



Three Plains – Necromancies (Draft V0.002)

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Lore...

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General Rules

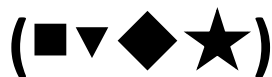
Points

Three Plains, like most tabletop war games has a 'Points' (or **pts** for short) system, which acts like currency for buying gaming pieces to add into your army's ranks. Points reflect a piece's ability to fight, shoot and cast magic, etc. So, the more costly a piece is in points, the more powerful it will be in battle, whilst the cheaper pieces tend to be much weaker.

Army Sizes

To ensure a fair game, both sides must spend the same amount of points on their armies. A good starting game size, especially for beginners, is 500 points to 1000 points each side, which would give you a short game only lasting for about an hour or two. Otherwise there is **NO LIMIT** to how big your game size can be, but be warned the bigger the game is, the longer it will take to play. For instance, a game size of 10,000 points, 5,000 points each side will easily take a whole day to play through.

Army Special Allowances



Other than keeping your army size within your points limit, you need to keep within your army's shapes (■▼◆★) allowances too. Each one of these shapes have a different meaning and values in relation to just what pieces you are allowed to have within your army's ranks, which is explain below.

■ Blocks ■

The 'Block ■' represents core or basic backbone units all armies need to fill out their ranks. Normally these can be archers, infantry and even some weaker forms of cavalry.

All armies must include a certain amount of block worthy pieces within its ranks. The amount of blocks in an army has to use is determined by using the 'Army Special Allowances Chart', which can be found on the bottom right of this page. To use the chart relate your army size in points to the chart. For instance, a 1500pts army must contain at least 2 block worth of gaming pieces within it.

▼ Triangles ▼

A piece's 'Triangles ▼' represent greatness or the ability to lead an individual may have, so the number of triangles allowed within an army is limited because these pieces are much rarer than the block worthy pieces.

Using the Army Allowances Chart found underneath, find your army size in points on the chart and depending on its size it will indicate just how many triangles your army is entitled to use up too. For instance, a 2000pts army can use up to 4.5 triangles, but cannot go over that limit.



Army Special Allowances Chart

Army Size	■	▼	◆	★
1 to 500 points	+1	0-3	0-2	1 ★ per 1pt to 4,000pts
501 to 1,000 points	+2	0-4	0-3	
1,001 to 1,500 points	+2.5	0-4.5	0-3.75	2 ★ per 1pt to 8,000pts
1,501 to 2,000 points	+3	0-5	0-4.5	
2,001 to 2,500 points	+3.5	0-5.5	0-5.25	3 ★ per 1pt to 12,000pts
2,501 to 3,000 points	+4	0-6	0-6	
3,001 to 3,500 points	+4.5	0-6.5	0-6.75	4 ★ per 1pt to 16,000pts
3,501 to 4,000 points	+5	0-7	0-7.5	
+500 points	+0.5	+0.5	+0.75	

◆ Diamonds ◆

‘Diamonds ◆’ represent how rare or unique a piece is. So the more diamonds a piece has the rarer and more unlikely it is going to make an appearance on the battlefield.

Using the Army Allowances Chart found at the bottom of the last page, find your army size in points on the chart and depending on its size it will indicate just how many diamonds your army is entitled to use up too. For instance, a 3000pts army can use up to 6 diamonds, but cannot go over that limit.

★ Stars ★

A ‘Star ★’ is always attached to the most rarest and special of gaming pieces.

All armies start off with one star. However, each time an army grows past 4000pts; it may use an additional star.

An army may have more than one start worthy piece within its point limits, providing they are not the same kind of piece. For instance, if an army totalling in size of 6000pts, that army could contain two of one kind of start worthy piece within it and two of another kind.



Mixing Allowance Shapes

Some piece’s profiles will allow you to mount a character on a beast and if both have a certain cost in allowance shapes, both the beast’s and character’s Allowance Shapes values must be added together. For instance, a General costs 1 triangle and is mounted on a beast that costs you a further 2 diamonds, the total cost of that piece (the General mounted on a beast) would cost you 1 triangle and 2 diamonds.

Putting an Army Together

Before playing a game, a player must write-up an ‘Army List’. An army list contains all the different types of gaming pieces they have, how many models are contained in a unit. Most importantly, an Army List should include how much each unit, hero and beast piece will cost in points and shapes.

As long as these key points are in an army list, how it is written up and presented is up to the writer (or the controlling player of that side). For instance, a player could add additional information, like a rough battle plan or notes about each piece’s weapons, armour and any magic item’s special abilities they have.

The main reason why army lists are so important is because it makes it much easier to award Victory Points to an opposing player at the end of the game, which is explained in full on page 21 in the Three Plains Rulebook.

In any case, it is also good practice to have a well written army list, as they can give a player instant information on their own gaming pieces without them sifting through rulebooks. Furthermore, if one side accuses the other of over spending on certain pieces in an army, then the accused side can instantly prove they have kept within their points and shapes limits.

Number of Players & Allies

The typical number of players to take part in a game of Three Plains is just two (one side each), but any number of players may take part in a battle. Often if there are more than two players in a game, the extra player becomes an ally with one side, sharing points and shapes with them. However, a group of people can decide to play the game with as many sides and allies as they like, as long as all are agreed upon this special arrangement before the game starts.

Mercenaries

An Elf Imperial Army may hire and fill out its ranks with gaming pieces from the Mercenaries of Many Army List. Any Mercenary of Many gaming piece or number of them may be included in an Elf

Imperial Army as long as the army still keeps within the agreed game size in points and shapes allowances.

However, for each Mercenary of Many piece added to an Imperial Elf army's ranks, it takes up an additional half a diamond (0.25♦), on top of any stars the Mercenary of Many piece may cost in the first place. For instance, an Mercenary of Many Slave Giant costs two diamonds (2♦), in their own Mercenaries of Many army list, but when hired by an Imperial Elf army to fight alongside them, this will boost the Giant's cost in diamonds, to two and a half (2.25♦), instead of just two.

Army Deviancy

5



The Undead

Special Rules

Only One Master

Necromancers are amongst the vilest and backstabbing creatures upon the Middle Plain. The last thing a Master Necromancer wants is a rival equal to their own power in their Black Coven.

Therefore, only a Necromancer can take the army's General's role, which must be the most powerful wizard in the army.

Lastly, an Outcast army, after choosing their most powerful Necromancer, can only have one at their level in their ranks. Under that level, the Outcast player can take up to the permitted amount of lesser Necromancers as normal. For instance, if an Outcast army has one Master and Apprentice in their ranks. They can take more Apprentice characters, but they cannot have another master.

Necromancy Magic

Necromancers and Liches are 'Wizards', which can only use the Disciplines of Necromancy Magic, and must always take the first discipline in that magic, 'Reanimate the Dead'.

Necromancer Skill 1 to +3

There are 3 levels of skill when it comes to raising-up the dead. From level 1 is a novice in the grey arts, to level 3 is a true master.

All Grey Mages have their 'Necromancer Skill' level in their profile, indicating what they can summon or reanimate in a battle.

Furthermore, when creating an army list, the Undead side can only take pieces their most skilled Necromancer could summon. Therefore, if an Undead army's highest Necromancer is only a level

1, they cannot field a level 3 undead gaming piece in battle.

Magical Essence

Most Undead piece's need magic to reanimate them, which is called '**Magical Essence**' or '**ME**' for short.

During a game, necromancers and liches can generate ME to reanimate their undead army.

Reanimation of Undead pieces is only possible during a game if they have an ME value found in their stats within their profile.

After a Necromancer has generated ME, for instance, through '**Drain Life**', as explained underneath, it's always spent immediately. It is not possible to save ME past the point of its creation. So, unspent ME is always lost.

Each point of ME will reanimate one point's worth of Undead, depending on the ME cost of that piece. For instance, one point of ME reanimates one model of Meek. Two points of ME will reanimate one Scard Bones model. Excess ME is always lost.

Return all reanimated models to the group they were struck down in, immediately; putting them at the back of that group.

Models with multiple life points can restore lost life points with a Necromancer spending their ME points on them, each wound costing the amount in their profile. For instance, suppose a Necromancer wants to restore 2 life points to a White character at a cost of 4 EM per life point. The Necromancer would require 8 EM or more, to do that.



ME will only restore lost life point and models from a group. Therefore, once a piece dies and removed from play, reanimation will not bring them back into the game, no matter how many ME points a Necromancer spends.

A Necromancer can spend their ME points on any friendly Undead gaming piece within 12 inches of them. Beyond this range, all ME points will double in cost.

Restoring Epic Wounds

All 'Epic Wounds' will automatically repair once the Necromancer has restored (using their ME) all the damage done upon their Undead piece. To learn more about 'Epic Wounds', see the Three Plains Rulebook on page **.

Converting ME in to Magic Dice

When a Necromancer generates EM, instead of using this power to reanimate the dead, they can turn it into magic Dice to enhance their casting and dispelling.

