



NECROMANCER ARMY LIST

For Warhammer Fantasy Battle
8th Edition
(Version 0.9)





LORDS

LICHE

250 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Liche	4	3	0	3	3	3	2	1	9	Infantry (Character)

Equipment:

- Hand Weapon

Special Rules:

- Loremaster
(Lore of Necromancy)
- Master of the Dead
- Undead

Options:

- May be mounted on one of the following:
 - Barded Nightmare 20 points
 - Manticore 200 points
 - Zombie Dragon 245 points
- May take magic items up to a total of 100 points

Magic:

A Liche is a Level 4 Wizard who uses spells from the Lore of Necromancy

MASTER NECROMANCER

165 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Master Necromancer	4	3	3	3	4	3	3	1	8	Infantry (Character)

Equipment:

- Hand Weapon

Special Rules:

- Mort Apathetique

Options:

- May be upgraded to a Level 4 Wizard 35 points
- May be mounted on one of the following:
 - Barded Nightmare 20 points
 - Corpse Cart 90 points
 - Manticore 200 points
 - Zombie Dragon 245 points
- May take magic items up to a total of 100 points
- One Necromancer in your army may take the Master of the Dead upgrade 20 points

Magic:

A Master Necromancer is a Level 3 Wizard. He may use spells from one of the following:

- The Lore of Death
- The Lore of Necromancy

WRAITH LORD

120 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Wraith Lord	6	4	0	3	3	3	3	4	7	Infantry (Character)

Equipment:

- Great Weapon

Special Rules:

- Chill Grasp
- Ethereal
- Terror
- Undead

Options:

- May be upgraded to a Level 2 Wizard 35 points
- May be mounted on a Skeletal Steed 20 points
- May take magic items up to a total of 50 points

Magic:

A Wraith Lord is a Level 1 Wizard who uses spells from the Lore of Necromancy

HEROES

NECROMANCER

65 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Necromancer	4	3	3	3	3	2	3	1	7	Infantry (Character)

Equipment:

- Hand Weapon

Special Rules:

- Mort Apathetique

Options:

- May be upgraded to a Level 2 Wizard 35 points
- May be mounted on one of the following:
 - Nightmare 15 points
 - Corpse Cart 90 points
 - Zombie Dragon 245 points
 - Manticore 200 points
- May take magic items up to a total of 50 points
- One Necromancer in your army may take the Master of the Dead upgrade 20 points

Magic:

A Necromancer is a Level 1 Wizard. He may use spells from one of the following:

- The Lore of Death
- The Lore of Necromancy

WIGHT KING

85 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Wight King	4	4	0	4	5	3	4	3	9	Infantry (Character)

Equipment:

- Hand Weapon
- Heavy Armour

Special Rules:

- Killing Blow
- Undead

Options:

- May be armed with one of the following:
 - Additional hand weapon 2 points
 - Great weapon 5 points
 - Lance (mounted only) 5 points
- May take a shield 4 points
- May be mounted on a Skeletal Steed 12 points
 - May have barding 8 points
- May be mounted on a Skeletal Chariot 55 points
- One Wight King may carry the Battle Standard..... 25 points
- May take magic items up to a total of 50 points

GHOUL KING

50 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Ghoul King	4	4	0	4	4	2	4	3	6	Infantry (Character)

Equipment:

- Hand Weapon

Special Rules:

- Poisoned Attacks
- Mort Apathetique

Options:

- May take magic items up to a total of 25 points

CAIRN WRAITH

60 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Cairn Wraith	6	3	0	3	3	2	2	3	5	Infantry (Character)

Equipment:

- Great Weapon

Special Rules:

- Chill Grasp
- Ethereal
- Terror
- Undead

CORE

ZOMBIES

3 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Zombie	4	1	0	3	3	1	1	1	2	Infantry

Unit Size: 20+

Special Rules:

- Always Strikes Last
- The Newly Dead
- Undead

Options:

- May upgrade one Zombie to a musician 5 points
- May upgrade one Zombie to a standard bearer 5 points

Equipment:

- Hand Weapon

SKELETON WARRIORS

5 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Warrior	4	2	2	3	3	1	2	1	3	Infantry
Skeleton Champion	4	2	2	3	3	1	2	2	3	Infantry

Unit Size: 10+

Special Rules:

- Undead

Options:

