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**FANTASY WARRIORS
COMPANION**

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INTRODUCTION

In the world of FANTASY WARRIORS there are few things more fearsome than the silent onset of an undead army. First come the faceless wraiths; long dead scouts mounted on swift, lifeless steeds. These horrors are the mere harbingers of the ghastly army which follows. Walking skeletons and shambling corpses, half-clothed in tattered, worm-eaten flesh inexorably moving towards their living foes like a thick, rolling fog bearing the cold of the grave.

Spectres, the super warriors of the undead, strut among their decaying brethren. They lead the way for the liches, undead wizards who draw their vile power from the souls of the living slain in combat. Among these sinister terrors stride great undead rhinos and mammoths, impelled by magic to a grotesque ferocity against all the living.

Finally come those individuals whose dreadful powers alone can sustain the unholy abomination of an undead army. Mighty yet furtive, sheltering in cloaked anonymity, creep the animators of the dead – the necromancers!

NECROMANCER introduces the undead to the FANTASY WARRIORS game. It contains full rules to allow players to field undead armies against either any living army or other undead armies. A copy of FANTASY WARRIORS is required to play NECROMANCER.

COUNTERS AND DICE

Counters

The following counters are used solely by an undead army, and can be found on the counter sheet provided:

- Necromantic power counters.
- No additional dice are supplied with the FANTASY WARRIORS COMPANION.

SEQUENCE OF BATTLE

The battle turn

The sequence of the battle turn for an undead army is the same as that for a conventional living army except for two minor additions:

- At the start of the battle turn.** Drawing and allocating necromantic power; and
- At the end of the battle turn.** The undead player gathers up necromantic power counters in preparation for drawing and allocating necromantic power at the start of the next battle turn.

Undead armies ignore the following phases of a battle turn:

- Phase five: new orders.** The undead do not require orders, they require necromantic power instead; and
- Phase six: influence.** The undead never react, or need to take threat, shooting or combat tests.





PREPARING FOR BATTLE

ORGANIZING AN UNDEAD ARMY

An undead army is not organized quite the same way as a conventional living army: an undead army requires no battle leaders, commands, or orders to act on. Instead an undead army uses necromancers, who provide necromantic power throughout the battle. Necromantic power is the vital force needed to activate the otherwise inert ranks of undead warriors.

EXAMPLE ORGANIZATION OF AN UNDEAD ARMY

The undead warchief
4 necromancers
Lich individual
Spectre individual
1 war mammoth unit
1 cavalry unit
6 infantry units

The undead warchief

Like his living counterpart, an undead warchief controls the army. Unlike his counterpart, however, he is not burdened by orders but instead he must juggle necromantic power (through necromancers) to ensure his army is activated and therefore able to move, shoot and fight. If his necromancers have insufficient or no necromantic power, the undead warchief is unable to move or fight with his army, and helpless to counter the enemy.

Specials

Leaders

Every undead unit must have a leader. Leaders maintain order in the units and organize them into an effective fighting force. If an undead leader is destroyed, the unit it belonged to will lose some or all necromantic power allocated to it this turn. An undead unit that has lost its leader cannot reorganize unless the undead warchief or a wraith individual is in base-to-base contact with it.

Champions

Champions behave as in other armies.

Musicians

As in other armies.



You who are the living – beware. My mighty army of undead is on the march. When the night is darkest, we will be upon you and then you will know true terror. Huge beasts, rank upon rank of infantry, squadrons of cavalry, dread spectres and liches – all of these are at my command. O miserable mortals, look upon my army and despair!

Standard bearers

A standard bearer acts as a focal point for an undead unit, maintaining a powerful point of reference for the unseeing eyes of the undead warriors. If an undead unit has a standard bearer, its movement is improved. The presence of a standard bearer also improves a unit's expansion or contraction during movement.

Individuals

Undead individuals are powerful additions to an army. They differ from living individuals and there are fewer of them... the undead do things differently.

Necromancers

Necromancers are mandatory; they alone provide the necromantic power that activates an undead army. Necromantic power waxes and wanes during the hours of darkness and light. Necromancers are the most important part of an undead army and should be carefully protected: the army is useless without them.