4 EM grants the caster 1 Magic Dice. The mage can only spend these Magic Dice on casting and dispelling magic. A Necromancer cannot save Magic Dice generated from ME; thus they need spending immediately or those dice are lost.

Drain life

Necromancers and other unholy beings can make a special magical attack called 'Drain Life'.

Necromancers can choose to drain life in place of a 'Magical Strike', as explained on page ** in the Three Plain Rulebook.

Drain life attacks can only affect 'Living Pieces' and has a range of 6 inches.

The Necromancy rolls a D3 and adds their Necromancer Skill to the score. Deduct the targets' soldiering value away from the score, the result is

the number of life points in damage the drain life attack does. No saves or regenerations are allowed against this attack.

When a Necromancer makes this attack, their target must add all of their soldiering bonuses on to their soldiering value, such as bonuses for a command model or their general being within 8 inches of them.

If a Necromancer attacks a group of models with drain life, always use the infantry or cavalry's soldiering value that makes up most of that group. Furthermore, treat a drain life attack as a magical missile. Therefore, unless in base contact, a Necromancer using drain life cannot target a character in a group of models or within 3 inches of one. If a Necromancer targets a mounted beast or unit with drain life, they can choose which part they want to attack (the beast or Master) but must use that part of the piece's soldiering value to do harm.

For each life point of damage caused by drain life converts into 4 EM points.

Undead

All 'Undead' gaming pieces are affected by the following rules:

Fear 1-3

All Undead Pieces cause 'Fear', as described in the Three Plains Rulebook on page **.

How much fear an Undead piece generates is in their profile, found later in this codex.

Immune to Poison

All Undead Pieces are immune to the effects of 'Poison', as described on page ** within the Three Plains Rulebook.

Immune Psychology

I suppose once you have died, you kind of get over it...?



All Undead Pieces discount all fear dies created by the enemy, as described in the Three Plain Rulebook.

When fighting enemies that do not cause 'Fear', Undead pieces' do not benefit from 'Superiority'. To learn more about these special rules, see the Three Plains Rulebook on page **.

Weekends to Holy Warriors

All Undead are vulnerable to attacks made by 'Holy Warriors', as described in the Three Plains Rulebook on page **.

Crumbling

If the battle looks lost, the Dead will not flee in terror, as the living do. However, the Dead's still feels fear, as they once did when they were alive, which disrupts their hold upon the Mortal Plain dramatically, forcing their souls to slip back into the Veil, and making them 'Crumble' away to dust!

When a piece that can crumble takes any check in the game, be it a 'Break Check', 'Bravery Check' or 'Deviancy Check', that piece will automatically pass that check and benefit from its positive result whatever that may be. However, the Undead player must roll out their soldiering dice and beat the battle stress score against them. The enemy **does not** roll out the battle stress they caused upon the Undead, as their dice all automatically pass their roll, scoring the maximum score possible. To learn more about 'Battle Stress' and the 'Checks' it can cause, see the Three Plains Rulebook on page **.

For each point of battle stress that the Undead piece fails its check by, that piece will crumble and suffer one life point of damage.

No saves or 'Regenerations' can stop an Undead suffering the lost life points lost due to crumbling, nothing at all! To learn more about

'Regeneration', see the Three Plains Rulebook on page **.

Reanimation vs 'The Ether'

When a Necromancer raises an Undead host from the ground, what they are really doing is casting a huge 'Spell', and all magic must content with the Ether to work. Therefore, when an Undead piece needs to take a deviancy check, it will still suffer 5 battle stress dice, reflecting the Ether battling against the reanimation spell holding the Dead to the Mortal Plain.

Overworked (DC)

The Undead do not suffer from exhaustion effects, as explained on page ** in the Three Plains Rulebook. However, if the dead are overworked, they will crumble instead. Therefore, when an Undead piece would ordinarily take an exhumation counter, take a deviancy check instead.

Death of the Master! (DC)

With the slaying of the Undead side's General, all pieces under their former Master's command that can crumble will start falling to bits. These pieces must take a deviancy check at the start of each of their turns, until they crumble away to nothing!

Furthermore, after the death of the general, all damage taken from crumbling is doubled.

Spirits

'Spirits' have many names, such as Ghosts, Spectres and Phantoms, all of which have following special rules:

Undead

All Spirits are 'Undead' and follow the above rules as laid out in this chapter already.



Beings of Magic

All Spirit piece has a 4 magic save, which is unalterable.

Ethereal Attacks

All Spirits make ‘Ethereal Attacks’, as described in the Three Plains Rulebook on page **.

Ethereal Weapons

All ethereal weapons make ‘Ethereal Attacks’, as described in the Three Plains Rulebook on page **.

Furthermore, some Spirits can take different ‘Ethereal Weapons’ into combat, which will benefit from their type's bonuses with one exception. As well as making ethereal attacks, if the weapon usually affects a target's toughness, swap toughness for magic instead. For instance, an ethereal great blade cancels out all toughness saves and -2 magic.

Note: Bear in mind that targets with a magic save always double it up when attacked by an ethereal attack. Therefore, always double the magic save first and then deducted the ethereal weapon's modifier from that save.

Ethereal Movement

All Spirits can travel through any time of building or wall without penalty to their movement.

Living!

Not all those who march with the Undead are dead themselves. For instance, Necromancers may look the part, but they are still very much alive until they start the ritual to become a Lich.

So there is no confusion in the game, Outcast pieces that are alive have the ‘Living’ tag profile in their special rules. Of course, living pieces follow all the normal rules in the game and none of the special one's for the Undead, unless stated otherwise.



Ever Growing Will

When a Gorflesh grows, or Zombie Horde multiplies, somehow, their intelligence and independence grow with it, until the foolish Necromancer loses all control of them and turns on their Master to consume them.

All Outcast pieces with the special rule of ‘**Ever Growing Will**’ with 10 or more life points, adds +1 soldiering. Furthermore, every 10 life points gained or added to that piece, adds another +1 soldiering to its stats.

At the start of every Outcast player's turn, the enemy adds together all the undead pieces with this special rule's soldiering and roll that amount of D6s. Whereas, the Outcast player rolls out their General's soldiering value.

If the Undead general scores a draw or the most +4s or passes, all their pieces with this special rule remain under the control of their Master for that turn.

If not, all affect pieces will move too and if possible, charged the nearest living thing they can attack!

Note: That Necromancers are still very much alive!

The Undead general may attempt to retake control of their rogue pieces at the start of their following turn, where they must take and pass the test above to achieve. Otherwise, those flesh-eating monsters will continue to rampage across the battlefield as they wish.

Undead Mounts



If an Undead beast becomes unmounted or unaccompanied from their Best Masters or Rider,

they do not roll on the **'Beast Reaction Table'**, as described in the Three Plain Rulebook on page **. Instead, they remain under the control of their controlling player. However, at the start of each of the undead beast's subsequent turns, their controlling player must take a **Deviancy Check**

and will crumble accordantly. The beast will continue to take this check until the end of the game or it crumbles away to nothing.



The Undead and their Masters

Bestiary



Liches

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	M	A	CR	D	Save	LP	S	ME 4 per LP
Lich	7	2	5	D1 -2 -2	12 4	5	5	4

Special Rules

Only One Master

Necromancer Skill +3

Level 3 Wizard

Necromancy Magic Only

Drain life

Undead (+2 Fear)

Crumbling

Shroud of Death

Every model in base contact with a Lich suffers one automatic hit each. However, if the Lich is mounted upon a beast or a Black Wagon, their shroud of death has no affect on the enemy.



Necromancers

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	M	A	CR	D	Save	LP	S
Master Necromancer	6	1	3	1	1 ¹ 3	3	4
Necromancer Apprentice	7	1	3	1	2 ¹ 2	2	3

Special Rules

Only One Master

Necromancer Skills

Apprentice Necromancers have a Necromancer Skill of 1.

Master Necromancers have a Necromancer Skill of 2.

Wizard Levels

Apprentice Necromancers are a Level 1 Wizard.

Master Necromancers are a Level 2 Wizard.

Necromancy Magic Only

Drain Life

A Necromancer Apprentice is a 'Level 1 Wizard', as described in the Three Plains Rulebook. Furthermore, they have a 'Necromancer Skill 1'.

Living!



Vampires

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	M	A	CR	D	Save	LP	S	ME
Vampire Count	9	3	7	- ^② - ^② D1-3	^① ^② ^②	5	4	4
Vampire Thrall	8	3	6	- ^① - ^① D1-2	^① ^① ^①	4	3	4

Special Rules

Undead (+1 Fear)

Regeneration

All Vampires can regenerate as described in the Three Plains Rulebook on page **.

Bloods Lines

All Vampires can trace back their bloodlines to 1 of the 6 families underneath, which grant them extra abilities in battle.

All Vampires included in an Outcast army must choose 1 of the 6 bloodlines underneath and add that cost to their price in points.