- May upgrade one Skeleton to a Skeleton Champion... 10 points
- May upgrade one Skeleton to a musician 10 points
- May upgrade one Skeleton to a standard bearer 10 points
 - One Skeleton Warriors unit with a standard bearer may take a Magic Standard worth up to 25 points
- The entire unit may be equipped with spears free

Equipment:

- Hand Weapon
- Light Armour
- Shield

SKELETON BOWMEN

7 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Warrior	4	2	2	3	3	1	2	1	3	Infantry
Skeleton Bowmaster	4	2	3	3	3	1	2	1	3	Infantry

Unit Size: 10+

Special Rules:

- Undead

Options:

- May upgrade one Skeleton to a Bowmaster 10 points
- May upgrade one Skeleton to a musician 10 points
- May upgrade one Skeleton to a standard bearer 10 points
 - One Skeleton Bowmen unit with a standard bearer may take a Magic Standard worth up to 25 points
- The entire unit may take crossbows 2 points per model

Equipment:

- Hand Weapon
- Bow

SKELETON HORSEMEN

14 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Warrior	4	2	2	3	3	1	2	1	3	Cavalry
Skeleton Champion	4	2	2	3	3	1	2	2	3	Cavalry
Skeletal Steed	8	2	0	3	3	1	2	1	3	-

Unit Size: 5+

Equipment:

- Hand weapon
- Spear
- Shield

Special Rules:

- Spectral Steeds
- Undead

Options:

- May upgrade one Skeleton to a Champion *10 points*
- May upgrade one Skeleton to a musician *10 points*
- May upgrade one Skeleton to a standard bearer *10 points*
 - One Skeleton Horsemen unit with a standard bearer may take a Magic Standard worth up to *50 points*
- The entire unit may take lances *2 points per model*
- The entire unit may take light armour *2 points per model*

SPECIAL UNITS

SKELETON CHARIOTS

55 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Warrior	4	2	2	3	3	1	2	1	3	Cavalry
Skeletal Steed	8	2	0	3	3	1	2	1	3	-
Skeletal Chariot	-	-	-	4	4	3	-	-	-	Chariot

Unit Size: 3+

Crew: 2 Skeletons

Drawn by:

2 Skeletal Steeds

Equipment:

- Hand weapon
- Spear
- Bow

Special Rules:

- Spectral Steeds
- Undead

Options:

- May upgrade one Skeleton to a Skeleton Champion ... *10 points*
- May upgrade one Skeleton to a musician *10 points*
- May upgrade one Skeleton to a standard bearer *10 points*
 - One Skeleton Chariot unit with a standard bearer may take a Magic Standard worth up to *50 points*
- The crew may take shields *1 point per model*
- The crew may take light armour *2 points per model*

GHOULS

10 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Ghoul	4	3	0	3	4	1	3	2	5	Infantry
Ghast	4	3	0	3	4	1	3	3	5	Infantry

Unit Size: 10+

Special Rules:

- Poisoned Attacks
- Mort Apathetique

Options:

- May upgrade one Ghoul to a Ghast *10 points*

GRAVE GUARD

11 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Grave Guard	4	3	0	4	4	1	3	1	6	Infantry
Seneschal	4	3	0	4	4	1	3	2	6	Infantry

Unit Size: 10+

Special Rules:

- Killing Blow
- Undead

Equipment:

- Hand weapon
- Heavy armour
- Shield

Options:

- May upgrade one Grave Guard to a Seneschal *10 points*
- May upgrade one Grave Guard to a musician *10 points*
- May upgrade one Grave Guard to a standard bearer .. *10 points*
 - May take a magic standard worth up to *50 points*
- The entire unit may replace their shields with great weapons *1 point per model*

BLACK KNIGHTS

21 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Black Knight	4	3	0	4	4	1	3	1	6	Cavalry
Hell Knight	4	3	0	4	4	1	3	2	6	Cavalry
Skeletal Steed	8	2	0	3	3	1	2	1	3	-

Unit Size: 5+

Special Rules:

- Killing Blow (Riders only)
- Spectral Steeds
- Undead

Options:

- May upgrade one Black Knight to a Hell Knight *10 points*
- May upgrade one Black Knight to a musician *10 points*
- May upgrade one Black Knight to a standard bearer . *10 points*
– May take a magic standard worth up to *50 points*
- The entire unit may take barding *3 points per model*
- The entire unit may take lances *2 points per model*

Equipment:

