

# PLAGUE OF ZOMBIES

POINTS: 30 + MODELS

A new Chaos scourge has beset the galaxy in recent decades – the Zombie Plague! Once an isolated scourge of distant underhives and isolated space stations, the Zombie Plague has rapidly swept through dozens of worlds surrounding the Eye of Terror. The plague fleets of Nurgle are thought to spread the Zombie Plague, most notably the warships of the warlord Typhus, and it can be carried

unwittingly from world to world by warships and merchantmen. Those felled by this virulent pox do not stay dead but are resurrected by the warping power of Chaos, returning to attack their families, co-workers and comrades-in-arms. Once the Zombie Plague grips a world, it is almost impossible to eradicate the infection.

CHAOS  
PLAGUEMASTER

Typhus, Host of the Destroyer Hive



PLAGUE ZOMBIE  
SQUAD



PLAGUE ZOMBIE  
SQUAD



PLAGUE ZOMBIE  
SQUAD



"We only just made it to the bunker. Dozens of dead hands scrabbled and clawed at the view ports the whole night long. Then Olex began to cough..."

– Private Cur, currently quarantined.

## FORMATION:

Typhus

Or

Plaguemaster (A Chaos Lord with the Mark of Nurgle chosen from Codex: Chaos Space Marines)

3+ Plague Zombie units.

## SPECIAL RULES

All units in the battle formation must be deployed within 12" Typhus or the Plaguemaster, or if entering from reserve they must move on to the table within 12" of the point at which Typhus or the Plaguemaster enters play.

### PLAGUE ZOMBIES POINTS COST: 5 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Zombie	2	1	3	2	1	1	1	10	-

**Unit Size:** 10-30 Plague Zombies

**Weapons:** Grasping hands and slaving jaws. These count as two close combat weapons.

## SPECIAL RULES

**Feel No Pain, Fearless, Poisoned Weapons (wound on 4+),**

**Lord of the Zombies:** Plague Zombies units are Slow and Purposeful, unless they have a model within 12" of a Plaguemaster, or within 18" of Typhus.

**Join Us!** At the end of every Assault phase during which the Plague Zombies have fought in close combat, before 'pile in' moves, roll a D6 for every casualty caused in the combat (friendly and enemy). On a roll of a 6, they are resurrected as a Plague Zombie – add a model to the Plague Zombie unit. If the Plague Zombies unit was wiped out that turn this rule has no effect. If multiple Plague Zombie units are involved in the same combat, evenly divide the new models between the units (Chaos player's choice for any odd models).