House Fray at +35pts

The Vampire gains +1 combat rating. Furthermore, the Vampire gains +1 attack in the first round of every new combat.

Gorren at +20pts

Suffers from '**Frenzy**' as described in the Three Plains Rulebook on page **.

House Auterex at +30pts

The Vampire can turn into a bat and gains the ability to '**Fly**' at 14 inches. Refer to page ** in the Three Plains Rulebook to learn about 'Flying'.

As a Bat, the Vampire's stats lowered to 1LP, 0T, 1CR and 1A. When the Vampire lands, it automatically transforms back into a Vampire, restoring its original stats.

Lueking at +25pts

The Vampire becomes a '**Level 1 Wizard**', as explained in the Three Plains Rulebook on page **. Lueking Vampires can only choose magic from the disciplines of Dark Magic, Base Magic and Battle Magic.

However, the Vampire's stats suffer a -2 CR and -1A.

Mabora +35pts

In combat, the enemy suffers -1 to hit the Vampire.

Vilemaul +50pts

For every Vilemaul Vampire included in the army, one gaming piece of Ghouls suffers from Hatred, as described in the Three Plains Rulebook.



Skeletons and Whites

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	M	A	CR	D	Save	LP	S	ME
Wight Lord	7	3	6	1	2 ² 2	5	4	3
Wight Hero & Wight Warriors	8	2	5	1	2 ¹ ¹	1	3	3
Miscast	7	1	2	1	1	1	1	1
Blood Skull	9	2	5	1	3 ¹ ¹	2	4	3
Scarred Bones	7	1	4	1	2 ¹	1	2	2
Meek	⁴ +D3	1	3	1	2 ¹	1	1	1
Whisper	14	1	3	1	-	+1	-	+1

Special Rules

Undead (+1 Fear)

Crumbling

Meek's Movement

Meek move and fight in a 'Mob' formation as described in the Three Plain Rulebook on page **

Clackers

Clackers are Skirmisher move and fight in a 'Skirmished' formation, as described in the Three Plains Rulebook on page **.

Blood Skulls Formation

Blood Skulls move and fight in a 'Loose Movement' formation, as described in the Three Plains Rulebook on page **.



Writhes

???

	M	A	CR	D	Save	LP	S	ME
Death Master Writhe	9	3	5	-2 -② D1-2 (EA)	4	4	4	6
Writhe	9	2	4	-2 -② D1-2 (EA)	4	3	3	5

Special Rules

Spirits

Undead (+2 Fear)

Crumble

Soul Eaters

For every life point a Writh does in damage upon the living enemy enemies, restores the piece by 1 life point.



Spirits & Shades

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	M	A	CR	D	Save	LP	S
Lord Shade	7	3	6	D1 (EA)	4	3	5
Shades	7	2	5	D1 (EA)	4	1	4
Spirit	4 +D3	1	3	D1 (EA)	4	1	3

Special Rules

Spirits

Crumble

Undead (+1 Fear)



Zombies

A blurb about what Zombies are.

	M	A	CR	D	Save	LP	S	ME
Flesh Blood Zombies	4 +D3 Movement	1 +1 Frenzy	2	-① D1	② ①	1	0	1
Leath Backed Zombies	3 +D3 Movement (Cannot not Dash)	1	2	-① D1	③ ①	2	0	2

Special Rules

Undead (+1 Fear)

Ever Growing Will!

Zombie Bites (Level 2 Poison Attacks)

Every model the Zombies kill in combat will add one new Zombie model to their ranks.

Furthermore, all Zombies make a Level 2 Poison attack in combat. If an enemy model succumbs to the Zombie poison and is in combat against a Zombie mob, that model will turn into a Zombie and join the rest of it kind and put at the back of that mob.

Zombie Stacking

When a Zombie mob is in combat, after the first round has passed, the next rank behind attacks over the first, in the second round of combat, three ranks of Zombies attack; no more than 3 ranks can attack in combat.

Mobs of Zombies

All Zombies move and fight in a 'Mob', as described in the Three Plains rulebook on page **.

Nom Nom...

Zombie Mobs always have to pursue enemies who flee out of combat, unless they are still fighting with another enemy.

If the Zombies overrun a fleeing enemy, that piece, to the number of models within it, turns into another mod of Free Bloods, which falls under the Undead's player's control. Enemy beast and war machines are unaffected by this rule.

Fresh Bloods

Newly turned Zombies are called 'Fresh Bloods'.

Leather Backs

'Leather Backs' are Zombies that have been around for a long time, which have become much slower and more resilient to damage.



Ghouls

The lost Children of the Blood Church

Blurb...

	M	A	CR	D	Save	LP	S
Ghouls	8	2 +1 Frenzy	2	-① D1	② ② ①	1	2

Special Rules

Thinks of the Wild

All Ghouls move and fight using **‘Loose Movement’**, as described in the Three Plains rulebook on page **.

Furthermore, Ghouls suffer **‘Flimsy Ranks’**, as described in the Three Plains rulebook on page **.

Flimsy Ranks

Packs of Ghouls suffer from **‘Flimsy Ranks’**, as described in the Three Plains Rulebook on page **.

Frenzy

Ghouls suffer from **‘Frenzy’**, as described in the Three Plains Rulebook on page **.

+1 Fear

Ghouls cause **‘+1 Fear’**, as described in the Three Plains Rulebook on page **.

Alive



The Hopeful

Grey Cult Fanatics

Blurb...

	M	A	CR	D	Save	LP	S
Ghouls	4+D3	1 +1 Frenzy	3	1	2 1	1	4

Special Rules

Mob Movement

The Hopeful move and fight using **'Loose Movement'**, as described in the Three Plains rulebook on page **.

Fearless

That Hopeful are **'Fearless'**, as described in the Three Plains Rulebook.

Frenzy

The Hopeful suffer from 'Frenzy', as described in the Three Plains Rulebook.

No Time for Fools

Only Master Necromancers and Lich led armies can take this gamming piece in to battle

Alive



Livestock

Blurb...

	M	A	CR	D	Save	LP	S
Livestock	0	0	0	0	2	10	0

Special Rules

Livestock

Necromancers drew most of their power or magical essence from their inherent skill of bending the Ether. Many are not beyond drawing their power from the living, even if it leaves them drained of all of their life force, killing their victims! It is not uncommon for these wizards to kick nap local women and children and unsuspecting travellers to use as 'Livestock' just for this purpose.

Shackled to stakes and too weak to barely move, after many turns of beating and starvation, the Livestock cannot move, flee, pursue or fight. The only thing they welcome now is their release, either from their chains or even their life.

If the enemy attacks Livestock, those poor souls cannot fight back. However, as they are no threat, the enemy can choose to leave combat in their next movement phase. If attacked by living humans,

they will free them. However, the enemy will still need to roll to hit and overcome saves as normal, representing them liberating those poor souls.

Note: As normal, Livestock cannot block the enemy's line of sight of a friendly mounted piece.

As the Livestock's only purpose is to provide a pool of magical essence for Necromancer's to tap into, all Outcast gaming pieces can attack and kill their Livestock, as if they were the enemy.

No gaming piece, friend or foe can '**March Over**' Livestock. To learn more about piece's 'Marching Over' another, refer to the Three Plains Rulebook on page **.

Unbreakable

Livestock is 'Unbreakable' as described in the Three Plains Rulebook on page **.

Alive (Just...)



Undead Steeds

Spirit Steeds

Blurb...

	M	A	CR	D	Save	LP	S	ME
Shadowtmare	17	3	4	-1 ① D1-2 (EA)	-	+5	-	+2
Shadow	14	1	3	1	-	+1	-	+1

Special Rules

Undead (+1 Fear)

Spirits

Crumbling

Skeleton Steed

Blurb...

	M	A	CR	D	Save	LP	S	ME
Wispier	14	1	3	1	-	+1	-	+1

Special Rules

Undead (+1 Fear)

Crumbling



Early Works

Undead Small Animals

Blurb...

	M	A	CR	D	Save	LP	S	ME
Early Works	12	3	2	-① D1	①① ①	5	1	2

Special Rules

Undead (+1 Fear)

Rot Runners are ‘Unread’, as described on page

**,.

Crumbling

Rot Runners ‘Crumble’, as described on page **.



Terror Swarms

Undead Birds and Bats

Blurb...

	M	A	CR	D	Save	LP	S	ME
Terror Swarm	3 13 Fly Move	3	2	-2 D1	121	4	1	2

Special Abilities

Undead (+1 Fear)

Rot Runners are ‘Unread’, as described on page **.

Crumbling

Rot Runners ‘Crumble’, as described on page **.

Fliers



Shadow Fangs

Undead Wolves

Blurb...

	M	A	CR	D	Save	LP	S	ME
Shadow Fangs	15	2	3	- ^① D1	^② ^①	1	1	2

Special Abilities

Undead (+1 Fear)

Rot Runners are ‘**Unread**’, as described on page **.

Crumbling

Rot Runners ‘**Crumble**’, as described on page **.



