

NECROMANCER



Painter: Airedel 8/11

Revenants Warlord

Free

Armour: 5 (6 v Shooting) Melee Dice: 2
 Shooting Dice: 5 Range: L (12") Control Zone: L (12")
 Move: M (6") Fatigue Limit: 4 Saga Dice: 3 V.P: 3
Foul Magic: Ranged weapon, may activate to shoot.
Dread: May use Dread tokens to cancel wounds.
Determination: Activate once per turn for free.
We Obey: Simultaneously move a friendly unit within S (4").
Side by Side: Engage simultaneously using We Obey.
Resilience: Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice to cancel a hit.

5*

*6 v Shooting

2 5

REVENANTS



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Revenants Levy

12 models per 1 pt

Armour: 3 (5 v Shooting) Melee Dice: 1 per 2 models
 Move: S (4") Fatigue Limit: n/a Saga Dice: 0 V.P: 1/4 ea.
Dread: Each unit of ten or more generates a Dread token.
They Walk: Fatigue spent inflict automatic hits which save on 5+ in Melee, otherwise 4+. No maximum on Fatigue spent.
Basic Instincts: If outside Necromancer's Control Zone (C.Z.) cannot be activated or use Battle Board abilities but will move S (4") towards nearest enemy. Unactivated unites inside C.Z. will move S (4") towards nearest enemy, but remain VS (2") away and not engage.

3*

*5 v Shooting

1/2 5

GRAVEPIT



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Revenants Gravepit

1 pt

Grave Pit: Warband must have twice as many Levy units as it has Grave Pit markers. At end of Deployment, Grave Pit markers can be placed anywhere on board as long as they're L (12") from enemy units.

Gates of Hell: Grave Pits are used in conjunction with *Gates of Hell* ability to raise a unit of twelve Levy. Levy are placed on area occupied by marker or within VS (2") of models at the marker. Placing Levy counts as their first activation. If in contact with an enemy unit this activation is a Melee and enemy takes D6 hits.