

NetEPIC 5.0 Army Book
Hordes of Evil
Version of September 4th, 2005

- @ : Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Lich *Walker (2)*
 Move : 15cm Save : 5+/6+f CAF : +2

Weapon	Range	Shoot
Psi-Wand	25cm	2d 5+ (-1)

 Command, HQ, Terror, Psyker, 4+ Psychic Save, Skimmer, Special

Lich

Hordes of Evil

Lich stand

Cost : 150

Break : Stand Morale : -
Victory Points : 2

Lich Magi *Walker (2)*
 Move : 15cm Save : 5+/6+f CAF : +2

Weapon	Range	Shoot
Psi-Wand	25cm	2d 5+ (-1)

 Command, HQ, Terror, Psyker, 4+ Psychic Save, Skimmer, Special

Lich Magi

Hordes of Evil

Lich Magi stand

Cost : 150

Break : Stand Morale : -
Victory Points : 2

Lich Lord *Infantry (4)*
 Move : 15cm Save : 1+/4+f CAF : +7

Weapon	Range	Shoot
Psi-Wand	25cm	2d 4+ (-1)

 Command, HQ, Terror, Psyker, 4+ Psychic Save, Skimmer, Special

Lich Lord

Hordes of Evil

Lich Lord stand

Cost : 250

Break : Stand Morale : -
Victory Points : 3

Blind Guardian *Knight (4)*
 Move : 15cm Save : 1+/4+f CAF : +7

Weapon	Range	Shoot
Psi-Wand	25cm	2d 4+ (-1)

 Command, HQ, Terror, Psyker, 4+ Psychic Save, Skimmer, Special

Blind Guardian

Hordes of Evil

Blind Guardian stand

Cost : 250

Break : Stand Morale : -
Victory Points : 3

Dracolich *Prætorian (4)*
 Move : 10cm Save : Card CAF : +10+D6
 See card
Special

Dracolich

Hordes of Evil

Dracolich

Cost : 300

Break : Model Morale : -
Victory Points : 3

Creator *Infantry (1)*
 Move : 10cm Save : - CAF : +0

Weapon	Range	Shoot
Psi-Wand (ph eth)	25cm	2d 5+ (0)

Command, HQ, Psyker

Creator

Hordes of Evil

Creator stand
 Command Skullwagon

Cost : 150

Break : Stand Morale : -
Victory Points : 2

Skullwagon *Vehicle (9)*
 Move : 20cm Save : 4+ CAF : +2

Weapon	Range	Shoot
Bone Cannon	75cm	1d 5+ (-1)

Transport 2, Lesser Undead

Necromancer

Hordes of Evil

Necromancer stand
 Command Skullwagon

Cost : 150

Break : Stand Morale : -
Victory Points : 2

Necromancer *Infantry (1)*
 Move : 10cm Save : - CAF : +0

Weapon	Range	Shoot
Psi-Wand (ph eth)	25cm	2d 5+ (0)

Command, HQ, Psyker

Skullwagon *Vehicle (3)*
 Move : 20cm Save : 4+ CAF : +2

Weapon	Range	Shoot
Bone Cannon	75cm	1d 5+ (-1)

Transport 2, Lesser Undead

Shadows

Hordes of Evil

4 Shadow stands

Cost : 100

Shadow *Infantry (1)*
 Move : 15cm Save : 6+ CAF : +2

Weapon	Range	Shoot
Shadowgun	50cm	1d 4+ (0)

Greater Undead, Elite, Sniper, Stealth, Skimmer

Break : 2 Morale : 2
Victory Points : 1

Spiritguard

Hordes of Evil

Spiritguard stand
Command Skullwagon

Cost : 150

Spiritguard

Infantry (1)

Move : 10cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Psi-Wand (ph eth)	25cm	2d 5+ (0)

Command, HQ, Give any undead stand (except vehicles and larger) within 10cm an extra 5+ff Save which is taken after a failed armor save.

Skullwagon

Vehicle (3)

Move : 20cm	Save : 4+	CAF : +2
Weapon	Range	Shoot
Bone Cannon	75cm	1d 5+ (-1)

Transport 2, Lesser Undead

Break : Stand Morale : -

Victory Points : 2

Summoner

Hordes of Evil

Summoner stand
Command Skullwagon

Cost : 150

Summoner

Infantry (1)

Move : 10cm	Save : -	CAF : +0
Weapon	Range	Shoot
Psi-Wand (ph eth)	25cm	2d 5+ (0)

Command, HQ, Psyker

Skullwagon

Vehicle (3)

Move : 20cm	Save : 4+	CAF : +2
Weapon	Range	Shoot
Bone Cannon	75cm	1d 5+ (-1)

Transport 2, Lesser Undead

Break : Stand Morale : -

Victory Points : 2

Gravedigger Titan

Hordes of Evil

Gravedigger Titan hull

Cost : 300

Gravedigger Titan

Titan (5)

Move : 10/15cm	Save : Card	CAF : +10
See card		

4+ Psychic Save, 4+ Regeneration roll, Special

Break : Model Morale : -

Victory Points : Varies

Warmaster

Practorian (5)

Move : 10cm	Save : Card	CAF : +10
See card		

PD(16)

Hordes of Evil

Warmaster

Break : Model Morale : -

Victory Points : 4

Warmaster

Cost : 400

Crimson Death Guards
Hordes of Evil

6 Crimson Death Guard stands

Cost : 300

Break : 3 Morale : 3
Victory Points : 3

Crimson Death Guard *Infantry (1)*

Move : 30cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Splinter Pistol	10cm	2d 5+ (0)

Greater Undead, Skimmer, Command, Elite, Fire on the Fly, No double movement on Charge Orders