Wraiths

These individuals are the eyes and ears of an undead army during scouting. Wraiths can be used during a battle to help control leaderless undead units. They also make good fighters in combat.

Spectres

Among the most powerful of individuals are spectres: they are super warriors, fast, and cause undead dread. In the hands of a cunning warchief, just one or two spectres can cause mayhem among enemy units.

Liches

Because they are undead wizards, liches do not gain power by resting; instead their power comes from the death of living specials and living individuals. Liches also have one spell that is available only to them.

The profile

The profile remains essentially the same as it is in FANTASY WARRIORS, although there are a couple of additions.

Type (TYP)

There is a new type: **Undead (UND)**.

Bad light (BAD)

Bad light affects undead armies more than living armies. During the hours of darkness an undead army is at its most powerful. During the hours of daylight the army has less necromantic power available to it.

Undead dread

Undead creatures like the spectre are so terrible that they cause a fear greater than terror; this fear is called undead dread. It affects any living creature, regardless of which side they fight on. Undead dread is a terrifying aura that disregards any rules about line of sight and so on – any living creatures within range can be affected.

An undead army gains its full horrific power during the hours of darkness. During the hours of daylight it can operate at only a fraction of its potential, making it far more vulnerable to disaster. Against any enemy it is vital that an undead army gets the light in, or running into, its favour. To do this the undead need to scout with the aim of outscouting and perhaps outmanoeuvring their enemies.





BEFORE THE BATTLE

SCOUTING

- ❑ Undead do not scout by command, they scout by units.
- ❑ A necromancer individual must accompany each unit used for scouting.
- ❑ Wraith individuals can be used on their own for scouting. They do not need to accompany units and do not require necromancers to accompany them.

Scouting method

Throw 1D6 and modify the result as follows:

- +2 for each foot unit
- +4 for each mounted unit
- +6 for each flying unit
- +1D6 for every two wraiths (round down) used for scouting

After scouting

- ❑ Undead scouting units set up no further than 6in from their army's base line.
- ❑ All undead scouting units start the battle disorganized.
- ❑ Each necromancer used to scout must start the battle in base-to-base contact with the unit he scouted with.

BOASTS AND OMENS

Morale has no effect on the undead, therefore the undead warchief has no need to boast or have the omens read before a battle.

UNDEAD SCOUTING

An undead warchief decides to use a scouting force of one cavalry unit and two infantry units, plus two wraith individuals.

First he rolls 1D6: the result is a 3. To this he adds +4 for the two foot units (at +2 each) and +4 for the mounted unit, making a total of 11.

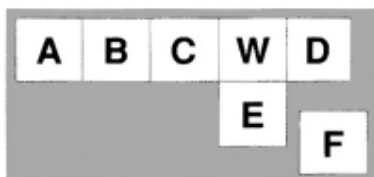
Next he rolls 1D6 for the two wraiths: it comes up 4. He adds this to the total, making a final scouting score of 15 (11 + 4 = 15) for the undead.

NECROMANTIC POWER



Necromantic power is the arcane force that activates an undead army. The secret of controlling the undead lies in knowing how and where to distribute this power to maximum effect. Necromantic power is drawn by the warchief only at the beginning of every battle turn, before the threat phase. The amount of power drawn depends on the number of necromancers in the undead army and whether it is day or night. Once the undead warchief has drawn necromantic power, he distributes it to the undead units he wishes to activate for the duration of the turn. He does not have to distribute all or any power, instead he may wish to keep some in the power reserve to deal with any potentially damaging situations that may occur this turn.

A unit that has been allocated necromantic power is activated. There are three states of activation: unactivated, partly activated and fully activated. Activated units are easily recognizable on the table-top by the necromantic power counters that are placed beside and moved with them. The use of, drawing of and distribution of necromantic power, and the activation of undead units are governed by the following rules.



EXAMPLE SHOWING CABAL MEMBERS

A, B, C, D, E, and F are all necromancers. W is their warchief. A, B, C, D and E are all in the cabal because they can all establish a line of contact with the warchief either directly (C, D, E) or via a line of contact (A, B). F is not in the cabal, even though he is actually closer to the warchief than A or B, because he has no direct line of base-to-base contact.

