

NECROMANCER

Necromancers have sacrificed everything in pursuit of the most forbidden lore, gaining mastery over the dead in exchange for their mortal soul. With a gesture they bring rotting corpses and skeletal warriors crawling up from the grave, binding them to their service.



MELEE WEAPONS

Necromancer's Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Necromancer is a single model. He is armed with a Necromancer's Staff.

ABILITIES

Undead Minions: Before you allocate a wound to this model, you may pick a friendly **SUMMONABLE** unit within 3" and roll a dice. On a 4+ the wound is allocated to that unit instead.

Deathly Invocation: At the start of your hero phase, pick up to 2 different friendly **SUMMONABLE** units within 6" of this model.

You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

A Necromancer is a **WIZARD**. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Vanhel's Danse Macabre spells.

VANEL'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 a friendly **SUMMONABLE** unit within 18" of the caster. That unit can be chosen to pile in and attack twice in your next combat phase.