- Hand weapon
- Heavy armour
- Shield

SPIRIT HOST

45 POINTS PER BASE

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Spirit Host	6	3	0	3	3	4	1	4	4	Swarm

Unit Size: 1-10

Special Rules:

- Ethereal
- Undead

Equipment:

- Hand weapon

ZOMBIE RATS

25 POINTS PER BASE

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Zombie Rat	6	3	0	2	2	5	4	5	3	Swarm

Unit Size: 2+

Special Rules:

- Poisoned Attacks
- Undead

Equipment:

- Hand weapon

RARE UNITS

CORPSE CART

90 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Corpse Cart	-	-	-	4	4	4	-	-	-	Chariot (Armour Save 5+)
Corpsemaster	-	3	0	3	-	-	2	1	5	-
The Restless Dead	4	1	-	3	-	-	1	2D6*	-	-

Unit Size: 1

Crew: 1 Corpsemaster

Drawn by:

The Restless Dead

Special Rules:

- Random Attacks (2D6)*
(The Restless Dead only)
- Regeneration
- Undead
- Vigour Mortis

Options:

- May be upgraded to have one of the following:
 - Balefire 15 points
 - Unholy Lodestone 30 points
- The Corpsemaster may be armed with a spear 1 point

HEXWRAITHS

30 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Hexwraith	6	3	0	3	3	1	2	1	5	Cavalry
Hellwraith	6	3	0	3	3	1	2	2	5	Cavalry
Skeletal Steed	8	2	0	3	3	1	2	1	3	-

Unit Size: 5-10

Equipment:

- Great weapon

Special Rules:

- Ethereal
- Fast Cavalry
- Soul Reapers
- Soulstriders
- Spectral Hunters
- Terror
- Undead

Options:

- May upgrade one Hexwraith to a Hellwraith 10 points

CAIRN WRAITHS

50 POINTS PER BASE

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Cairn Wraith	6	3	0	3	3	2	2	3	5	Infantry

Unit Size: 3-10

Equipment:

- Great weapon

Special Rules:

- Chill Grasp
- Ethereal
- Terror
- Undead

ZOMBIE DRAGON

245 POINTS

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Zombie Dragon	6	4	0	6	6	6	2	5	4	Monster

Unit Size: 1

Special Rules:

- Fly
- Large Target
- Pestilential Breath
- Scaly Skin (5+)
- Swarm of Flies
- Terror
- Undead

WEREWOLVES

50 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Werewolf	6	5	0	5	5	3	6	3	6	Monstrous Infantry

Unit Size: 3+

Special Rules:

- Lupine Howl
- Regeneration (6+)
- Mort Apathetique

Equipment:

- Hand weapon

MUMMIES

25 POINTS PER MODEL

Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Mummy	3	3	0	4	4	2	3	2	6	Infantry

Unit Size: 3+

Special Rules:

- Flammable
- Hatred (*Tomb Kings*)
- Undead

Options:

- The entire unit may be armed with great weapons *3 points per model*

Equipment:

- Hand weapon



MAGIC ITEMS

Book of Nagash (75pts) – Arcane Item

The original secrets of Necromancy discovered by Nagash himself were said to be contained in nine great tomes, rescued from Khemri by Arkhan the Black and lost in the burning of Ancient Lahmia. Now only thought of as legend they are among the rarest and most sought of necromantic artifacts.

The bearer of a book of Nagash adds +1 to both his wizard level and to the amount of spells that he knows.

Forgotten Tome (25pts) – Arcane Item

One of the fabled tomes once belonging to the infamous necromancer Heinrich Kemmler, his library was looted once he was driven from the Empire and the cursed volumes spread far and wide. The books contain great power but it is said that many of the incantations are not quite as they appear...

Once every magic phase the bearer can use the forgotten tome to recast a spell he has already successfully cast. Each time he does so however, after power dice are rolled but before any attempt is made by the opposing player to dispel, roll a D6, on a roll of a 1 the bearer suffers a miscast and the tome is unusable for the rest of the game. The spell can be dispelled as normal.

Hand of Dust (50pts) – Enchanted Item

Liche or Necromancer Only

A hand of dust is a highly prized but abominable treasure said to have the power to turn bodies into ash with the merest touch.

(Bound Spell – Power Level 5) The bearer may use the Hand of Dust whilst engaged in close combat, if successful both the bearer and any enemy models in base to base contact with him must roll a D6, the bearer then adds his magic level to the result. The difference between the bearer's score and that of each opponent is how many S4 hits that opponent suffers. No armour saves are permitted against wounds caused by the Hand of Dust.