The cabal

The amount of necromantic power available to an undead warchief depends upon the number of necromancers that are in his cabal. To qualify as being in the cabal, a necromancer must be in base-to-base contact with the warchief or be able to establish a direct line of contact to the warchief via any number of other necromancers, each of whom must be in base to base contact with at least one other necromancer or the warchief.

At the start of the battle turn: drawing necromantic power

- Necromantic power is drawn by the warchief at the beginning of each turn, before the threat phase.
- In the case of two undead armies fighting each other, each player rolls 1D and adds his warchief's leadership. The loser draws and allocates his necromantic power first.

- ❑ A necromancer must be part of the cabal in order to contribute necromantic power points to the warchief.
- ❑ The amount of power drawn depends upon the number of necromancers in the cabal and the time of day. Night time: 2 necromantic power points for each necromancer. Day time: 1 necromantic power point for each necromancer in the cabal.

Necromantic power counters

Necromantic power counters are used during the game to show at a glance which units are currently activated.

- ❑ Necromantic power counters are placed face up next to units that are to be activated this turn.
- ❑ Each counter represents one point of necromantic power.
- ❑ The counters are moved with the unit.

Distributing necromantic power

The undead player places necromantic power point counters next to units he wishes to activate this turn. The number of points placed indicate the state of activation this turn.

No power points distributed

Unit is unactivated. In this state an undead unit is totally inert and can do nothing at all.

One power point distributed

Unit is partly activated. Partly activated units can move. They can reorganize if able to do so. They cannot threaten, shoot or attack the enemy (that is, move into base-to-base contact). A partly activated unit can fight if it is attacked or if it is already in combat.

Two power points distributed

Unit is fully activated. Fully activated units can perform exactly as their living counterparts.

- ❑ Undead warchiefs and individuals do not require power points to activate, they are always fully activated.
- ❑ Unit size does not affect necromantic power costs.
- ❑ Power points are not transferrable once distributed.

During the battle turn: gaining and losing necromantic power

Necromantic power can be gained or lost during a battle when certain circumstances arise. These occurrences are detailed in the relevant sections of the rules.

The necromantic power reserve

The necromantic power reserve is used by the undead player. Necromantic power counters that are to be held in the reserve are placed face up next to the figure of the undead warchief and are moved with the figure. The role of the necromantic power reserve is to provide necromantic power if more should be needed during the battle turn.

- ❑ Holding necromantic power in the reserve is entirely optional.
- ❑ Reserve necromantic power can be of any size.
- ❑ Reserve necromantic power can be used during the combat phase to enhance the fighting ability of currently activated undead units.
- ❑ Reserve necromantic power is used up during the power drain phase if there is one.

At the end of the battle turn

At the end of each battle turn all necromantic power counters are picked up (including any in the power reserve) ready for distribution at the start of the next battle turn.



All the elements of my fearsome army are important, but the necromancers are supremely important. Without them the army cannot function. Therefore I am careful to provide the army with enough necromancers and even more careful to protect them from the enemy.

DRAWING AND DISTRIBUTING NECROMANTIC POWER

An undead army consisting of 4 necromancers, 6 units of infantry, 1 war mammoth and 1 cavalry unit is about to start a new battle turn; it is bad light (daylight). The undead warchief is about to draw necromantic power. All 4 necromancers are in the cabal. He can draw 4 necromantic power points, one for each of the 4 necromancers, during daylight. He draws 4 necromantic power counters. Had it been night, he could have drawn 2 necromantic power points for each necromancer for a total of 8 points.

He decides to fully animate the war mammoth unit and places 2 power counters next to the model figure. Next he decides to partly animate the cavalry unit and places 1 power counter next to the cavalry unit. This leaves him with 1 power counter—because he is a careful warchief, the undead player decides to keep this in reserve. He places the final counter face up next to the model of the undead warchief.

THE BATTLE TURN



PHASE ONE: THREAT

The undead cannot know fear. They have already suffered the fate that inspires terror in the living – the loss of life and immortal soul. As a consequence they cannot be forced from a battle by fear nor can they be terrified into rash and unwise actions. They can, however, easily inspire such fear by threatening their living opponents. Some powerful undead individuals can even cause terror by their mere presence.

