

NECROMANCER - THE RESTLESS DEAD

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When the comet struck the city of Mordheim the power of the Authorities soon crumbled and in its wake the Necromancers have risen, no longer do they fear the authorities and they can fight off the few Witch hunters that still dare enter their realm. They have taken up residence in the graveyards and crypts, as befits a manipulator of the dead. But while the mercenaries fight over a handful of Wyrdstone the Necromancers continue to study death and the magic with which to control death. They are no more interested in the affairs of the living than the dead are, with the exception being who dares to disturb them. The meteor was a gift from the dark gods and as many of the victims were wizards the Necromancers take to the streets to search the houses for the Grimoires and artefacts these wizards left behind them. They are aided by their minions of the dead and their ranks are swelling as the days go by.

"The hordes of the dead are horrible to look upon - the dead walking resolutely forward, bones rattling, dry flesh creaking and clutching rusty weapons or weapons torn from the grips of defeated enemies. How can you kill what is already dead?"

CHOICE OF WARRIORS

The Warriors of the Dead must include at least 3 models. You have 500 Summoning points which to form your warband with. The maximum number of models in the warband is 15.

HEROES

Necromancer	You must include a Necromancer who as the "leader" of the restless dead.
Hunchback Assistant	Your warband may include up to a single Hunchback Assistant.
Skeleton Champions	Your warband may include up to three Skeleton Champions.

HENCHMEN

Skeletons	Your warband may include any number of Skeletons.
Zombies	Your warband may include any number of Zombies.
Ghouls	Your warband may include any number of Ghouls.

SPECIAL RULES

Death of the Necromancer: If the Necromancer is taken "Out of Action" then all Undead models more then 6" from the Necromancer are automatically Smashed to

Pieces. This do not apply to the Hunchback Assistant or Ghouls, but the Ghouls will automatically flee. All remaining models may fight normally. If a Bottle Test or similar is failed then its assumed that the remaining Undead models pick up the Necromancers body and carry it back to the graveyard.

Living: Both the Necromancer, the Hunchback Assistant and the Ghouls are living beings and may run and are affected by Psychology. The Necromantic spells "Vanhels Dance Macabre" and "Reanimate" do not affect them.

Mindless: Skeletons, Skeleton Champions and Zombies are controlled by the Necromancer and don't think for themselves, they are dead after all. They are immune to Psychology and can't run. In combat they always strikes last, regardless of other modifications, and they may not parry at all. Skeleton Champions however do not strike last and can parry as they retain a sparkle of their free will. Skeleton Champions were seasoned warriors in their living life, many of them were knights.

Animated: Skeletons, Zombies and Skeleton Champions are dead and ignore many wounds that would have rendered a living warrior unable to fight. They use the special Undead Injury Table instead of the normal Injury Table.

HEROES

NECROMANCER.....65 Summoning points

A Necromancer is a Wizard that pursues the power over death, Necromancers are not invariably evil to begin with. Many take up Necromancy because their own life is drawing to an end or the life of a loved one. When the comet struck Mordheim and the power of the Authorities crumbled the wizards who before hid in cellars now took up residence in the graveyards. No longer did they need to employ cutthroats to steal bodies in the middle of the night or be forced to experiment on rat cadavres. Now is the time to live among the Undead and to lead the Undead to victory!

Profile	M	WS	BS	S	T	W	I	A	LD
Necromancer	4	2	2	3	3	1	3	1	7

Weapons and armour: The Necromancer may have equipment from the Undead Warriors Equipment list but may not wear armour as it interferes with his spell casting.

SPECIAL RULES

Leader: The Necromancer is a leader although the Undead and Ghouls never use his Leadership characteristic, however the Hunchback Assistant may use it.

Wizard: The Necromancer is a level 2 wizard and he must take at least 1/3 of his spells from the Necromancy Sphere.

Living: The Necromancer is a living being, see the special rules section above.

0-1 HUNCHBACK ASSISTANT.....15 Summoning points to hire

Although a Necromancer can create an untiring servant Skeleton there are many uses for a human servant. First of all they can be sent out to steal freshly buried bodies from the graveyard and as time goes by, and the Necromancers is scarred by his work, the servant can keep up the contacts with the world of the living. Of course the servant pursues the normal services of a servant as well, making food, cleaning and fetching things. The loyalty of the Hunchback Servant is great indeed, although it knows what its dark master can do with his spells that is not the primary reason. "When you have no one else to turn to and someone do provide a roof over head and food, you will be loyal to the death" of course in the service of a Necromancer they may be loyal a long time after death as well.

Profile	M	WS	BS	S	T	W	I	A	LD
Assistant	3	2	2	3	3	1	3	1	6

Weapons and armour: The Hunchback Assistant may have equipment from the Undead Warriors Equipment list, but not armour except a shield.

SPECIAL RULE:

Living: The Hunchback Assistant is a living being, see the special rules section above.