Ghost Detachment
Hordes of Evil

6 Ghost stands of any one type

Cost : 250

Break : 3 Morale : 3
Victory Points : 3

Banshee *Infantry (1)*

Move : 15cm	Save : 6+	CAF : +2/+4
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Ghost, Elite, Skimmer, Spectral

Banshee

Scream	0cm	SB 5+ (+1)
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Defiler

None	-	-
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Haunt *CAF : +2*

Possession	10cm	1d Special
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Spirit *CAF : +2*

Mind Lash	35cm	1d 4+ (0)
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Break : 3 Morale : 3
Victory Points : 3

Vampire Detachment
Hordes of Evil

6 Vampire stands

Cost : 250

Break : 3 Morale : 3
Victory Points : 3

Vampire *Infantry (1)*

Move : 15cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Bite	-	1d 4+ -

Greater Undead, Elite, Regeneration, Skimmer, Once every turn, they can make a CC bite attack against infantry, cavalry or open vehicle. Hit on 4+ and has +1 TSM, lowers opponent's CAF by 2.

Headless Horsemen
Hordes of Evil

6 Headless Horsemen

Cost : 200

Break : 3 Morale : 3
Victory Points : 2

Headless Horsemen *Cavalry (2)*

Move : 15cm	Save : 5+	CAF : +5
Weapon	Range	Shoot
Doom Lance	25cm	1d 5+ (0)

Elite, always completes charge

Darkfyres *Vehicle (3)*

Move : 20cm	Save : 2+	CAF : +3
Weapon	Range	Shoot
Darkfyre cannon	50cm	2d 5+ (-2)

PD(4), Ignores Cover

3 Darkfyres

Cost : 250

Break : 2 Morale : 3
Victory Points : 3

Skeletal Champions
Hordes of Evil

3 Skeletal Champions

Cost : 300

Break : 2 Morale : 2
Victory Points : 3

Skeletal Champion *Knight (4)*

Move : 25cm	Save : 2+	CAF : +2
Weapon	Range	Shoot
Gatling Gun	50cm	6d 5+ (-1)

-1 To-Hit modifier when shooting at them

Genocide *SuperHeavy (4)*

Move : 10cm	Save : 1+	CAF : +6
Weapon	Range	Shoot
Bonecannons	75cm	2d 5+ (-1)
Genocide Gun *	100cm	1d 3+ (-4)

** Penetrating +3, PD(8)*

Genocide

Cost : 200

Break : Stand Morale : 2
Victory Points : 2

Harraghe *SuperHeavy (4)*

Move : 10cm	Save : 1+	CAF : +6
Weapon	Range	Shoot
Bonecannons	75cm	2d 5+ (-1)
Dwarf Cannon *	150cm	D6+3BP ⊗ (-2)

** Destroys buildings & Ignores Cover & Can be fired indirectly, PD(8)*

Harraghe

Cost : 200

Break : Stand Morale : 2
Victory Points : 2

Skeleton Detachment
Hordes of Evil

10 Skeleton stands

Cost : 150

Skeleton *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Bone Club	-	-

Lesser Undead

Break : 3 *Morale : -*

Victory Points : 2

Spirit Warrior Detachment
Hordes of Evil

6 Spirit Warrior stands

Cost : 200

Spirit Warrior *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Assault Rifle	50cm	1d 5+ (0)

Lesser Undead, Special

Break : 3 *Morale : -*

Victory Points : 2

Zombie Detachment
Hordes of Evil

10 Zombie stands

Cost : 200

Zombie *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Claws	-	-

Lesser Undead

Break : 3 *Morale : -*

Victory Points : 2

Deathknight Detachment
Hordes of Evil

Deathknight Commander
6 Deathknight stands

Cost : 200

Deathknight Commander *Cavalry (2)*

Move : 20cm	Save : 5+	CAF : +5
Weapon	Range	Shoot
Death Lance	25cm	2d 5+ (0)

Commander, Elite

Deathknight *Cavalry (2)*

Move : 20cm	Save : -	CAF : +3
Weapon	Range	Shoot
Death Lance	25cm	1d 6+ (0)

Lesser Undead

Break : 4 *Morale : -*

Victory Points : 2

Mummy Detachment
Hordes of Evil

6 Mummy stands

Cost : 250

Mummy *Walker (2)*

Move : 15cm	Save : 4+	CAF : +5
Weapon	Range	Shoot
Mummy Rot	-	-

Lesser Undead, Special

Break : 3 *Morale : -*

Victory Points : 3

Bonewagons
Hordes of Evil

2 Bonewagon stands

Cost : 50

Bonewagon *Vehicle (3)*

Move : 15cm	Save : 3+	CAF : +3
Weapon	Range	Shoot
Heavy Bonebolter	15cm	2d 5+ (0)

Transport 5, Lesser Undead, Special

Break : 1 *Morale : -*

Victory Points : 1

Skullwagons
Hordes of Evil

3 Skullwagon Stands

Cost : 200

Skullwagon *Vehicle (3)*

Move : 20cm	Save : 4+	CAF : +2
Weapon	Range	Shoot
Bone Cannon	75cm	1d 5+ (-1)

Transport 2, Lesser Undead

Break : 2 *Morale : 3*

Victory Points : 2

Bone Golems
Hordes of Evil

Golem Master stand
Skullwagon
3 Bone Golems

Cost : 250

Golem Master *(HQ) Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Psi-Ward (ph eth)	25cm	2d 5+ (0)

Skullwagon *Vehicle (3)*

Move : 20cm	Save : 4+	CAF : +2
Bone Cannon	75cm	1d 5+ (-1)

Transport 2, Lesser Undead

Bone Golem *Knight (4)*

Move : 15cm	Save : 1+	CAF : +8
Huge Bone Club	-	-

Lesser Undead

Break : 3 *Morale : -*

Victory Points : 3