- Undead units cannot be threatened by the enemy.
- Undead cannot be counter-threatened.
- Undead units cannot threaten other enemy undead.

Unactivated units (no power)

Cannot threaten.

Partly activated units (1 power counter)

Cannot threaten.

Fully activated units (2 power counters)

Can threaten.

Counter-threat

- Undead cannot be counter-threatened.

Undead dread

Some undead creatures are so terrible that they induce a fear greater than terror – this fear is known in the game as undead dread. Undead dread comes into its own during the threat phase and the following rules cover its use.

- Undead dread affects all living units within a 12in radius of the undead creature regardless of the army that unit belongs to, friend or foe. Line of sight does not apply.

- ❑ If during the threat phase an undead creature with the power of undead dread is within 12in of a living unit, that unit must take a threat test.
- ❑ Undead dread is effective during the day and at night.
- ❑ Any unit suffering undead dread takes the threat test with the additional modifier of -3, facing undead dread.
- ❑ A unit tests only once each threat phase, regardless of the number of undead creatures that inflict undead dread upon it.



PHASE TWO: SHOOTING

Undead can shoot and be shot at just as if they were living creatures. Because it is not possible to panic an undead army it is often advisable for a warchief who is opposing such a force to concentrate his missiles on the undead's powerful individuals or giant creatures. The best targets, if they can be seen, are the sources of undead power themselves – the necromancers.

Unactivated units (no power)

Cannot shoot.

Partly activated units (1 power counter)

Cannot shoot.

Fully activated units (2 power counters)

Can shoot.

Shooting modifiers

- ❑ Undead units are affected by bad light (daylight).
- ❑ Unactivated units always count unshielded when shot at.
- ❑ Partly activated unit count as shielded only if they carry shields.

Kills to undead specials

Kills are worked out as normal, but the loss of certain specials will have the following effects:

Loss of a leader

- ❑ The unit immediately loses 1 point of necromantic power.
- ❑ If the unit has no necromantic power (that is, it is unactivated) then 1 point of necromantic power must be taken from the power reserve.
- ❑ If the unit is about to shoot this turn but has not yet done so, it can still do so.
- ❑ If there is no power in the reserve, the undead army will have to take a power drain test. Place a power drain counter next to the figure of the undead warchief.
- ❑ The unit cannot reorganize unless it is in base-to-base contact with an undead warchief or a wraith.

Loss of a standard bearer

- ❑ The unit loses its 2in movement bonus.
- ❑ The unit loses its +1 expanding and contracting bonus.

Destruction of the undead warchief or undead individuals

If an undead warchief or individual is destroyed it will cause a power drain: Place a power drain counter next to the figure of the undead warchief. If the warchief has been destroyed, place the counter in the centre of undead army's base line on the table-top.

The casualty test

- ❑ The undead never take a casualty test.



Sure, they're pretty frightening to face, these undead armies. But I've fought and won against them. If you can knock off a few of their necromancers with missiles, you're home and dry.

LOSING A LEADER SPECIAL DURING SHOOTING

A fully animated undead unit has just lost its leader to a hail of elven arrows. The unit must immediately lose 1 point of necromantic power: 1 counter is discarded. For the rest of the battle turn the unit is now only partly activated. It is also unable to reorganize unless a wraith or the warchief is in base-to-base contact with the unit.

THE BATTLE TURN

EFFECT OF A STANDARD BEARER SPECIAL ON MOVEMENT

An undead infantry unit has a base movement of 6in. The unit also has a standard bearer special, which provides a movement bonus of 2in and gives the unit a total movement of 8in.

If the unit expands or contracts it can also add +1 to its quality throw. Should the standard be destroyed or captured, all the bonuses will be lost to the unit.

PHASE THREE: MOVEMENT AND REORGANIZATION

The undead player is not bound by orders and is therefore free to move his partly or fully activated units as he wishes. With fully activated units he can attack, hold or oppose as he likes. He is not restricted by the constraints of orders.

Unactivated units (no power)

Cannot move or reorganize.