Death Knell (25pts) – Enchanted Item

The toll of the death knell is a dread sound that rings across the battlefield as the hordes of the undead shamle forward, filling the living with fear.

All enemy units within 6" of the bearer suffer a -1 modifier to their leadership. This modifier is cumulative with any other modifiers in place.

Crown of Vorag (20pts) – Enchanted Item

Ghoul King Only

Fashioned crudely from the gnawed teeth and bones of hundreds of victims and said to be the crown of the legendary Ghoul King Vorag Bloodytooth who united the ghoul tribes of Cripple Peak after the fall of Nagash.

The crown has the ability to draw ghouls to the presence of the bearer. An army including a Ghoul King with the Crown of Vorag is permitted to include units of Crypt Ghouls as Core choices.

Wight Blade (15pts) – Magic Weapon

Wight King Only

The blades entombed with the most ancient of Wight Kings contain the power to bring down the mightiest of foes. A Wight King bearing a true Wight Blade gains the Heroic Killing Blow ability.

Banner of Souls (25pts) – Magic Standard

Ghostly claws and tendrils reach out from the banner, attacking the enemy with the strength of those bearing it.

A unit carrying the Banner of Souls may fight with an additional rank in close combat. The attacks are assumed to be coming from the banner itself however if there is no additional rank to fight the additional attacks are lost.

Howling Banner (25pts) – Magic Standard

Fierce winds blow around the Howling Banner, said to be the final breaths of all those who have been slaughtered

before it. So strong are the winds that ranged attacks are often blown aside and scattered elsewhere.

Enemy units firing at a unit carrying the Howling Banner suffer a -1 on all rolls to hit with ranged weaponry. Enemy war machines and artillery attempting to hit a unit carrying the standard must re-roll the scatter dice if they roll a hit.

Tomb Shroud (20pts) – Magic Standard

The power of this ancient and dusty banner saps at the strength of other banners around it, rendering them useless.

Any magical banners carried by a unit (whether friendly or enemy) in base to base contact with the unit carrying the Tomb Shroud lose any powers or benefits granted by the banner. Other magic banners effectively will not work for as long as it remains in contact with the unit carrying the Tomb Shroud.

LICHE

Some wizards are powerful enough to defy death itself and return to the world of the living as an evil-hearted Liche. A Liche is an Undead Necromancer with the will and cold determination to avoid wraithdom and retain their physical form and although their flesh may be shrivelled and their bones cracked and ancient, a Liche is still immensely powerful.

Liches tend to be rarely encountered as unlike necromancers or vampires, a Liche has no need of sustenance. They can exist for centuries in ancient catacombs or secluded castles biding their time and weaving a web of influence in the outside world. Necromancers flock to the power presented by a Liche and act as their human agents, often they will amass huge death cults from local communities. Echoing the actions of the great necromancer Nagash, Liches will amuse themselves by making these death cults feed upon the very dead they are made to worship, slowly forcing them over the years to devolve into ghouls.

Often a Liche exists for no other reason than to survive, while their vampiric equivalents the Necrarchs will use their immortality to hunt out knowledge and greater power, in succeeding in their desire to escape death a Liche will turn their attention to other goals and will concern themselves with multitudes of schemes whilst the last vestiges of their humanity crumbles away.



	M	WS	BS	S	T	W	I	A	LD
Liche	4	3	0	3	3	3	2	1	9

TROOP TYPE: Infantry (Character)

MAGIC: Liches are Wizards who use the Lore of Necromancy.

SPECIAL RULES: **Undead**, **Loremaster** (*Lore of Necromancy*), **Master of the Dead**.

WRAITH LORDS



Wraiths are woeful creatures, wicked and twisted souls cursed to walk the earth for eternity. As with many of the stronger forms of the undead such as Wights, Wraiths can maintain a semblance of their former self and possess a will of their own; this in turn makes them tougher for a Necromancer to bind but vastly more dangerous. Almost all wraiths were wizards in life before they died, great necromancers clinging to existence but without the skill to sustain their physical shells. Those dreaded few that manage to succumb to wraithdom but while retaining a whole sense of self are known as Wraith Lords, very rare but potent creatures, terrifying shades that maintain both their will and a fraction of their spellcasting ability from life.