Flesh Sculpt

???

	M	A	CR	D	Save	LP	S	ME
Flech Sculp Base	7	1	2	D1	2	5	3	3

???

Special Abilities

Undead (+1 Fear)

Undead Mounts

Crumbling

Rot Runners ‘Crumble’, as described on page **.

Flesh Sculpting

The base cost of a Flesh Sculpt is 50pts, to which a player can add on new body parts on to enhance their creature using the ‘Flesh Sculpting Chart’ on the following page.



Flesh Sculpting Chart

Nervous System	Many Eyes at +10pts The undead beast and rider gains 360 line of sight.	Toxic Breathe at +35pts Flame attack, -1T, -1Ag & 1D	Elf Brain at 50pts In combat, +2CR and attacks do -2Ag.
Frame	More Limbs at 50pts +2A Can add up 3 times.	More Muscles and Claws at 50pts. In combat, attacks do -1T and +1D. Can add up 3 times.	Venomous at 50pts In combat, attacks level 2 poison damage.
	Tough Hide + ❶ at +40pts or Scaly Skin + ❷ at +80pts	More Flesh at +50pts +5LPs, can add up 3 times.	Masterpiece! at 70pts +1 Fear
Propulsion	Extra Legs Every +40pts spend upto 120pts, will increase the beast's movement by 4 inches.	Climbing Claws At the cost of +30pts, the beast can move overall rough, hills, cliffs and walls at the normal rate.	Webbed Feet At the cost of +30pts, the beast can move over all water features at the normal rate.
	Wings At +50pts can Fly and make 12 inches fly moves, which can be increased by 2 inches at +30pts, to a maxim of 18 inches.	Swings at 50pts Can fly up to 12 inches	



Gorflesh

Blurb...

	M	A	CR	D	Save	LP	S	ME
Gorflesh	5 +D3 Movement	5	3	-2 D1-2	3 1	10	1	3

???

Special Abilities

Undead (+1 Fear)

Ever Growing Will!

Flesh Enhancements

As a Gorflesh consumes its victims, it adds their biomass to its own to enhance itself. Thus, every life points the Gorflesh causes in combat, adds to its own life points pool.

Furthermore, for every 5 life points consumed by the Gorflesh, the beast gains +1 attack, +1 movement, does a further -1 to an enemy's toughness and does +1 damage.

For every 10 LP consumed, the Gorflesh gains +1 Fear, +1 Combat Rating, +1 to its save to a maximum of 5 and +1 Soldiering (Explained later). Afterwhich, the beast will become more Resistant instead.

Furthermore, if the Gorflesh dines upon certain creatures, it gains their abilities:

- **Wizards**

If the Gorflesh eats a mage of any kind, it will become a wizard (level 1) and randomly select one of that mage's spells for itself.

If the Gorflesh eats another, it will consume another one of their spell, which it may also cast along with the first spell it gain.,

- **Beath Attacks**

If the Gorflesh eats another which can make a breath attack it gains its breath of any kind, it will become a wizard (level 1) and kind one of that mages randomly selected spells.

If the Gorflesh takes damage, it will lose the bonuses it built up during the game. For instance, suppose a Gorflesh lost 5 life points, it loses the following bonuses: -1 attack, -1 movement, -1 and -1 damage.

Overruns!

If the Gorflesh overruns a group of models, it will consume all of their life points and add it to its life points Pool and grow accordingly.

If the group of models has more life points than the Gorflesh at the time of their consumption, the beast must take 1 turn out to eat all that flesh. The beast will remain where it is, cannot move or cast magic. If attacked, the Gorflesh fights as normal, but will not pursue or move until it has eaten all that flesh. At the start of its following turn, it returns in play.



Immune to Epic Wounds

A Gorflesh is immune to taking ‘Epic Wounds’, as described in the Three Plains Rulebook on page **.



Bone Dragon

Lesser Undead Dragon

Blurb...

	M	A	CR	D	Save	LP	S	ME
Bone Dragon	GM 9 FM 16	9	4	-③ 1-6	④② ③	10	2	5

???

Special Abilities

Undead (+2 Fear)

Undead Mounts

Crumbling

Flyers

Great Bone Dragons can 'Fly', as described in the Three Plains Rulebook on page **, and these beasts can fly move up to 16 inches.

Bone Dragon's Breath Attack

To work out how many models are hit by a Bone Dragon's Breath Attack use the 'Fiery Breath Template' provided in the General Gaming Equipment Folder. Refer to the Three Plains Rulebook on page ** to see how to use the template and work out its damage upon its target.

All models hit by this attack suffer -① toughness and -③ agility to their saves, and this attack has a damage range of 1.

Unmissable

Great Golden Dragons are 'Unmissable' Targets, as explained in the Three Plains Rulebook on page 16.

Fire Resistant

All Dragons (alive or dead) are 'Fire Resistant', as described in the Three Plains Rulebook on page **.

Out of Reach

The mounted rider of a Bone Dragon is 'Out of Reach' in combat, as described in the Three Plains Rulebook on page **.

Land Striders

All Dragons (alive or dead) are 'Land Striders', which allows them to travel over, 'Small Ponds', 'Streams' and 'Rough Ground' without any penalty to their movement whilst on foot. To learn more about a gaming board's terrain refer to the Three Plains Rulebook on page **.



Undead Bolt Thrower

Blurb...

	M	A	CR	D	Save	LP	S	ME
Bolt Thrower & Crew	0	1	3	<u>Combat</u> 1D (Swords) <u>Shooting</u> -5 & 1-6Dx3 (Bolt)	<div>3</div> <div>1</div>	5	3	2

Special Abilities

Undead (+1 Fear)

Shooting the Bolt Thrower

To shoot the Bolt Thrower, just like with all other shooting, first declare a target. The Bolt Thrower has a minimum range of 3 inches to a maximum range of 40 inches with a shooting arc of 90°, which is worked out from the front of the model.

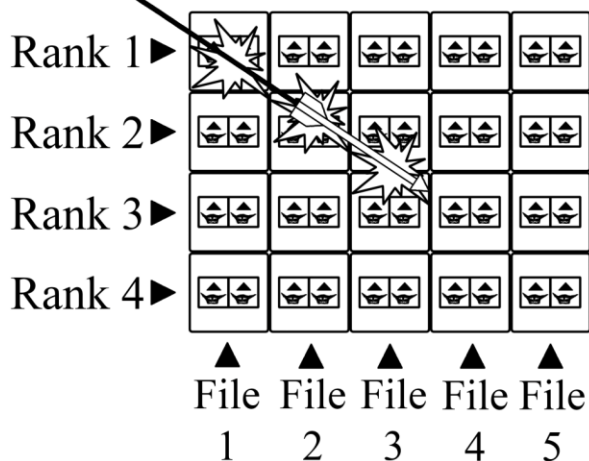
Shooting the Bolt Thrower uses the same process as shooting a hand held missile weapon, like a bow for instance, hitting a target on a 5 or 6 and then adding on any shooting modifiers.

A successful hit cancels out -5 to the enemy's save, and each life point suffered has a damage range of 1-6x3.

On a successful hit on a group of models mark out a line over the board. Start from the shooting Bolt Thrower and place the line over its target. Roll a D3+1 which determines how many models have been hit under the bolt's path. For instance, a hit that scores 3 hits will hit

the first, second and third model underneath its path in the group. Once all the damage has been worked out from the bolt, it has no further affect in that turn.

When a bolt hits a group of models, it will always penetrate either its ranks or files. This depends on where the bolt hits the group of models from. For instance, if a bolt hits an infantry unit head on, it will always penetrate its ranks and not its files. Alternatively, if the bolt hits the unit in its left flank, it will penetrate its files instead of its ranks.



Always choose the one that makes the most sense,



and will do the most damage to the target. In any case, a bolt can only hit a single model at a time out of each rank or file it passes through.

The example above demonstrates a Bolt Thrower shooting one of its bolts at a Goblin unit and cutting into 3 of its files. Even though the bolt has hit more than 3 models, it can only hit one model at a time in the unit's files. Therefore, the war machine has hit 3 models.

Turning Mechanism

A '**Turning Mechanism**' can be added to any Bolt Thrower at the additional cost of 20 points per model. This special modification allows the machine to enlarge its primary sense to 360°, which means it may shoot in any direction on the board, instead of the normal 90° directly in front of it.

War Machine Batteries

Bolt Thrower Models can be grouped together to form a '**War Machine Battery**', which is discussed in the Three Plains Rulebook (V.3.9 coming soon).



Undead Catapult

Blurb...

	M	A	CR	D	Save	LP	S	ME
				Combat 1D (Swords)				
				Stone				
				- 7 & 1-6Dx3				
Udead				Explosive Shot	3	5	3	2
Cat&	0	1	3	Medium Template	1			
Crew				- 1 & - 2				
				Dread Shot				
				Large Template				
				+3 Fear				

Special Abilities

Undead (+1 Fear)

Shooting the Undead Catapult

A Catapult cannot move and shoot. Only if it has remained stationary during its last movement phase can that war machine shoot during that turn.