Partly activated units (1 power counter)

Can move or reorganize. Cannot move into contact with the enemy.

Fully activated units (2 power counters)

Can move or reorganize. Can move into contact with the enemy.

Initiative

Dice for initiative as normal.

- The undead warchief adds his leadership.
- The undead warchief subtracts one from his initiative score for bad light.

Movement

All the normal rules of movement apply, plus the following:

- Only fully or partly activated undead units can move.
- Add 2in to the movement rate if the unit has a standard bearer special.

Expanding and contracting

Use the quality throw as normal.

- +1 if the unit has a standard bearer special.

Reorganizing

- Undead units can reorganize only if they have a leader special and they are partly or fully activated.
- If the leader special has been destroyed, only an undead warchief or wraith special in base-to-base contact with the unit can reorganize it.

PHASE FOUR: COMBAT

The undead will succumb to cold steel just as surely as the living will. An army, however, that is fighting against the undead should always take any opportunity to engage the necromancers themselves. This will not be easy, particularly if the necromancers have reserved some of their dark power to counteract such a threat.

Unactivated units (no power)

Can do nothing in combat: they do not fight. Unactivated units suffer double casualties.

Partly activated units (1 power counter)

Can fight provided they are currently involved in combat.

Fully activated units (2 power counters).

Can fight as normal.

Capturing a standard

Normal rules apply for capturing an undead standard.

- Capturing an undead standard will disorganize an undead unit.
- If the unit is already disorganized it will lose 1 point of necromantic power instead.
- If the unit has no necromantic power (that is, it is unactivated) then necromantic power must be taken from the reserve.
- If there is no power in the reserve the undead army will have to take a power drain test. Place a power drain counter next to the figure of the undead warchief.



Occasionally I will encounter a mortal warchief who is a worthy adversary. When this happens, I am careful to keep some of my necromancers' power in reserve. Then I can counter any dangerous moves made by the enemy.

To hit throw modifiers

- ❑ If the undead unit is fully activated and initiates combat (that is, it has moved into contact with the enemy), it will count as having attack orders during the first round of combat only.

Enhancing kill throw modifiers

Necromantic power that has been held in reserve can be used to enhance the kill throw of an undead unit in combat during the same turn. For every 2 necromantic power points expended from the reserve, the strength of the chosen undead unit is enhanced by +1.

Method

- ❑ When the kill throw is about to be worked out the undead player announces he is going to enhance strength of that unit.
- ❑ Where there are several undead units in the same combat, the undead player must state clearly which unit he is enhancing.
- ❑ He then hands in the correct amount of necromantic power. Combat continues with the unit counting its new strength for this kill throw only.
- ❑ The undead player can enhance as many units as his power will allow. He is not obliged to enhance any units.

Kill throw modifiers

- ❑ Only a fully or partly activated undead unit can defend its standard.
- ❑ All kills on unactivated units are doubled, check for specials in the normal way from the doubled total.

Kills to undead specials

Kills are worked out as normal, but the loss of certain specials will have the following effects.

Loss of a leader

- ❑ The unit will lose 1 point of necromantic power immediately.
- ❑ If the unit has no necromantic power (that is, it is unactivated) then 1 point of necromantic power must be taken from the reserve.
- ❑ If the unit is about fight it can still do so.
- ❑ If there is no power in the reserve the undead army will have to take a power drain test. Place a power drain counter next to the figure of the undead warchief.
- ❑ The unit is no longer able reorganize unless an undead warchief or a wraith is in base-to-base contact with the unit.

Loss of a standard bearer

- ❑ The unit will lose its 2in movement bonus.
- ❑ The unit will lose its +1 expanding and contracting bonus.

Destruction of the undead warchief or undead individuals

A power drain results if an undead warchief or individual is destroyed. Place a power drain counter next to the figure of the undead warchief. If the warchief has been destroyed, place the counter in the centre of the undead army's base line on the table-top.

The combat test

- ❑ The undead never take a combat test.

