

Necromancy in Strongsword

The year is turning dark, eerie fog creeps through the fields as the sun sets and sinister mists haunt the cold forests. This is the time for decent folk to lock themselves in securely around their fires and tell stories of the ancient evils of the world. This is the time of the forces of dread to come forth.

Undead Concepts

The undead army is basically made up of a load of old bones held together by magic. It relies on its Leaders to hold it together and keep it in the fight. The individual models which make up the warband are fairly inferior quality – as a result of being dead, but you do get quite a lot of them.

Leadership is the real key to using the warband. Models with the *Leader* ability channel their magical powers through the mindless undead serfs under their power, considerably enhancing the ability of the common soldiers. Once the Leaders are dead or destroyed the shambling horde becomes easier to despatch back to the soil they came from.

Undead battle stance special rules

Rally	Empower the horde. Undead models in combat do not grant their attackers a +1 combat modifier
Defend	Channel Archery. Any Mindless model using a missile weapon within 6" of a <i>leader</i> gains +1 to hit.
Attack:	Swordplay. Any Mindless models Within 6" of a Leader gains +1 within to their damage rolls.

Undead special rules

Channel

To reanimate a model in undeath a necromancer creates a conduit to channel magical power through them. This channel can allow him to directly control the undead creature, considerably enhancing its fighting skill. An undead model with the *Leader* ability automatically channels power into models within 6" with the Mindless rule. A Channelled model adds +2 to any combat rolls they make.

Crumble

Undead warbands may only make rally tests if they have an active (i.e. not stunned) model with the *Necromancer* ability on the board. If no such model is on the board undead models will automatically fail all rally tests they are required to make.

Undead Army selector

Uncommon	Rare		
<p>Spirits No armour Spectral weapons Hard to kill</p>	<p>Necromancer No Armour Hand Weapon Staff Leader Necromancer Grimoire Necromancy</p>	<p>Vampire Heavy Armour Hand Weapon 2 Handed Hacking Weapon Leader. Quick work Warrior of Renown Swordsman</p>	
Uncommon			
<p>Dread Skeleton Light Armour HW and shield Spear and shield 2 handed hacking weapon Hand weapon and strongbow Enhanced</p>	<p>Creature Swarm No armour Teeth and claws Hard to kill</p>	<p>Ghouls No armour Teeth and claws 2 handed hacking weapon Hungry</p>	<p>Bestial Vampire No Armour Hand Weapon 2 handed hacking Weapon Brawler Blood greed - Leader. Unnatural vigour.</p>
Common			
<p>Skeleton (2) Light Armour HW and shield Spear and shield 2 handed hacking weapon Hand weapon and strongbow Mindless</p>	<p>Hounds (3) No Armour Teeth and claws Mindless</p>	<p>Zombie (2) No armour Hand Weapon 2 Handed Hacking Weapon Hand Weapon & Strongbow Musket (only 2 per warband) Nine Lives Inept Mindless</p>	

Necromancer	Rare
Move	6"
Rally/Morale success	4+
Weapons	One of: Hand Weapon Staff (2 Handed Hacking Weapon)
Armour	none
Combat modifier	No modifier
Special rules	Leader. Necromancer (Obviously...) Grimoire Necromancy

Vampire	Rare
Move	8"
Rally/Morale success	4+
Weapons	One of: Hand Weapon 2 Handed Hacking Weapon
Armour	Heavy Armour
Combat modifier	+1
Special rules	Leader. Quick work - can support in another fight if he slays his opponent. Warrior of Renown - Roll 2 d10 for Combat and choose the best roll Swordsman: Ignore the -1 if you are outnumbered by the enemy you are damaging when rolling to damage enemies

Spirits	Uncommon
Move	6"
Rally/Morale success	5+
Weapons	One of: Spectral Hand Weapon
Armour	none
Combat modifier	None

Special rules	Hard to kill – always count as behind heavy cover against non-magical attacks Spectral Weapon – A model struck by a Spectral weapon makes an immediate rally test at -1 modifier instead of rolling on the Damage chart. A model which fails this test is immediately Stunned.
Creature Swarm	Uncommon
Move	6"
Rally/Morale success	5+
Weapons	Teeth and claws
Armour	Light
Combat modifier	No modifier
Special rules	Hard to kill

Ghouls	Uncommon
Move	6"
Rally/Morale success	6+
Weapons	One of: Hand Weapon 2 handed hacking weapons
Armour	none
Combat modifier	No modifier
Special rules	Hungry. Ghouls must always end their movement closer to the enemy.

Bestial Vampire	Uncommon
Move	8"
Rally/Morale success	4+
Weapons	One of: Hand Weapon 2 Handed Hacking Weapon
Armour	none
Combat modifier	No modifier
Special rules	Brawler - ignore the -1 outnumbered damage roll modifier. Blood greed - After killing a foe the vampire must pass a Rally test to move on and stop drinking the blood of its victim. Leader. Unnatural vigour. A Bestial vampire may always test to rally, regardless of battle stance or the presence of a Sorcerer on the table.

Dread Skeleton	Uncommon
Move	5"
Rally/Morale success	5+
Weapons	One of: HW and shield Spear and shield 2 handed hacking weapon Hand weapon and strongbow
Armour	Light armour
Combat modifier	0
Special rules	Enhanced – Dread skeletons always count as Channelled

Skeleton	Common
Move	5"
Rally/Morale success	5+
Weapons	One of: HW and shield Spear and shield 2 handed hacking weapon Hand weapon and strongbow
Armour	Light armour
Combat modifier	-2
Special rules	Mindless

Hounds	Common
Move	6"
Rally/Morale success	5+
Weapons	Teeth and claws
Armour	None
Combat modifier	-2
Special rules	Mindless

Zombie	Common
Move	5"
Rally/Morale success	5+
Weapons	One of: Hand Weapon 2 Handed Hacking Weapon Hand Weapon & Strongbow Musket (only 2 per warband)
Armour	None
Combat modifier	-2
Special rules	Nine Lives - Reroll any Killed result from the Damage Chart inflicted on this model - the second roll must be applied Inept - when rolling to wound roll 2 dice and choose the worst roll. Mindless

Necromantic grimoire

Spell	Casting success value	Effect
Arcane Summoning	4+	Choose 1 friendly model anywhere on the table. For this turn It automatically passes Rally tests
Enhance	4+	Choose 1 model anywhere on the table. For this turn it gains +1 combat modifier.
Paralyse	5+	Choose one enemy model anywhere on the table, the model may not move or shoot this turn, it can fight and cast magic, but at a -2 dice modifier
Curse	6+	Choose one enemy model within Line of Sight and mutter an evil curse. The target suffers a hit as if from a crossbow.
Raise dead	6+	Place a skeleton model which has previously been removed from the board in base to base contact with your necromancer. This model may have any equipment normally available to a skeleton.
Enhance binding	7+	Choose a friendly model. For this turn all Damage rolls against it suffer an additional -2 modifier.
Enhance weapon	7+	Choose friendly model. For this turn it gains an additional +2 to its combat modifier.
Entice	8+	Force your opponent to increase their battle stance by 1 (i.e., Fall Back becomes Rally etc,
Reanimate	8+	You may re-roll any failed Rally test for any stunned Mindless models in your force this turn.
Pall of night	9+	Choose a target point on the board. All enemy models within 3" of this point must pass a Rally test at -1 or be automatically stunned.