UNDEADS

Special Rules

Terrain/Cover. Undeads are placed adjacent a Terrain feature only when they receive a COVER order. Never place an undead unit adjacent to a terrain feature when executing an ADVANCE order.
Attack. Undead units will always engage in Close Combat as a result of an ATTACK order. *Exception*: Fast units can attack at Range 0 without entering Close Combat.
Suppression/Morale. Undead units never suffer negative effects for Suppression while attacking. Morale checks are always successful.

	Type	Range	Combat Factors (CF)	TN	Attributes
Zombie	B	**0**	1	6	
Crawler	B	**0**	1	7	Crawling
Fat Zombie	B	**0**	2	5	Wounds(3)
Ghoul	B	**0**	1	5	Fast

[Random Enemy Table]

(1) Enemy: 2x Crawlers on the current Stripe
(2) Enemy: 2x Zombies on the current Stripe
(3-4) Enemy: 3x Zombies on previous Stripe
(5) Enemy: 2x Zombies and a Fat Zombie on the previous Stripe
(6) Enemy: 2x Fat Zombies on current Stripe

Special Traits

Crawling. Can only be attacked at Range zero.
Fast. Fast units can attack at range 0 without entering in Close Combat.
Wounds(X). Unit is eliminated after X Suppressed/Shaken results

HORRORS

Special Rules

Terrain/Cover. Horrors are never placed adjacent a Terrain feature.
Suppression/Morale. Horrors never suffer negative effects for Suppression while attacking. Morale checks are always successful.

	Type	Range	Combat Factors (CF)	TN	Attributes
Shoggoth	B	**0**	2	6	Wounds(5), Multiple Attacks (2), Grapple.

Special Traits

Grapple. On a natural attack roll of “6” the target is Grappled by a tentacle. A Grappled unit during its activation can only roll one die and consult the following table:

(1) The Unit is Suppressed
(2-4) Nothing
(5-6) The unit is now free

Multiple Attacks(X). The unit can execute X attacks each turn. Roll on the Unit Selection Table for each attach.
Wounds(X). Unit is eliminated after X Suppressed/Shaken results.