**ENHANCING THE STRENGTH OF AN UNDEAD UNIT DURING COMBAT**

A partly activated undead unit is involved in combat. Before the kill throw is worked out, the undead player announces that he is going to enhance the unit's strength. He has 3 power points in the reserve and decides to use 2 to enhance the unit's strength for the current turn. He draws 2 power points from the reserve and hands them in. The strength of the unit is thus enhanced by +1 for this kill throw.

LOSING A LEADER SPECIAL DURING COMBAT

An unactivated undead unit is attacked and loses its leader special during the combat. As the unit is unactivated and therefore has no power allocated (that is, there is no counter beside it), the power must be taken from the reserve. Unfortunately the undead player has no power in the reserve, and must take a power drain test this turn. A power drain counter is placed face up next to the model of the undead warchief.

THE BATTLE TURN

POWER DRAIN TEST

An undead army containing 4 necromancers in the cabal and 1 power point in the reserve must take a power drain test during daylight. Two of the army's units are disorganized. The undead player rolls 1D6: the result is a 4.

To this value he adds 4 for the necromancers, 1 for the reserve power point; he subtracts 2 for the disorganized units. The total is 7.

On the score results table this reads as confusion: all the undead units immediately become disorganized. If the undead player does not reorganize his units quickly, things could start to go dramatically wrong.

PHASE SEVEN: THE POWER DRAIN TEST

For undead armies, the command test is replaced by the power drain test. If an undead army has to take a power drain test, something traumatic has happened during the turn that places a strain on the whole fabric of the army. This is the moment when an undead army can begin to fall apart. Necromancers are especially vulnerable and prudent undead warchiefs will recognize this and, during times of weakness (such as daylight), keep some necromantic power in reserve.

☐ The power drain test is applied exactly the same way as a command test.

Method

Throw 1D6 and modify the result as follows:

- +1 for each necromancer in the cabal
- +1 if night
- +1 for every necromantic power point in reserve
- +1 for each undead artifact
- 6 if undead warchief has been destroyed
- 1 for each enemy paladin living
- 1 for each disorganized undead unit

Score

8 or more	OK. Army unaffected
7	Confusion. All undead units disorganized
6	Power drain. One necromancer must make a saving throw or be destroyed. If the necromancer is destroyed there is no need to take the power drain test again this turn
5	Stronger power drain, two necromancers must make saving throws or be destroyed. If any necromancer is destroyed there is no need to take the power drain test again this turn
4	Massive power drain. All necromancers must make saving throws or be destroyed. If any necromancer is destroyed there is no need to take the power drain test again this turn
3	Close to disaster. All individuals, the undead warchief and all necromancers must make saving throws or be destroyed. If any of them are destroyed there is no need to take the power drain test again this turn
2 or less	Disaster. All individuals, the undead warchief and all necromancers must make saving throws or be destroyed. If any of them are destroyed there is no need to take the power drain test again this turn. Any unactivated units are destroyed and removed from play.

THE UNDEAD WARCHIEF AND INDIVIDUALS

All normal rules for the warchief and individuals are applicable to the undead warchief and undead individuals.

- ☐ The undead warchief and any undead individuals in the army do not need necromantic power to activate them; they are always activated.
- ☐ If they are with a unit they do not affect the activated state of that unit. The unit still requires necromantic power to function, although the individual does not.

The undead warchief

The undead warchief is the focal point and figurehead of an undead army: if he is destroyed there is a strong chance the undead army will suffer a huge power drain, destroying individuals and units in the process.

- ☐ If the undead warchief is in base-to-base contact with a disorganized and leaderless unit he can reorganize it.
- ☐ If the undead warchief is in base-to-base contact with a solitary necromancer, that necromancer can produce necromantic power.
- ☐ If an undead warchief is destroyed (killed), the undead army has to take a power drain test in the turn in which he is killed.

Wraiths

Wraiths can reorganize leaderless, disorganized units. They are also powerful additions to any scouting force. The presence of a wraith in a unit will enhance that unit's combat ability.

- ❑ A wraith can reorganize any disorganized and leaderless undead unit. The wraith must be in base-to-base contact with the unit.
- ❑ For every 2 wraiths (round down) used for scouting the undead player can throw 1D6 and add the total to his scouting score.
- ❑ If a wraith is in base-to-base contact with a partly or fully activated unit during combat, that unit can add +1 to its to hit and to kill modifiers.
- ❑ If a wraith is in base-to-base contact with a fully activated undead missile unit during shooting, that unit can add +1 to its to hit and to kill modifiers.
- ❑ If a wraith is destroyed (killed), the undead army has to take a power drain test in the turn in which the wraith is killed.