The Catapult has a minimum guess range of 4 inches to a maximum guess range of 24 inches, and a shooting arc of 90°, which is always worked out from the front of the model.

Before shooting the Catapult, roll a D6. On the score of a 1 to 5 the Catapult will go on to shoot as normal. However, on the score of a 6 the machine will misfire! In this case, the Catapult will not shoot. Instead, refer to the '**Catapult Gremlin Table**' on the next page and follow the rules there.

To shoot the Catapult, its controlling player must first choose its payload to hurl at the enemy. The Catapult's missile can either be a Pot of Fire filled with a secret flammable oil, or a large Iron or Stone Bullet. The rules for both missiles are explained on the next page.

Once the catapult's missile type has been chosen, declare its target and guess in inches the range from the catapult to its target. Measure out the guess in inches towards its target and place a counter down there. From the counter's position, if the guess range is within 8 inches of the Catapult roll a direction die and D3. However, if the guess range was between 9 to 18 inches, roll a D6 instead of a D3. If the guess range was 19 inches or more, roll a D8 instead of a D6 or D3. Wherever the dice's coordinates indicate (working out the D3, D6 and D8 in inches), place a counter down on that location on the board and that is where the catapult's missile will land.

However, if the top score is rolled when working out the catapult's scatter dice, the catapult's missile will always land where its controlling player originally guessed on the board.

Note: The top score on the roll of a D3 would be a 3, a roll of a D6 would be a 6 and a roll of a D8 would be a 8.

A Large Stone or Iron Bullet Payload

Wherever this missile lands will automatically hit anything underneath it once. This hit will cancel



out -⑦ toughness to its victim's save and will cause 1-6x3 in damage.

Explosive Shot

On impact, the '**Explosive Shot**' uses the '**Medium Explosion Template**', which is placed over where ever it lands. All models under the explosion template are affected by its fiery blast and will be hit as many times as the template indicates. Each successful hit cancels out -① to the enemy's toughness and -② agility saves, and this attack has a damage rating of 1. This is a '**Fire Based Attack**', as described in the Three Plains rulebook on page **.

Dread Shot

On impact, the '**Dread Shot**' Fire uses the '**Large Explosion Template**', which is placed over where ever it lands. All pieces under the explosion template are affected and will suffer +3 fear until the start of their next turn.



Undead Catapult Gremlin Table

Results D6	Consequences
1 to 3 Get Him!	<p>A Gremlin appears, but the crew spot him in time before the little blighter can do any damage and grab him. Caught, the Gremlin realises that he is not going to get away with attacking the machine now, so vanishes into fin air. However, even though the Gremlin could not do any damage this time, with all the crew chasing after him has wasted a lot of time.</p> <p>Roll a D6 and on the score of a 4 to 6 the Gremlin is caught quickly, which means the catapult will go on to shoot as normal in that turn. However, on the score of a 1 to 3, the crew fails to catch the Gremlin quickly. Therefore, the Catapult does not shoot at all and must wait until its next turn instead.</p>
4 to 5 A Gremlin with a Stone	<p>Unnoticed by the crew, from out of nowhere a Gremlin materializes. He sees the crew cranking down the machine's great arm and runs over laughing to cut the line pulling the arm back. Suddenly the catapult shoots prematurely! As the machine is nowhere near its full power, its missile only manages to go as far as a dozen paces forward. Hopefully there is no friendly men nearby, or they could be in a lot of trouble!</p> <p>The catapult's missile shoots out and only travels D6 inches straight forward. Wherever it lands, its damage is worked out from there. To decide what the catapult shoots, roll a D6. On a 1 to 3 it shoots a 'Large Stone or Iron Bullet' and on a 4 to 6 it shoots a 'Explosive Shot'.</p> <p>As the damage to the catapult was minor, it can shoot again in its following turn as normal.</p>
6 A Suicidal Gremlin!	<p>A little portal opens up to the amazement of the war machine's crew and a little blue Gremlin jumps out. Laughing and giggling the bugger farts out a fireball straight towards the bales of pots of Oil stacked up. Instantly they catch on fire and their very oily and flammable centers ignite and Boom! With his work here done and the biggest grin you have ever seen, the portal opens back up and the little blue menace disappears, leaving behind him an inferno.</p> <p>The catapult does not shoot. Instead, it is totally destroyed and its model is removed from play for the rest of the game.</p>



Black Wagon

A Master Necromancer or Lich may ride upon a Black Wagon into battle. The wagon itself is stuffed full of the living, which the Necromancer or

Lich can drain to create more magic essence to fuel their Undead legions.

	M	A	CR	D	Save	LP	S	ME
Black Coach	14	1	3	1	4 2	10 (The Innocent 15PL)	0	2

Special Abilities

Riding the Black Wagon

In battle, a Master Necromancer or Lich can ride a Black Wagon into battle at the cost of 80 points.

If the Master of the Black Wagon perishes, the model remains. However, its Whisper's crumble, leaving it unable to attack, unless it has still its bodyguard remaining, which may move away from the wagon as an independent model.

The Bodyguard

The Master Necromancer or Lich can have a bodyguard to sit alongside them upon their Black Wagon, which may be one of the following characters: White, Shade or Vampire.

The Black Wagon in Combat

In combat, all Black Wagon parts attack the enemy as normal, from its Master, Body and Whispers.

The Innocent

Following the standard rules for 'Drain Life', a Master Necromancer or Lich can use this special ability upon the in 'Innocent' in the wagon to generate magical essence.

The Innocent aboard the Black Wagon has 10 life points and a soldiering 0. Once all drained of their life force, all those Innocents and can no longer

provide the Grey Mage with a source of magical essence.

Wagon Guard

All characters that ride a Black Wagon gain +1 to their save.

The Black Wagon and Shooting

All ballistic and magical missile hits that strike the Black Wagon are divided up upon the gaming piece as follows:

1-5s hit the Black Wagon.

5s hit the bodyguard. If there is no bodyguard, the hit strikes the wagon instead.

6s hit the Necromancer or Lich Rider.

Black Wagon Impact Hits

On a charge, the Black Wagon does 'Impact Hits' upon the enemy, as described in the Three Plains Rulebook on page **. Furthermore, the Black Wagon has 'Scythes', as described in the Three Plain Rulebook on page **.



The Outcast Army



Masters of the Undead

Character Pieces

Lich	Points: 180 Shapes: 1.5 ▼ & 1 ★	Base: 30x30mm Weapons & Armour: Staff
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	M	A	CR	D	Save	LP	S	ME
Lich	7	2	5	D1 -2 -2	1 2 4	5	5	4

Additional Options & Extras

- If mounted on a Whisper, can take Barding (+1 Toughness) at +20 points.
- Can carry 0 – 5 Magic Items.

Mounts

- Bone Dragon at +350 points +♦1
- Can ride a Black Wagon at +80 points.
- Can ride a Whisper at +20 points.
- Flesh Sculpted (See page **).

Special Abilities:

- Undead (+2 Fear)
- Necromancy Magic Only
- Shroud of Beath
- Necromancer Skill 3+
- Drain Life
- Crumbling
- Level 3 Wizard
- Only One Master

Master Necromancer	Points: 120 Shapes: 1 ▼	Base: 20x20mm Weapons & Armour: Staff
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	M	A	CR	D	Save	LP	S
Lich	6	1	3	1	1 1 3	3	4

Additional Options & Extras

- If mounted on a Whisper, can take Barding (+1 Toughness) at +20 points.
- Can carry 0 – 4 Magic Items.

Mounts

- Can ride a Black Wagon at +80 points.
- Can ride a Whisper at +20 points.
- Flesh Sculpted (See page **).

Special Abilities:

- Only One Master
- Necromancy Magic Only
- Necromancer Skill 2
- Wizard 2
- Drain Life
- Living

	M	A	CR	D	Save	LP	S	ME
Bone Dragon	GM 9 FM 16	9	4	-3 1-6	4 2 3	10	1	5
Black Coach	14	1	3	1	4 2	8 (The Innocent 15PL)	0	-
Whisper	14	1	3	1	-	+1	-	+1

Flesh Sculpted

~ See page ** ~



Necromancer

Points: 40
Shapes: 0.5 ▼

Base: 20x20mm
Weapons & Armour: Staff

	M	A	CR	D	Save	LP	S
Necromancer	7	1	3	D1	1 4	5	2

Additional Options & Extras

- If mounted on a Whisper, can take Barding (+1 Mounts Toughness) at +20 points.
- Can carry 0 – 3 Magic Items.
- Can ride a Whisper at +20 points.

