Necromancers are those mortals who, in their quest to attain mastery over death, wield the foulest Shyishan magics. At their command, the undead rise from their graves, granted an unholy impetus by their masters even as they shield them from harm.

**DESCRIPTION**

A Necromancer is a single model armed with a Mortis Staff.

**ABILITIES**

**Undead Minions:** The Necromancer pulls servants of death into harm's way to protect the flow of their reanimating magic.

Roll a dice before you allocate a wound or mortal wound to this model if it is within 3” of any friendly Soulblight Gravelords Summonable units. On a 3+, that wound or mortal wound is allocated to 1 of those units instead of this model.

**MAGIC**

This model is a Wizard. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Vanhel’s Danse Macabre spells.

**Vanhel’s Danse Macabre:** The undead are filled with magical energy that causes them to jerk forwards and attack with tireless, unnatural speed.

Vanhel’s Danse Macabre has a casting value of 6. If successfully cast, pick 1 friendly Soulblight Gravelords Summonable unit wholly within 18” of the caster. Until your next hero phase, if that unit has fought only once in the combat phase, when it is your turn to pick a unit to fight, that unit can be picked to fight for a second time if it is within 3” of any enemy units.

**KEYWORDS**

DEATH, SOULBLIGHT GRAVELORDS, DEATHMAGES, HERO, WIZARD, NECROMANCER

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**DEADWALKER ZOMBIES**

Deadwalker Zombies are the resurrected corpses of the recently slain. Though individually weak, in great numbers, they can overwhelm even the mightiest warriors – and those whom they slay are liable to rise as Deadwalkers themselves.

**DESCRIPTION**

A unit of Deadwalker Zombies has any number of models, each armed with Crude Weapons and Infectious Bites.

**ABILITIES**

**Dragged Down and Torn Apart:** Though Deadwalker Zombies are clumsy and slow, they should never be underestimated, for when the foe is near, they can move with an ungainly but disturbingly determined gait.

This unit is eligible to fight in the combat phase if it is within 6” of an enemy unit instead of 3”, and it can move an extra 3” when it piles in.

**The Newly Dead:** Those who fall to a zombie’s bite soon rise to join the unliving horde.

If the unmodified hit roll for an attack made by this unit is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends. In addition, at the end of the combat phase, you can roll a dice for each enemy model that was slain by wounds inflicted by this unit’s attacks in that phase. For each 2+, you can add 1 Deadwalker Zombie model to this unit.

**KEYWORDS**

DEATH, SOULBLIGHT GRAVELORDS, DEADWALKERS, SUMMONABLE, DEADWALKER ZOMBIES