

Necromancer Host

Necromancers use Weirdstone for experiments and prolonging their lives.

Special Rules

If the Liche dies, your party will be completely destroyed unless you have a living Necromancer as a member.

No Pain – this model treats Stunned as Knocked Down when Injured.

No Brain – this model cannot gain Experience.

Special Skills

Corpse Bomb

Necromancer and Liche only. Only one Hero in the party may have this skill. Secretly elect one Zombie at the beginning of the skirmish. When it comes into base contact with an enemy model, it explodes. All models within D6" take D3 S4 hits. This model is killed permanently.

Deathspeaker

Necromancer and Liche only. Only one Hero in the party may have this skill. At the start of the skirmish, deploy an additional D3 Zombies. These do not count toward the maximum number of models in the party, but do increase the party rating. They last until the end of the skirmish.

Wraith Touch

Necromancers cannot take this skill. This Hero may make a special attack in place of all normal attacks in the close combat phase. If this attack hits, it wounds automatically. The attack has the same rules as an Unarmed Attack. If it wounds, the Hero regain a lost wound. Has no effect on Undead or Daemonic Enemies.

Forbidden Rite

If this Hero chooses not to search for Rare Items, then they start the next skirmish with D3+1 points with which they can increase their casting rolls.

Summoner

The maximum party size is increased by 1.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Liche	5	4	4	4	4	8	6	3	10

Profile	M	WS	BS	S	T	W	I	A	Ld
Necromancer	4	6	6	4	4	3	6	4	9

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Guard	5	5	5	4	4	4	5	4	10

Starting Gold	Model Count
500pg	3-12

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Warlock• Witch	<ul style="list-style-type: none">• Demicus, the Great Wizard

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Liche	1	20	125pg
Necromancer	1	8	40pg
Grave Guard	1-3	6	35pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Zombie	-	15pg
Skeleton	1-8	20pg
Wight	1-3	30pg
Scarecrow	1-2	65pg

Equipment

Warrior	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shortbow / Shield / Buckler	5pg
Sword / Spear / Halberd / Bow / Helmet	10pg
Double-handed Weapon	15pg
Light Armour	20pg
Heavy Armour	50pg

Warrior Profiles

Liche

A Liche is a Necromancer that has prolonged their life for so long that they have become Undead themselves.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	2	4	4	1	8

Equipment – any from Warrior list.

Skills – Academic, Special

Special Rules

Wizard – uses Necromantic Rituals. Starts with two spells.

Fear

Undead

Immune to Psychology

No Pain

Immune to Poison

Warrior Wizard – may wear armour and cast spells as normal.

Advancement – if the Liche gets an advance roll of +1W, they may elect to pick a new skill instead if they wish.

Eternal – a Liche can choose to ignore any result on the Serious Injury Chart except Killed by taking a permanent -1W. A Liche that rolls Killed takes -D3 W. If taken to 0 W, the Liche is dead.

Feed Upon Magic – a Liche can spend D3 Weirdstone to gain +1W between skirmishes, and only if they were not taken Out of Action or search for Rare Items. If the roll is higher than the number of Weirdstone the party has, the Weirdstone is consumed anyway for no benefit.

Necromancer

Necromancers wish to learn the secrets of immortality from the Liche.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Equipment – any from Warrior list.

Skills – Academic, Speed, Special

Special Rules

Wizard – uses Necromantic Rituals

Apprentice – a Necromancer can only ever learn spells known by the Liche. Re-roll any spells not known by the Liche. If the Liche dies, the Necromancer may learn spells as normal.

Gofer – when searching for a Rare Item, the Necromancer rolls 3D6 and picks the highest 2.

Grave Guard

These are the reanimated skeletons of skilled warriors slain in battle.

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	2	1	6

Equipment – any from Warrior list.

Skills – Combat, Strength

Special Rules

Fear

No Pain

Undead

Immune to Poison

Immune to Psychology

Cannot Run

Cannot search for Rare Items

Wight Blade – when this model rolls a 6 to hit, the hit wounds automatically. For each of these hits, roll another D6. On a further 6, the hit is a critical hit.

Zombie

Zombies are shambling decomposing corpses.

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	3	1	1	1	5

Equipment – none.

Special Rules

Animal

Fear

Undead

No Pain

No Brain

Cannot run

Immune to Psychology

Immune to Poison

Skeleton

These are the reanimated skeletons of fallen soldiers.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	5

Equipment – any from Warrior list.

Special Rules

Fear

Undead

No Pain

No Brain

Cannot run

Immune to Psychology

Immune to Poison

Wight

These are the reanimated skeletons of fallen elite soldiers.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	6

Equipment – any from Warrior list.

Special Rules

Fear

Undead

No Pain

Cannot run

Immune to Psychology

Immune to Poison

When promoted to a Hero, a Wight has the same skill choices and special rules as a Grave Guard.

Scarecrow

Scarecrows are animated constructs.

M	WS	BS	S	T	W	I	A	Ld
5	3	0	3	3(6)	1	3	2	10

Equipment – none.

Special Rules

Fear

Undead

No Pain

No Brain

Immune to Psychology

Immune to Poison

No Substance – the Scarecrow has a T of 6 against all shooting and magic, and is immune to critical hits from shooting, unless the attack is fire based.

Can re-roll Injury rolls if the attack was not fire based.

Construct – note down which Liche or Necromancer controls the Scarecrows. If the controlling model is taken Out of Action, so is the Scarecrow. Whenever the controlling model is wounded, they must pass a Ld test or the Scarecrow is taken Out of Action. If the controlling model cannot take part in the skirmish, neither can the Scarecrow.

Necromantic Rituals

1. Spell of Awakening
2. Lifestealer
3. Reanimation
4. Spell of Doom
5. Unholy Vigour
6. Death Vision (Necromancer only) / Living Horror (Liche only)

Spell of Awakening – Auto cast

If an enemy Hero is killed on the Serious Injuries chart at the end of the skirmish, then the caster resurrects them as an undead servant. The Hero retains all characteristics and equipment, but not skills.

The model counts as a Henchman group consisting only of the one model.

The Hero cannot buy any more equipment

The Hero now has the following special rules:

Fear, Immune to Psychology, Immune to Poison, Undead, No Pain, No Brain

Lifestealer – Difficulty 10

Range 6". Target a single enemy model. The model suffers a wound with no armour saves allowed, and the caster gains an extra wound for the rest of the skirmish (even above maximum). Does not effect Daemonic or Undead models.

Re-animation – Difficulty 5

One Zombie that has been taken Out of Action returns to life and is placed within 6" of the caster. Cannot be placed in base contact with an enemy.

Spell of Doom – Difficulty 9

Range 12". Target a single enemy model. The model must pass a S test or roll on the Injury table.

Unholy Vigour – Difficulty 6

Range 6". Target a single friendly Zombie or Dire Wolf within range. The model may make a move up to its maximum M. It can move into base contact with an enemy model, which counts as charging.

Death Vision – Difficulty 6

The caster causes Fear for the rest of the skirmish.

Living Horror – Difficulty 8

Range 8". Target a single enemy model. Roll a D6+3. If this equals or exceeds the Ld of the target, the target takes a wound with no armour saves allowed. If this wounds the target but does not take the model Out of Action, it may not move, shoot, or cast spells in its next turn unless it passes a Ld test. Does not effect Daemonic, Undead, or Fear causing enemies.