0-3 SKELETON CHAMPIONS.....30 Summoning points to create

The stronger a corpse was in life the stronger it will be in undeath. The bodies of dead knights are much sought after by the Necromancer but the knight's family often pays for protective runes or hire guards for their tombs. With three-quarters of the population gone the guards are either dead or have joined a warband. "Why guard the dead when the streets are full of them?" As the knights are often buried in full armour they do not need to be equipped, and their weapons are often better than any the Necromancer can afford to buy or manage to steal.

Profile	M	WS	BS	S	T	W	I	A	LD
Skeleton Champion	4	3	3	3	3	1	3	1	5

Weapons and armour: The Skeleton Champions may have equipment from the Skeleton Champions Equipment list.

SPECIAL RULES

The following rules apply to the Skeleton Champions: Animated and Mindless. See special rules section above.

Fear: The Undead causes Fear.

HENCHMEN (Bought in groups of 1-5 models)

SKELETONS.....25 Summoning points to create

The dead in the graveyards are not allowed to rest in peace and many have been summoned back to the world of the living to serve a Necromancer. They carry miscellaneous weapons and shamble forward with no motivation of their own. Although they are poor fighters and incredibly slow they are hard to beat back, they are already dead after all.

Profile	M	WS	BS	S	T	W	I	A	LD
Skeleton	4	2	2	3	3	1	2	1	5

Weapons and armour: Skeletons may have equipment from the Undead Warriors Equipment list.

SPECIAL RULES

The following rules apply to the Skeletons: Animated and Mindless. See special rules section above.

Fear: The Undead causes *Fear*.

ZOMBIES.....20 Summoning points to create

In the City of the Damned a Necromancer do not need to walk all the way to a graveyard to find the dead, fresh corpses line each and every street. For unknown reasons the longer a corpse have been dead the stronger the link that reanimates it will be. Zombies are able to withstand a blow that crushes their ribcage but may just as well fall apart to a glancing blow. To fight the zombies may be a terrifying situation as you may find yourself fighting a family member or comrade, still dressed in the clothes you remember he wore.

Profile	M	WS	BS	S	T	W	I	A	LD
Zombie	4	2	2	3	3	1	1	1	5

Weapons and armour: The Zombies may have equipment from the Undead Warriors Equipment list.

SPECIAL RULES

The following rules apply to the Zombies: Animated and Mindless. See special rules section above.

Unstable: The link between the Necromancer and the Zombie is not as strong as the link that animates the Skeletons, perhaps because the Zombies have not been dead for as long as the Skeletons. Before you roll on the Injury Table roll a D6 and on the roll of 5+ the Zombie is automatically "Smashed to Pieces", otherwise continue to roll damage as normal. Note that the Zombie is still allowed to make an armour may still save it. The Zombie may still be reanimated by the Necromancy spell "Reanimate Undead".

Fear: The Undead causes *Fear*.

GHOULS.....25 Summoning points to control

There are inhuman inhabitants of the graveyards as well. Feeding off the buried bodies, homeless seeking refuge from the rain and the lone and careless wanderer in the night. They are Ghouls descendants from degenerated cannibals. Their skin is dark and filthy, their eyes bestial and insane and their snarling lips reveal sharp-pointed teeth and slavering mouths. Many carry bones that they use as clubs but with their long claws and sharp teeth they don't really need any weapons. When the meteor struck and the citizen began to die they found that they no longer needed to hide among the tombstones and crypts, but that they could walk the streets and prey on the living. A Necromancer is likely to be attacked if he enters a crypt inhabited by Ghouls but his power over the Undead somehow extends to the Ghouls as well and they quickly bend to his will. The Ghouls limited intellect and never ending hunger means they almost never manage to follow orders so they do not make great servants.

Profile	M	WS	BS	S	T	W	I	A	LD
Ghoul	4	2	-	3	4	1	3	1	5

Weapons and armour: The Ghouls may have equipment from the Ghouls Equipment list.

SPECIAL RULES

Living: The Ghouls are living beings, see the special rules section above.

Cowards: The Ghouls will flee if they run into a lengthy fight or faced with something unfamiliar. They will always fail any Leadership test that they are required to make and they may not use the Necromancers Leadership characteristic even if he is within 6".

Fear: The Undead causes *Fear*.

GHOUL EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger	2 SP
Club	3 SP
Double-handed club	15 SP

Missile weapons:

None

Armour:

None

UNDEAD WARRIORS EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger	2 SP
Mace	3 SP
Hammer	3 SP
Sword	5 SP
Axe	5 SP
Spear	10 SP
Morning star	10 SP

Missile weapons:

Bow	10 SP
Crossbow	25 SP

Armour:

Light armour	20 SP
Shield	5 SP
Helmet	10 SP

SKELETON CHAMPIONS EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger	2 SP
Mace	3 SP
Sword	5 SP
Axe	5 SP
Halberd	10 SP
Double-handed weapon	15 SP

Morning star 10 SP

Missile weapons:

None

Armour:

Light armour 20 SP

Shield 5 SP

Helmet 10 SP

Heavy armour 50 SP

UNDEAD INJURY TABLE

Skeletons, Zombies and Skeleton Champions are dead and ignore many wounds that would have rendered a living warrior unable to fight. They use this special Undead Injury Table.

