

Necromancer Reference Card

Model	Move	Dice	Armour	Possible Actions
Skeleton Warrior	4	2	2	Fight
Skeleton Archer	4	2	1	Fight, Shoot (3 dice)
Zombie	4	2	1	Fight
Armoured Zombie	4	2	3	Fight
Dwarf Revenant	5	4	3	Fight

Necromancer Feat: Shuffle. Every one of the Necromancer's models that is not already standing next to an enemy model may move a single square. The necromancer decides which models move and in which order. This movement does not count as a model's Movement or Action for that Turn.

<p>Necromancer Card</p> <p>Extra 2 Models</p>	<p>Necromancer Card</p> <p>Extra 1 Model</p>	<p>Necromancer Card</p> <p>Extra 1 Model</p>
<p>Necromancer Card</p> <p>Double Number of Models</p>	<p>Necromancer Card</p> <p>Raise 1 Skeleton</p>	<p>Necromancer Card</p> <p>Raise 1 Skeleton</p>

<p>Necromancer Card</p> <p>Raise 1 Skeleton</p>	<p>Necromancer Card</p> <p>Raise 2 Skeletons</p>	<p>Necromancer Card</p> <p>Raise 3 Skeletons</p>
<p>Necromancer Card</p> <p>Interrupt with 1 model</p>	<p>Necromancer Card</p> <p>Interrupt with 1 model</p>	<p>Necromancer Card</p> <p>Interrupt with 2 models</p>