Often Wraith Lords will be found bound to the service of a powerful necromancer or Liche, but occasionally Wraith Lords can be known to summon shambling armies of their own with which to further spread their hatred to the world of the living. Wraith Lord armies are fragile however as their masters are often far more concerned with maintaining their own sorrowful existence than that of their minions.

	M	WS	BS	S	T	W	I	A	LD
Wraith Lord	6	4	0	3	3	3	3	4	7

TROOP TYPE: Infantry (Character)

MAGIC: Wraith Lords are Wizards who use the Lore of Necromancy.

SPECIAL RULES: **Undead, Ethereal, Terror, Chill Grasp** (See *Warhammer Armies Vampire Counts*).

GHOUL KINGS

The hierarchy of ghoul tribes is often as primitive as they themselves. The most savage and gluttonous of the tribe tends to become the leader, they grow fat on the flesh of their victims, decorating their bodies with bones and leading their degenerate brethren to new sources of food. Tales of notable Ghoul Kings are rare as their positions are often very temporary with their tribe turning on them for food when they get too slothful and fat. Most infamous of the known Ghoul Kings was Vorag Bloodytooth, a descendant of the original ghoul who united the ghoul tribes of Cripple Peak after the first death of Nagash and enslaved the Red Cloud Goblin tribe to construct the mighty Fortress of Vorag to the east of the Plain of Bones.

	M	WS	BS	S	T	W	I	A	LD
Ghoul King	4	4	0	4	4	2	4	3	6

TROOP TYPE: Infantry (Character)

SPECIAL RULES: **Poisoned Attacks, Mort Apathetique.**

GHOULS



Ghouls are the descendant of insane and evil hearted cannibals – men who ate the flesh of the dead. They were driven mad by the tainted meat, and over the years their children have degenerated into a race that is no longer human. They live in places of the dead, feeding on corpses and sometimes attacking and consuming lone travellers or vulnerable groups.

Ghouls are stooping, ugly creatures with only a vestigial sense of reason. Their skin is dark and filthy, their eyes bestial and insane, and their snarling lips reveal sharp-pointed teeth and slavering mouths. They dress only in the rags they pull from their victims and carry weapons they have picked up. Many carry knives and long bones which they wield as primitive clubs. They do not need weapons, however, as their teeth and long claws are sufficient for their needs. Ghouls are tough but cowardly creatures, and will flee if their victims put up much of a fight, preferring to scavenge amongst the battle-dead rather than overcome living foes.

	M	WS	BS	S	T	W	I	A	LD
Ghoul	4	3	0	3	4	1	3	2	5
Ghast	4	3	0	3	4	1	3	3	5

TROOP TYPE: Infantry

SPECIAL RULES: **Poisoned Attacks, Mort Apathetique.**

ZOMBIE RATS

More often than not it is creatures far more natural than Ghouls that are drawn to feed on the recently deceased. Shallow graves and battlefield dead are often not long safe from hordes of hungry rats. After the fighting is done the rodents come and feast upon the dead. When these sites are eventually targeted by opportunistic Necromancers the surprised rats are often the first victims of the newly risen. Almost never intentionally these rats will also find themselves forced into the same fate as their victims, quickly scurrying together in sharp-toothed packs of soon-to-be rotting vermin. Necromancers and Liches can often use these packs to unexpected advantage on the battlefield, sending a tide of zombie rats forth to engulf the enemy before their other shambling hordes can engage them.



	M	WS	BS	S	T	W	I	A	LD
Zombie Rats	6	3	0	2	2	5	4	5	3

TROOP TYPE: Swarm

SPECIAL RULES: **Poisoned Attacks, Undead.**

WEREWOLVES

The origins of the werewolf have always been shrouded in superstition, since the time of Sigmar and long before there have existed whispered and fearful tales of men folk transformed into vicious beasts. Sometimes it is the bite of another such creature, sometimes the cursed glow of a particular phase of the moon, none of the tales can truly agree on such details but in many of the outer provinces of the Empire and Bretonnia villagers know to lock and bar their doors at night for fear that such tales may indeed bear truth.

Werewolves are powerful creatures, once angry, troubled men now reduced to the most feral of instincts. They roam the wilderness with only the minutest awareness of their surroundings; this in turn makes it possible for a powerful Necromancer to bind such creatures to his will. There are many subtleties to the black arts that can entice such creatures of the night however rarely can a mere Necromancer control such beings for long. Often his grip will slip momentarily and the beasts will cut a vicious swathe through his undead minions before being brought back under his will.