D6 UNDEAD INJURY TABLE

1-2 Knocked Down: same as before

Head knocked off: The models head is knocked 2D6" in a random direction. The Undead is laid face down and can do nothing for the rest of the battle. However the

- 3** Necromancer can use the Vanhels Dance Macabre spell to make the Undead crawl 1D6" toward the skull. If the model reaches the skull it is turned face up and treated as Knocked Down from now. A mace, hammer or club hit causes a head knocked off on a result of 2-3.

- Arm severed:** The Undeads arm is sent flying and along with it, the weapon or shield that it held. The Undead player may choose which arm is severed. The model may not use that arm for the rest of the battle and the weapon it held, even if it was two handed, is lost. The Undead may use any other weapon in his remaining arm, if the model doesn't carry a shield. A model with no working weapons or free arm may bite or headbutt at S-1, the attack may not be parried. Obviously the model may no longer use a weapon that requires two hands nor use a shield plus a weapon or an additional weapon.
- 4**

- Leg severed:** One or both of the Undeads legs are cut off or smashed apart and the Undead falls to the ground. However it is not immobilized or rendered unable to fight as it can still drag itself forward using its bony hands and jab at the enemies legs. Lay the Undead on its side, it may crawl up to 2" in the Movement face and
- 5** may enter hand-to-hand combat although it cannot run or charge. While on the ground it may not use missile weapons, shields or two-handed weapons. If the model doesn't have a useable weapon left it may bite at the enemy's legs or club at them with the severed leg. These attacks need a natural 6 to hit and are resolved at S-1, in addition they may not be parried.

- 6 Smashed to pieces:** The model is smashed to pieces as the blow severs the link to the Necromancer that animates it. Lie the model face down as he may be Animated again by the Necromancers spells. The model may not fight or move and is

considered to be dead.

You may need to place a marker next to a fallen model to distinguish between being "Head knocked off" and "Smashed to Pieces".

The results "Knocked down", "Head knocked off", "Legs Severed" and "Smashed to Pieces" counts toward a Bottle Test if such a rule is used.

If an Undeads WS or BS reaches 0 it is "Smashed to Pieces" but may still be reanimated by the Necromancer's spells so place it face down.

If you are using the alternative **Combat System** use this Injury Table:

D6 UNDEAD INJURY TABLE

**1 and
lower**

No effect

2-3

Bonesplinter: Reduce the models WS and BS by -1, the model is otherwise still standing.

4

Bone breaking: Reduce the models WS and BS by -1, in addition the model is Knocked Down.

Head knocked off: The models head is knocked 2D6" in a random direction. The Undead is laid face down and can do nothing for the rest of the battle. However the Necromancer can use the Vanhels Dance Macabre spell to make the Undead crawl 1D6" toward the skull. If the model reaches the skull it is turned face up and treated as Knocked Down from now. A mace, hammer or club hit causes a head knocked off on a result of 2-3. A mace, hammer or club hit causes a head knocked off on a result of 2-3. In addition reduce the models WS and BS by -1.

5

Arm severed: The Undeads arm is sent flying and along with it, the weapon or shield that it held. The Undead player may choose which arm is severed. The model may not use that arm for the rest of the battle and the weapon it held, even if it was two handed, is lost. The Undead may use any other weapon in his remaining arm, if the model doesn't carry a shield. A model with no working weapons or free arm may bite or headbutt at S-1, the attack may not be parried. In addition reduce WS and BS by -1 when this result is rolled. Obviously the model may no longer use a weapon that requires two hands nor use a shield and a weapon or an additional weapon.

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Leg severed: One or both the legs are cut off or smashed apart and the Undead falls to the ground. However it is not immobilized or rendered unable to fight as it can still drag itself forward using its bony hands and jab at the enemies legs. Lay the Undead face up and it may crawl up to 2" in the Movement face and may enter hand-to-hand combat although it cannot march or charge. It may not use missile weapons, shields or two-handed weapons. If it doesn't have a useable weapon left it may bite at the enemy's legs or club at them with the severed leg these attacks a natural 6 to hit and are resolved at S-1, in addition they may not be

parried. In addition reduce WS and BS by -1 when this result is rolled. In addition reduce WS and BS by -1 when this result is rolled.

8 or higher **Smashed to pieces:** The model is smashed to pieces as the blow severs the link between the Necromancer and the Undead that animates it. Lie the model face down as he may be Animated again by the Necromancers spells. The model may not fight or move and is considered to be dead.