Special Abilities:

- ▶ Only One Master
- ▶ Necromancy Magic Only

- ▶ Necromancer Skill 1
- ▶ Wizard 1

- ▶ Drain Life
- ▶ Living

	M	A	CR	D	Save	LP	S
Whisper	14	1	3	1	-	+1	-



Vampire Count

Points: 130

Shapes: 1.5▼ & 1★

Base: 20x20mm

Necromancer Skill: 2

Weapons & Armour: Sword

	M	A	CR	D	Save	LP	S	ME
Vampire Count	9	3	7	-2 -2 D1-3	1 2 2	5	5	4

Vampire Thrall

Points: 130

Shapes: 1▼ & 0.5★

Base: 20x20mm

Necromancer Skill: 1

Weapons & Armour: Sword

	M	A	CR	D	Save	LP	S	ME
Vampire Count	8	2	6	-1 -1 D1-2	1 1 1	4	3	4

Additional Options & Extras

- Can take a Shield at +8 points.
- Long Bow at +10 points.
- Spear at +15 points, Lance at +20 points, Halberd at +15 points, and Great Blade at +20 points, Great Hammer at +20 points or Additional Blade Hand Weapon at +15 points.
- Light Armour (+1 Toughness) at 10 points, Heavy Armour (+2 Toughness) at 20 points or Full Plate Armour (+3 Toughness) at +40 points.
- If mounted on a War House, can take Barding (+1 Toughness) at +20 points.
- Can carry 0 – 3 Magic Items.

Mounts

- (Vampire Counts only) Bone Dragon at +350 points +♦1
- Can ride a Whisper at +20 points.
- Flesh Sculpted (See page **).

Special Abilities:

► Undead (+1 Fear)

► Regeneration

► Blood Lines

Bloods Lines

House Fray at +35pts

Lueking at +25pts

Gorren at +20pts

Mabora at +35pts

House Auterex at +30pts

Vilemaul+50pts

	M	A	CR	D	Save	LP	S	ME
Bone Dragon	GM 9 FM 16	9	4	-3 1-6	4 2 3	10	2	5
Wispiers	14	1	3	1	-	+1	-	+1
Flesh Sculpted	~ See page ** ~							



Wight Lord

Points: 120
Shapes: 1 ▼
Base: 20x20mm

Necromancer Skill: 3
Weapons & Armour: Sword

	M	A	CR	D	Save	LP	S	ME
Wight Lord	7	3	6	1	2 2 2	5	5	3

Wight Hero

Points: 60
Shapes: 1 ▼
Base: 20x20mm

Necromancer Skill: 2
Weapons & Armour: Sword

	M	A	CR	D	Save	LP	S	ME
Wight	7	2	5	1	2 2 2	4	4	3

Additional Options & Extras

- Can take a Shield at +8 points.
- Long Bow at +10 points.
- Spear at +15 points, Lance at +20 points, Halberd at +15 points, and Great Blade at +20 points, Great Hammer at +20 points or Additional Blade Hand Weapon at +15 points.
- Light Armour (+1 Toughness) at 10 points, Heavy Armour (+2 Toughness) at 20 points or Full Plate Armour (+3 Toughness) at +40 points.
- If mounted on a War House, can take Barding (+1 Toughness) at +20 points.
- Can carry 0 – 3 Magic Items.
- Carry Battle Standard at 50 points.

Mounts

- Can ride a Whisper at +20 points.

Special Abilities: ► Undead (+1 Fear) ► Crumbling

Miscast

Points: 4
Shapes: 1 ★
Base: 20x20mm

Necromancer Skill: 1
Weapons & Armour: Sword

	M	A	CR	D	Save	LP	S
ME 3 per LP					1		
Miscast	7	1	3	1	1	1	1

Additional Options & Extras

- Can take a Shield at +1 points.
- Spear at +1 points or Additional Blade Hand Weapon at +1 points.
- Light Armour (+1 Toughness) at 10 points or Heavy Armour (+2 Toughness) at 20 points.
- Can carry 0 – 2 Magic Items.
- Carry Battle Standard at 50 points.

Mounts

- Can ride a Whisper at +10 points.

Special Abilities: ► Undead (+1 Fear) ► Crumbling

	M	A	CR	D	Save	LP	S	ME
Wispiers	14	1	3	1	-	+1	-	+1



Death Master Writhe

Points: 180
Shapes: 1.5 ▼ & 0.5 ★
Base: 20x20mm

Necromancer Skill: 3
Weapons & Armour: Ethereal Scythe

	M	A	CR	D	Save	LP	S	ME
Death Master	9	3	5	-2 -② D1-2 (EA)	4	4	4	6

Additional Options & Extras

- Can carry 0 – 3 Magic Items. Cannot any other weapon other than their Ethereal Scythe.

Mounts

- Can ride a Nightmare at +120 points.
- Can ride a Whisper at +20 points.

Special Abilities:

- Undead (+1 Fear)
- Soul Eaters

► Spirits

► Crumbling

Shade Lord

Points: 130
Shapes: 1.5 ▼
Base: 20x20mm

Necromancer Skill: 3
Weapons & Armour: Sword

	M	A	CR	D	Save	LP	S
Shade Lord	7	3	6	1 (EA)	4	3	5

Shade

Points: 85
Shapes: 1 ▼
Base: 20x20mm

Necromancer Skill: 2
Weapons & Armour: Sword

	M	A	CR	D	Save	LP	S
Shade	7	2	5	1 (EA)	4	2	4

Additional Options & Extras

- Can take a Shield at +8 points.
- Long Bow at +10 points. Can carry 0 – 3 Magic Items.
- Carry Battle Standard at 50 points.
- Spear at +15 points, Lance at +20 points, Halberd at +15 points, and Great Blade at +20 points, Great Hammer at +20 points or Additional Blade Hand Weapon at +15 points.

Mounts

- Can ride a Whisper at +20 points.

Special Abilities:

- Undead (+1 Fear)

► Spirits

► Crumbling

	M	A	CR	D	Save	LP	S	ME
Shadowtmare	17	3	4	-1 -① D1-2 (EA)	-	+5	-	5
Shadow	14	1	3	1	-	+1	-	+1



Servants of the Undead

Unit Pieces

The Meek	Points: 4 Shapes: 1 ■	Necromancer Skill: 1 Base: 20x20mm	Unit size: 15 – 60 Weapons & Armour: Hand Weapons & Sidearms.
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	M	A	CR	D	Save	LP	S	ME
The Meek	4 +D3	1	3	1	2 (1)	1	1	1

Additional Options & Extras

- Each model can carry an Additional Blade Hand Weapon at 2 point per model.
- Each model can carry a Shield at +0.5 points.
- One model can be upgraded become Command Piece at +10 points.

Special Abilities:

► Undead (+1 Fear)

► Crumbling

► Mob Movement

Scarred Bones	Points: 9 Shapes: 0.5 ♦	Necromancer Skill: 2 Base: 20x20mm	Unit size: 10 - 40 Weapons & Armour: Hand Weapons, Sidearms, Light Armour
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	M	A	CR	D	Save	LP	S	ME
Scarred Bones	7	1	4	1	3 (1)	1	2	2

Additional Options & Extras

- Each model can be armed with Spears at 1 point per model.
- Each model can be armed with Polearms (Halberds) at 0.5 per model point.
- Each model can carry an Additional Blade Hand Weapon at 1 point per model.
- Each model can carry a Shield at +0.5 points.
- One model can be upgraded become Command Piece at +15 points.

Special Abilities:

► Undead (+1 Fear)

► Crumbling

White Warriors	Points: 20 Shapes: 1 ♦ & 1 ★	Necromancer Skill: 3 Base: 20x20mm	Unit size: 10 - 30 Weapons & Armour: Hand Weapons, Sidearms, Halberds
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	M	A	CR	D	Save	LP	S	ME
Scarred Bones	8 -1 Movement Heavy Armour	2	5	1	4 (1) (1)	1	3	3

Additional Options & Extras

- Exchanged Halberds for Great Blades or Hammer at 3 per model point.
- One model can be upgraded become Command Model at +20 points, which maybe a Magical Command.

Special Abilities:

► Undead (+1 Fear)

► Crumbling



Blood Skulls

Points: 35

Shapes: 1♦ & 1★

Necromancer Skill: 2

Base: 30x30mm

Unit size: 3 - 10

Weapons & Armour: Heavy
Armour, Shields & Hand Weapons
(Clubs, Knives & Mallets).

	M	A	CR	D	Save	LP	S	ME
Blood Skull	9	2	5	1	3 ¹ 1	2	4	3

Additional Options & Extras

- Each model can upgrade their armour to Heavy Armour (+1).
- Each model can be armed with Flails at 3 point per model.
- Each model can be armed with Great Swords at 5 points per model points.
- Each model can be armed with Great Hammer at 5 points per model points.
- Each model can be armed with War Nets at 5 points per model points
- Each model can carry an Additional Blade Hand Weapon at 5 point per model.

