealth, Skimmer
Skeleton	10 cm	-	+1	Boneclub	-	-	-	-	Lesser Undead
Spirit	15 cm	6+	+2	Mindlash	35 cm	1	4+	0	Ghost, Elite, Skimmer, Special
Spiritguard	10 cm	6+	+2	Psi-wand	25 cm	2	5+	0	Command, HQ, Psyker
Spirit Warriors	10 cm	-	+1	Assault Rifle	50	1	5+	0	Lesser Undead, Special
Summoner	10 cm	None	0	Psi-wand	25 cm	2	5+	0	Command, HQ, Psyker
Vampire	15 cm	6+	+4	Bite	-	1	4+	None	Greater Undead, Elite, Regeneration, Skimmer, Special
Zombie	10 cm	6+	+2	Claws	-	-	-	-	Lesser Undead
Walkers									
Lich & Lich Magi	15 cm	5+/6+f	+2	Psi-Wand	25 cm	2	5+	-1	Command, HQ, Terror, Psyker, 4+ Psychic Save, Skimmer, Special
Mummy	15 cm	4+	+5	Mummy rot	-	-	-	-	Lesser Undead, Special
Cavalry									
Deathknight	20 cm	-	+3	Deathlance	25 cm	1	6+	0	Lesser Undead
Deathknight Commander	20 cm	5+f	+5	Deathlance	25 cm	2	5+	0	Cavalry, Commander, Elite
Headless Horsemen	15 cm	5+	+5	Doomlance	25 cm	1	5+	0	Elite, always completes charge
Vehicles									
Bonewagon	15 cm	3+	+3	Heavy Bonebolter	15cm	2	5+	0	Transport 5, Lesser Undead, Special
Darkfyre	20 cm	2+	+3	Darkfyre cannon	50cm	2	5+	-2	PD(4), Ignores Cover
Skullwagon	20 cm	4+	+2	Bone Cannon	75 cm	1	5+	-1	Transport 2, Lesser Undead
Knights									
Bone Golem	15 cm	1+	+8	Huge Bone Club	-	-	-	-	Lesser Undead
Lich Lord & Blind Guardian	15 cm	1+/4+f	+7	Psi-Wand	25 cm	2	4+	-1	Command, HQ, Terror, Psyker, 4+ Psychic Save, Skimmer, Special
Skeletal Champion	25 cm	2+	+2	Gatling Gun	50 cm	6	5+	-1	Special
Superheavies									
Genocide	10 cm	1+	+6	Bonecannons Genocide Gun *	75 cm 100 cm	2 1	5+ 3+	-1 -4	PD(8) * Penetrating +3
Harraghe	10 cm	1+	+6	Bonecannons Cannon of Harraghe *	75 cm 150 cm	2 D6+3 BP	5+ Varies	-1 -2	PD(8) * Destroys buildings, Ignores Cover
Titans & Praetorians									
Dracolich	20 cm	Template	+10	Breath of Death	-	6 BP	4+	-1	Superheavy, Special
Gravedigger Titan	10/15 cm	Template	+10	Gravedigger Cannon Vulcan Mega-Bolter	75 cm 25 cm	4 BP 8	5+ 4+	-1 0	Buy 2 more weapons, 4+ Psychic Save, 4+ Regeneration roll, Special
Warmaster	10 cm	Template	+10	Slaughter Cannon * Deathdealer Cannons Deathstorm Missiles **	150 cm 100 cm 100 cm	D6+3 BP 6 6 BP	Varies 4+ 4+	-3 -1 0	PD(16) * Destroys Buildings ** Four one-shot missiles