Spectres

Spectres are the ultimate attack individuals: they are fast-moving undead heroes, superb in combat and capable of causing undead dread.

- ❑ There can be only one spectre for every 1,000 points of the undead army total.
- ❑ Spectres cannot move at full speed through enemy units; they have to move around them.
- ❑ Undead dread operates during the threat phase of the battle. It will affect any living unit within 12in of the spectre. Undead dread ignores line of sight and difficult terrain because it is an aura that ignores physical barriers.
- ❑ If a spectre is destroyed (killed), the undead army has to take a power drain test in the turn in which it is killed.

Necromancers

Necromancers are essential to an undead army, because they are the sole providers of its pseudo life-force: necromantic power. It is vital to get the right ratio of necromancers to units when putting together an undead army.

- ❑ To provide necromantic power, necromancers must be in the cabal.
- ❑ If a necromancer is destroyed (killed), the undead army has to take a power drain test in the turn in which he is killed.

Liches

Liches are undead wizards who use magical power the same way their living counterparts do to cast spells. Liches cannot rest to regain spent power, but they can gain power from the death of living beings.

- ❑ Liches gain magical power from the death of the following specials and individuals that were living:
 - +1 for each living special killed
 - +3 for each living unit annihilated
 - +5 for each living individual or battle leader killed
 - +5 in addition if the individual killed was a paladin
 - +10 for each warchief killed
- ❑ When a lich gains magical power from the death of a living special, the undead player can immediately draw the appropriate amount of magical power.
- ❑ Upon the death of any living individual(s), or special(s), or upon the annihilation of any living unit(s), the undead player immediately draws the appropriate amount of magical power counters and gives them to the lich in his army that is nearest to the incident that provided the power gain.

Lich spells

The following spell is used exclusively by liches:

Create necromantic power

Spell cost 1D6 for each necromantic power point to be created.

- ❑ If the spell is used to activate units, the lich must be in base-to-base contact with the cabal and the spell must be cast during the power drawing and allocation phase.
- ❑ The spell may be cast at any time if it used to place power in the reserve, but the lich must be in base-to-base contact with the undead warchief.
- ❑ Necromantic power created by this spell lasts only for the turn in which the spell was cast.

The armies of the living are well aware of the importance of my necromancers and they wisely fear the power of my awesome spectres. But they often forget my versatile wraiths who, travelling hither and thither in their secretive fashion, assist my cause in numerous ways. Let me say to my brethren of the undead: neglect your wraiths at your peril!

EXAMPLE OF A LICH DRAWING POWER FROM THE DEATH OF THE LIVING

During a turn of combat against the undead, an elven army has one of its infantry units totally annihilated. Included among the unit's dead are a leader special and a champion special. The undead lich will draw power from the death of the elves as follows:

- +3 for the annihilated unit
- +1 for the leader special
- +1 for the champion special

making a total of 5 extra power points.

The undead player can immediately draw an extra 5 magic power counters and place them next to the model of his lich. If he had more than one lich he would place the magic power next to the lich nearest to the event.

HUGE UNDEAD CREATURES



Brethren of the undead, our rhinos and mammoths are rightly feared by all our enemies. Their mere presence inspires terror and many foes have been driven from the field just by the threat of these monsters. Use your huge creatures boldly and, with proper support, they will repay your trust magnificently.

Any undead army can inspire fear in the stoutest of foes. When the bony ranks include the monstrous undead rhinos and mammoths, even the most seasoned veterans can lose their nerve. There are few foes more intimidating than these mighty undead creatures. As well as their size, these monsters have been magically endowed with the ability to trumpet like their living counterparts. Such awesome sounds, emanating from a skeletal creature, are particularly disturbing to living opponents. Some of the monsters carry bow-armed crews that can rain down arrows on their unfortunate opponents.

The full profiles and points costs for huge undead creatures can be found in the ARMY LISTS.