Special Abilities:

► Undead (+1 Fear)

► Blood Skulls Formation

► Crumbling

► Loose Movement

Clackers

Points: 15

Shapes: 0.5♦

Necromancer Skill: 1

Base: 30x30mm

Unit size: 5 – 10

Weapons & Armour: Spears
& Sidearms

	M	A	CR	D	Save	LP	S	ME
Clacker	-	1	3	1	2 ¹	1	2	2
Whisper	14	1	3	1	-	+1	-	

Additional Options & Extras

- Can carry Shields at +1 point per model.
- Each model can carry Short Bow at +1 point per model.

Special Abilities:

► Undead (+1 Fear)

► Crumbling

► Clackers

Skeleton Cavalry

Points: 18

Shapes: 1■

Necromancer Skill: 2

Base: 30x30mm

Unit size: 5 - 20

Weapons & Armour: Swords,
Shields Light Armour & Lances.

	M	A	CR	D	Save	LP	S	ME
Skeleton Rider	-	1	1	1	2 ¹	1	3	3
Whisper	14	1	3	1	-	+1	-	

Additional Options & Extras

- Can wear Heavy Armour (+1 Armour) at +3 per model.
- House Fray Cavalry can wear Horse Barding (+1 Armour) at +3 per model.
- One model can be upgraded become Command Piece at +20 points.
- One Men at Cavalry unit may take a Magical Command item.

Special Abilities:

► Undead

► Crumbling



White Cavalry

Points: 35

Shapes: 1♦ & 1★

Necromancer Skill: 3

Base: 30x30mm

Unit size: 5 – 20

Weapons & Armour: Swords, Shields Light Armour & Lances.

	M	A	CR	D	Save	LP	S	ME
White Rider	-	2	5	1	4 ² 1	1	4	
Whisper	14 -1 Movement Heavy Armour	1	3	1	-	+1	-	4

Additional Options & Extras

- Can wear Horse Barding (+1¹ Armour) at +5 per model.
- One model can be upgraded become Command Piece at +20 points.
- One model Cavalry unit may take a Magical Command item.

Special Abilities:

► Undead
(+1Fear)

► Crumbling

Skeleton Bowmen

Points: 8

Shapes: 0.5♦

Necromancer Skill: 1

Base: 20x20mm

Unit size: 10 - 30

Weapons & Armour: Daggers & Bows

	M	A	CR	D	Save	LP	S	ME
Skeleton Bowmen	7	1	3	1	2 ¹	1	3	2

Additional Options & Extras

- Can wear Light Armour (+1¹) at 1 point per model.

Special Abilities:

► Undead (+1 Fear)

► Crumbling

Spirits

Points: 10

Shapes: 1♦ & 1★

Necromancer Skill: 1

Base: 20x20mm

Unit size: 10 – 35

Weapons & Armour: Hand Weapons

	M	A	CR	D	Save	LP	S	ME
Spirit Warriors	4+D3	1	3	1	4	1	1	3

Additional Options & Extras

- Each model can carry an Additional Blade or Club at a cost of 3 per model in points.
- One model can be upgraded become Command Piece at +18 points.
- One Spirit Warriors unit can take a Magical Command item.

Special Abilities:

► Undead (+1 Fear)

► Spirits

► Crumbling



Spirit Warriors

Points: 16
Shapes: 1♦ & 1★

Necromancer Skill: 2
Base: 20x20mm

Unit size: 10 – 30
Weapons & Armour:
Hand Weapons

	M	A	CR	D	Save	LP	S	ME
Spirit Warriors	7	1	4	1	4	1	2	4

Additional Options & Extras

- Each model can exchange their Spears for a Polearm (Halberd) at no cost in points.
- Each model can exchange their Spears for Flails at 1 point per model.
- Each model can exchange Spear for an Additional Blade or Club at no cost in points.
- One model can be upgraded become Command Piece at +22 points.
- One Spirit Warriors unit can take a Magical Command item.

Special Abilities: ► Undead (+1 Fear) ► Spirits ► Crumbling

Spirit Horsemen

Points: 30
Shapes: 1.5♦ & 1★

Necromancer Skill: 2
Base: 30x30mm

Unit size: 10 - 20
Weapons & Armour: Armour,
Shields, Swords & Lances.

	M	A	CR	D	Save	LP	S	ME
Spirit Horsemen	-	1	4	1	4	1	3	5
Shadows	14	1	3	1	-	+1	-	

Additional Options & Extras

- One model can be upgraded become Command Piece at +25 points.
- One Spirit Warriors unit can take a Magical Command item.

Special Abilities: ► Undead (+1 Fear) ► Spirits ► Crumbling

Writhes

Points: 40
Shapes: 1.5♦ & 1★

Necromancer Skill: 3
Base: 20x20mm

Unit size: 3 – 7
Weapons & Armour:
Ethereal Scythes

	M	A	CR	D	Save	LP	S	ME
Writhes	9	2	4	-2 -2 D1-2 (EA)	4	3	3	5

Special Abilities: ► Undead (+1 Fear) ► Soul Eaters ► Crumbling



Writhes Riders	Points: 80 Shapes: 2♦ & 1★	Necromancer Skill: 3 Base: 30x30mm	Unit size: 3 – 7 Weapons & Armour: Ethereal Scythes
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	M	A	CR	D	Save	LP	S	ME
Writhes	-	2	4	- ⁽²⁾ - ⁽²⁾ D1-2 (EA)	⁽⁴⁾	3	3	5
Shadows	14	1	3	1	-	+1	-	

Special Abilities: ► Undead (+1 Fear) ► Soul Eaters ► Crumbling

Fresh Bloods	Points: 5 Shapes: 0.5♦	Necromancer Skill: 1 Base: 30x30mm	Unit size: 10 – 25 Weapons & Armour: Gnashing Teeth & Bloody Nails.
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	M	A	CR	D	Save	LP	S	ME
New Zombies	4+D3	1	2	- ⁽¹⁾ D1	⁽²⁾ ⁽¹⁾	1	0	1

Special Abilities: ► Undead (+1 Fear) ► Ever Growing Will! ► Zombie Stacking
► Nom Nom... ► Fresh Bloods ► Leather Backs

Leather Backs	Points: 5 Shapes: 1♦	Necromancer Skill: 1 Base: 30x30mm	Unit size: 10 – 25 Weapons & Armour: Gnashing Teeth & Bloody Nails.
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	M	A	CR	D	Save	LP	S	ME
Old Zombies	4+D3	1	2	- ⁽¹⁾ D1	⁽³⁾ ⁽¹⁾	2	0	1

Special Abilities: ► Undead (+1 Fear) ► Ever Growing Will! ► Zombie Stacking
► Nom Nom... ► Leather Blacks ► Leather Backs

Ghouls	Points: 6 Shapes: 0.5♦	Necromancer Skill: 1 Base: 30x30mm	Unit size: 3 – 9 Weapons & Armour: Gnashing Teeth & Bloody Nails.
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	M	A	CR	D	Save	LP	S
Ghouls	8	² +2 Feeding Frenzy	2	- ⁽¹⁾ D1	⁽²⁾ ⁽¹⁾ ⁽¹⁾	1	2

Special Abilities: ► Thinks of the Wild ► Flimsy Ranks ► Frenzy
► +1 Fear ► Alive



The Hopeful

Points: 6
Shapes: 0.25◆
Base: 20x20mm

Unit size: 10 – 50
Weapons & Armour: Tow
Hand Weapons.

Additional Options & Extras

- One model can be upgraded become Command Piece at +10 points.

	M	A	CR	D	Save	LP	S
The Hopeful	4+D3	1 +1 Frenzy	3	1	2 1	1	3

Special Abilities: ► Mob Movement
► Alive
► Fearless
► No Time for Fools
► Frenzy

Livestock

Points: 15
Shapes: 0.25◆
Base: 40x40mm

Unit size: 1 – 3
Weapons & Armour: Unarmed

	M	A	CR	D	Save	LP	S
Livestock	0	1	0	1	2	10	2

Special Abilities: ► Livestock
► Unbreakable
► Alive (Just...)



Monsters

Beast Pieces

Early Works	Points: 15 Shapes: 0.5♦	Necromancer Skill: 1 Base: 40x40mm	Unit size: 3 – 8 Weapons & Armour: Fang & Claws
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	M	A	CR	D	Save	LP	S	ME
Early Works	12	3	2	-(1) D1	1(1) 1	1	1	2

Special Abilities: ► Undead (+1 Fear) ► Crumbling

Terror Swarms	Points: 15 Shapes: 0.5♦	Necromancer Skill: 1 Base: 40x40mm	Unit size: 3 – 10 Weapons & Armour: Fang & Claws
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	M	A	CR	D	Save	LP	S	ME
Shadow Swarms	GM 3 FM 13	3	2	-(1) D1	1(1) 1	1	1	2

Special Abilities: ► Undead (+1 Fear) ► Flyers ► Crumbling

Terror Fangs	Points: 12 Shapes: 1♦	Necromancer Skill: 2 Base Size: 30x30	Unit size: 3 – 10 Weapons & Armour: Fang & Claws
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	M	A	CR	D	Save	LP	S	ME
Shadow Swarms	15	2	4	-(1) D1	2(1) 1	2	2	2

Special Abilities: ► Undead (+1 Fear) ► Crumbling

Goriflesh	Points: 180 Shapes: 1.5♦	Necromancer Skill: 2 Base Size: 40x40mm	Unit size: 1 Weapons & Armour: Teeth, Splintered Bone & Nails.
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	M	A	CR	D	Save	LP	S	ME
Shadow Swarms	5+D3	5	3	-(2) D1-2	3(1)	10	0	3

Special Abilities: ► Undead (+1 Fear) ► Immune to Epic Wounds ► Ever Growing Will! ► Flesh Enhancements



Bone Dragon

Points: 350

Shapes: 1♦ & 1★

Necromancer Skill: 2

Base: 60x80mm

Unit size: 1

Weapons & Armour:
Teeth & Claws.