	M	WS	BS	S	T	W	I	A	LD
Werewolf	6	5	0	5	5	3	6	3	6

TROOP TYPE: Monstrous Infantry

SPECIAL RULES: **Regeneration (6+)**, **Mort Apathetique**.

Lupine Howl: A unit of werewolves may use their lupine howl against a single enemy unit within 12" in the shooting phase, the targeted unit suffers a -1 to their leadership until the beginning of the friendly player's following shooting phase.

MUMMIES



The kingdom of Nehekhara in the land of Araby is an accursed place. Where once great empires waged war on one another and built huge pyramids and monuments to their ancient gods, now only sand and death remain. After his casting of The Great Ritual, the lord Nagash finally succeeded in wiping out the people of ancient Nehekhara, taking his revenge upon the mighty cities that had driven him out and raising their whole populations as his unwilling undead slaves. Not all of the mighty tombs and their mummified inhabitants succumbed to Nagash's ritual however. At the peak of the lord of Undeath's reign over Khemri many of the most wealthy chose to protect their tombs against grave robbers and the newfound threat of necromancy, it is in these tombs that the mummified inhabitants continued to slumber in death as the armies of the mighty Tomb Kings awoke.

The lure of riches however is too much for simple men, and centuries later, while the resurrected Tomb Kings went back to their wars and feuds, grave robbers found ways to steal from these hitherto unspoiled crypts. Throughout the Empire there are many colleges and museums that pay handsomely for these stolen treasures, however it is wicked Necromancers that are known to pay the most for the sarcophagi of an unawakened Mummy.

With powerful incantations it is possible to raise these ancient beings and bind them to a Necromancer's will, forcing them to tell secrets of ages past in cracked and hissing tongues. Mummies are the most treasured of a powerful Necromancer's servants however in times of need, these aged creatures will be made to fight on the battlefield alongside the other shambling hordes of undead.

	M	WS	BS	S	T	W	I	A	LD
Mummy	3	3	0	4	4	2	3	2	6

TROOP TYPE: Infantry

SPECIAL RULES: **Flammable**, **Hatred (Tomb Kings)**, **Undead**.

Old Rivalries: Mummies are proud beings, ancient kings and priests that remember more of their former life than many other kinds of undead. Regardless of the passage of centuries, old rivalries and petty squabbles with their fellows are still recalled. All Mummies have the *Hatred* special rule against any and all Tomb Kings units.

SPECIAL RULES

Mort Apathetique: Some units found in a Necromancer army are not truly dead. While they may appear death-like in appearance or far from both sanity and normal mortality, they have not yet actually died. Units with the *Mort Apathetique* rule have all the benefits of the Undead special rule however will never be taken as additional casualties in close combat due to the unstable rule or crumble due to a slain general. Instead of this, if the general is slain, all *Mort Apathetique* units must immediately take a panic test on their own unmodified leadership value or flee. This test must be taken at the beginning of every subsequent turn that the army remains without an unbroken spellcaster using the Lore of Necromancy that can take over as the general. Units fleeing due to *Mort Apathetique* can attempt to rally on subsequent turns as normal. Once rallied they return to being Unbreakable.

Commentary – This rule may seem a bit overpowered as it stops Necromancers, Ghouls and Werewolves from dying as part of a lost combat, however it makes the death of the general a much more serious affair as, rather than an initial crumble and then allowing another spellcaster with the Lore of Necromancy to automatically take over control, Mort Apathetique may result in all the lesser necromancers fleeing and either being cut down from combat or being unable to take over control of the army causing further crumble effects on subsequent turns.

All other special rules associated with the Necromancer Army List can be found in the Vampire Counts army book and the Warhammer rule book.

This army book was made by Synoiz from www.synoiz.com please email synoiz@synoiz.com with any suggestions or play test results.

V0.2

- Reduced points cost of Ghoul King from 75 to 50.
- Reduced points cost of Skeleton Horsemen from 15 to 14 and removed *Vanguard* special rule.
- Fixed errors in Zombies options.
- Added Zombie Rats, Werewolves and Mummies.
- Added the *Mort Apathetique* special rule.
- Added Bestiary entries for Liches, Wraith Lords, Ghoul Kings, Ghouls, Zombie Rats, Mummies and Werewolves.