

Detachment of the walking dead

Shambling hordes emerge from the shadows. What drives them is unknown, but what compels them is made all too clear from their own decaying lips: *Brains*.

Army rule

When in melee engagement with an enemy unit, that unit has -1 Save and -1 Toughness.

Detachment rules

Coming for you: Zombie Infantry units have **Scouts 5"** and **Stealth**.

You can't kill what's already dead: At the end of each phase, Zombie Infantry models regain all lost wounds.

Enhancement

In melee engagement while controlling an objective, your Warlord gains +2 Strength and +2 Attack to melee attacks.

Otherwise, your Warlord gains +1 Strength and +1 Attack to melee attacks while in melee engagement

Stratagems

As with any army, this detachment has access to all standard Stratagems from the **Warhammer 40,000** rulebook.

Additionally, you can use the Stratagems included in the 2024 Grotmas **Death Guard (Flyblown Host)** detachment, but replace the keyword [Death Guard] with [Zombie].

Datasheets

Shamblers [INFANTRY, ZOMBIE]									
M	T	Sv	W	Ld	OC	Unit Composition: 10 Shamblers			
4"	4	7+	1	8+	1	Feel No Pain 5+			
Curse of the walking pox: When you destroy an enemy model, regain 1 Shambler to this unit.									
Melee					A	WS	S	AP	D
					2	5+	3	0	1

Runners [INFANTRY, ZOMBIE]						
M	T	Sv	W	Ld	OC	Unit Composition: 10 Runners
6"	4	3+	2	6+	2	
Relentless charge: Add 2 to this unit's Charge roll.						
Melee					A	WS S AP D
Tearing teeth					1	3+ 6 -2 2
Carving claws					2	4+ 4 0 1

Fatty [INFANTRY, CHARACTER, ZOMBIE]						
M	T	Sv	W	Ld	OC	Deadly Demise, Leader [Zombie]
5"	5	3+	4	6+	2	
Vivisection: This Leader's unit has [Lethal Hits], and treats 5+ as a Critical Hit.						
Ranged				Range	A	BS S AP D
Bile grenade				12"	d3	3+ 5 -1 1
Projectile vomit				3"	1	3+ 4 -1 2
Melee					A	WS S AP D
Mortis fist					4	3+ 4 0 1

Abomination [INFANTRY, CHARACTER, ZOMBIE]						
M	T	Sv	W	Ld	OC	Deep Strike, Leader [Zombie]
5"	6	2+	6	6+	1	Invulnerable save 4+
Skin and bones: Ranged attacks against this Leader's unit suffer -1 to Wound.						
Melee					A	WS S AP D
Bone protrusion—Strike [Lethal Hits]					3	3+ 8 -2 3
Bone protrusion—Sweep [Lethal Hits]					6	3+ 6 -1 1