THE UNDEAD WAR RHINO

Notes and special rules

The war rhino and crew are treated as one unit during the game. The crew are merged into the rhino's profile. The points cost includes a leader special and the cost of two archer figures. When shooting the archers use the bottom profile. If the rhino is disorganized, the archers are also disorganized when shooting.

- Provided it is fully activated, the undead war rhino can threaten.
- If the rhino threatens, the target unit must count 1 enemy musician because of the rhino's ability to trumpet.
- The rhino is also a terrible creature.

Shooting the archers from the rhino

- The archers have 6 volley counters as normal.
- Provided the war rhino is fully activated, the archers can shoot during the shooting phase while the war rhino is in combat. They can shoot at the enemy unit that the war rhino is fighting.

Destruction of a war rhino

- If the rhino is destroyed the undead crew suffers the same fate.

The undead war rhino with an army standard

For an extra 50 points an army standard can be carried by the undead war rhino.

- The standard moves with the war rhino.
- While the rhino remains so does the standard, and will give its bonus during a power drain test.
- The army standard cannot be taken down.
- If the rhino is destroyed the army standard is considered wrecked, and a power drain test must be taken this turn.

THE WAR MAMMOTHS

There are two undead mammoths. The main difference between them is that the standard war mammoth has two archers among its crew, while the Imperial Guard mammoth has a catapult. The following notes and special rules apply to Imperial Guard and war mammoths alike, with the

exception of any rules that refer to the catapult only. Catapult rules apply exclusively to the Imperial Guard mammoth.

It is not known why the catapult-armed mammoth is commonly referred to as the 'Imperial Guard' mammoth. There is no undead emperor and no undead guard corps. One suggestion is that the beasts, when alive, formed part of the army of some long-forgotten Imperial adventure and it has pleased the undead warchiefs to retain their original proud designation in mockery of their current status as mere animated, skeletal slaves.

Notes and special rules

The war mammoth and crew are treated as one unit during the game. The crew are merged into the mammoth's profile. The points cost includes a leader special and the archers/catapult. When shooting the archers/catapult use the bottom profile. If the mammoth is disorganized, the archers/catapult are also disorganized when shooting.

- ☐ The catapult's range and its method of calculating hits and kills are the same as for a ballista. All ballista rules apply to the Imperial Guard mammoth's catapult.
- ☐ Provided it is fully activated, the undead war mammoth can threaten.
- ☐ If the mammoth threatens, the target unit must count 1 enemy musician because of the mammoth's ability to trumpet.



HUGE UNDEAD CREATURES

SHOOTING THE CATAPULT FROM AN UNDEAD IMPERIAL GUARD MAMMOTH

An undead Imperial Guard war mammoth shoots its catapult at a unit of wood elves. The catapult has a worth of 3, enabling it to dice 3 times for hits. It achieves 1 hit. To see if it becomes a kill, the mammoth player rolls a die and obtains a 5. To this is added 2 for the strength of the catapult (remember that the catapult has separate worth and strength from the mammoth – don't use the mammoth's when calculating shooting effects!) yielding 7. From this 1 is deducted because the target has a shield. The result is 6. The *Missile weapons v armour* chart is consulted. The catapult counts as a ballista and the wood elf infantry are light armoured so cross-referencing those two reveals that any score except 1 is a kill. The elves lose one figure.

- The war mammoth is a terrible creature.

Shooting archers or the catapult from the war mammoth

- The archers/catapult has 6 volley counters as normal.
- Provided the war mammoth is fully activated, the archers/catapult can fire during the shooting phase while the war mammoth is in combat. The archers/catapult can aim at the enemy unit that the war mammoth is fighting.

Destruction of a war mammoth

- If the mammoth is destroyed, the undead crew and archers/catapult suffer the same fate.

The undead war mammoth with an army standard

For an extra 50 points an army standard can be carried by the undead war mammoth.

- The standard moves with the war mammoth.
- While the mammoth remains so does the standard, and will give its bonus during a power drain test.
- The army standard cannot be taken down.
- If the mammoth is destroyed the army standard is considered wrecked, and a power drain test must be taken this turn.