

Necromancer Reference Card

Model	Move	Dice	Armour	Notes	Hits			
					1	2	3	4
Skeleton Warrior	4	2	2		No Effect	Boned. Replace the model with a <i>Pile of Bones</i> counter	Destroyed. Remove the model	
Skeleton Archer	4	2	1	<i>Marksman (3 – Long Range)</i>	No Effect	Boned. Replace the model with a <i>Pile of Bones</i> counter	Destroyed. Remove the model	
Zombie	4	2	1	<i>Mob Rule</i>	No Effect	No Effect	Destroyed. Remove the model	
Armoured Zombie	4	2	3	<i>Mob Rule</i>	No Effect	No Effect	Destroyed. Remove the model	
Dwarf Revenant	4	4	3		No Effect	Boned. Replace the model with a <i>Pile of Bones</i> counter	Destroyed. Remove the model	
Zombie Troll	4	4	4	<i>Large Model, Mob Rule, Regenerate, Wounds (4)</i>	1 Wound	2 Wounds	3 Wounds	4 Wounds
Ghost	3	3	5	<i>Walk Through Walls</i>	Destroyed. Remove the model	Destroyed. Remove the model	Destroyed. Remove the model	

Ethereal: the model is an apparition that cannot be hurt by any form of attack. It has no arcs. It can move through other models and other models can move through it as long as both models do not end up in the same square. It does block lines of sight.

Mob Rule: this model ignores the normal restriction on the maximum outnumbering penalty. When a Hero is in the front arc of more than one model with this rule, each model after the first causes an additional -1 penalty. For example, a Hero in the front arc of 3 Zombies would suffer an outnumbering penalty of -2 in addition to any other modifiers.

Regenerate: This ability has two effects. Firstly, when the model suffers any damage, and before you determine if it has been destroyed, it rolls a single dice. On a roll of 5 or 6 it reduces the number of wounds suffered by 1, down to a minimum of zero. Secondly, at the end of each Round roll a single dice. On the roll of a 5 or 6 the model heals one wound.

Walk Through Walls: the model can move through solid walls. A wall counts as one space regardless of its actual size. A model cannot end its Turn inside a wall. When moving, the square immediately before and after a wall must lie in a straight line from each other.

Insert diagram of directions that can be moved through a wall.

Wounds (4): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of 4 wounds on it at one time. The model never counts as Injured.