	M	A	CR	D	Save	LP	S	ME
Bone Dragon	GM 9 FM 16	9	4	-3 1-6	4 2 3	10	2	5

Special Abilities:

- ▶ Undead (+2 Fear)
- ▶ Undead Mounts
- ▶ Crumbling
- ▶ Flyers
- ▶ Bone Dragon's Breath Attacks
- ▶ Unmissable
- ▶ Rire Resistant
- ▶ Out of Reach
- ▶ Land Strider



The Undead Contraption

War Machine Pieces

Bone Botter	Points: 40 Shapes: 0.5 ♦	Necromancer Skill: 2 Base Size: 40x40mm	Unit size: 1 Weapons & Armour: Hand Weapons
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	M	A	CR	D	Save	LP	S	ME
Bolt Thrower & Crew	0	1	3	<u>Combat</u> 1D (Swords) <u>Stone</u> -5 & 1-6Dx3	3 1	5	1	2

Special Abilities:

- Undead (+1 Fear)
- Crumbling
- Shooting the Bolt Thrower

Skull Thrower	Points: 90 Shapes: 0.5 ♦	Necromancer Skill: 2 Base Size: 40x60mm	Unit size: 1 Weapons & Armour: Hand Weapons
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	M	A	CR	D	Save	LP	S	ME
Skull Thrower & Crew	0	1	3	<u>Combat</u> 1D (Swords) <u>Stone</u> -7 & 1-6Dx3 <u>Barrel of Fire</u> Medium Template -2 & -2 <u>Heads</u> +3 Fear on Target	3 1	5	1	2

Special Abilities:

- Undead (+1 Fear)
- Crumbling
- Shooting the Undead Catapult

Siege War Machines – Coming
Soon...



Notable Outcasts

Special Characters

Hantazar...

Mother Death...



Necromancy Magic

1st Discipline of Necromancy “Reanimate the Dead”

Ether 1 to 6

If a Necromancer cannot reanimate the dead, then they are not a Necromancer.

All Necromancers must take the First Discipline of Necromancy, ‘Reanimate the Dead’ into battle. They cannot swap or trade this spell.

If the Necromancer loses this spell for any reason, they cannot cast any other magic until they regain this spell.

The caster must choose their ether resistance level, from 1 to 6 they are going to attempt to cast this spell. The higher the level, more ‘**Magical Essence**’ (or ‘ME’ for short) it will create to reanimate their undead army. Each ether resistance level will generate one D6 and add another D6 for each level of Necromancy skill level (1 to 3) of ME.

A Necromancer can trade another one of their spells in to cast this spell again.

2nd Discipline of Necromancy ‘Join Us’

Ether 1

Down in the vile workshop of a Necromancer, their cruelty has little limits, as they always prefer to vivisect life subjects in the pursuit of furthering their dark art.

To stop their victims from dying from the wounds and excruciating pain the Necromancer inflicts upon their subjects, they have mastered the art of quickly enchanting their equipment to reanimate a subject just after they have died!

Often Necromancers will apply this heinous skill to the battlefield, where warriors will watch in terror as their former comrades will rise again, only to strike them down so that they can join them!

Once cast, this spell affects one undead gaming piece within 10 inches of the caster.

Every model that the undead piece slays in combat will immediately restore one life point to that piece. This spell’s magic allows the affected piece to restore lost models to the equivalent value in life points it killed in combat. Or this spell’s magic can restore lost life points to a character. Who these ghoulish life points get spent is up to the casting Necromancer.

This spell can never restore more models or life points in a piece than it originally had at the start of the game.

The spell's effects will last for one full turn and end at the beginning of the caster's next turn.

Undead and Demon pieces will never provide the affected piece with life points to reanimate them, as they have no life energy to take.



3rd Discipline of Necromancy 'The Black Goblet'

Ether 2

Necromancers know of the Black Ocean within the Veil, where we all must go when we leave this Plain. These dark mages have found its waters to be more of a soup of pain, hate, despair and memories, as the water seems to soak up part of or all of its victim's essence.

Through a magical incantation, Necromancers can partly enter the Veil and draw its black waters for just a sip. The vile black water grants them great incite and enhance mental abilities, as they have just swallowed the combine knowledge and experience of countless souls of ages past! However, this effect is only temporary as no one living (or even dead) can hold so much knowledge and wisdom for long.

When successfully cast this spell grants the controlling player of the Necromancer D6 rerolls. These special rerolls can affect any dice rolled in the game by the casting side until the start of their next turn. Any unspent rerolls are lost.

4th Discipline of Necromancy 'Death's Kiss'

Ether 3

The Necromancer exhales deeply and then draws in the living souls of his enemies around him, ripping them out of their bodies and then, reuses their life force for his dark ends!



Once cast, staying within the casting wizard's primary awareness ranges, place the **'Flame Template'** on top of its target. The **'Flame Template'** is in the **'General Gaming Equipment'** folder downloaded with the Three Plains Rulebook.

All pieces hit by the template attack suffer a -2 agility and -1 toughness to their save, and 1 damage if wounded.

For every model killed the caster gains 1 magic essence point to **'Reanimate the Dead'** within 8 inches of themselves. The caster cannot save the ME points and must spend them immediately.

Undead and demonic pieces are unaffected by this spell.

5th Discipline of Necromancy 'Terrifying Host'

Ether 3

As the mindless corpses slowly, shamble, shake and shudder towards your ranks, as terrifying as they appear, at least you don't have to worry about these unholy things besting you in combat.

Then, their wicked dark Master waves their boney hand, and in an instant, the undead horrors are upon you, and you find yourself at the end of one of their rusty blades, impaled and soon to join on of their number!

Once cast, pick one Undead piece within 8 inches of the caster.

That affected Undead piece may do one of the following; make an additional move, shoot their ranged weapon or have an additional

round of combat, where the enemy may not fight back.

6th Discipline of Necromancy "Beyond the Veil"

Ether 4

There is a thin mask between the living world and the dead known as the Veil. In that hidden realm, there lies a vast Black Sea of the Dead, a wash with lost and dammed souls screaming out for mercy, which will never come.

When a Necromancer casts this foul spell the Veil opens up and its black waters gush into this world forming black pools of death, filled to its rim with its horrors.

The living near these hellish black pools see souls of the dead riving round and twisting in agony and despair. These wretched things yell and scream out to the living around them for help, and some will warn or even taunt the living of what lies in wait for them on the other side.

They say such is the horror of these black pools that those who witness them are never quite the same again.

This spell has a scope of up to 18 inches within the casters awareness ranges.

Once cast, mark out a circular area with a diameter of 3 inches to represent the Black Pool of Lost Souls, which counts as a shallow water figure for any that dare to move out it.

All living pieces within 6 inches of the Black Pool will suffer from '**1 Fear**'. If a living piece

moves within 3 inches of the Black Pool, it will suffer from '**2 Fear**' instead. If a living piece is crazy enough to move over a Black Pool, it will suffer from '**3 Fear**'.

7th Discipline of Necromancy 'Life Rend'

Ether 4

The Necromancers imbues their Undeads' rusty old weapons with the power to cut through flesh, hide, iron even steal, right to one's soul! Though the enchanted weapons seem unchanged, those they strike have their souls ripped out of their bodies, leaving them dead on their feet, even before they have time to collapse.

This spell affects one Undead piece within 8 of the caster.

Once cast, that piece gains '**Ethereal Attacks**' and benefits from the '**Life Breakers**' special rule until the start of the caster's following turn.

8th Discipline of Necromancy 'Internal Battle'

Ether 4 = Zombies

Ether 6 = Skellon Warriors

Ether 8 = Spirits

When one fights the forces of the Undead, even in death, there is no escape from their clutches. Instead, only slavery to a new dark master awaits them!

Before casting this spell, the caster must decide what they wish to reanimate. At 4 ether reanimates Zombies, at 6 ether reanimates



Skellon Warriors and 8 Ether reanimates Spirits.

Once cast, this spell affects then next or last enemy living group of models to be overrun and killed outright by the Undead in the game. At the start of the following Undead's turn, that overrun piece get reanimated by the power of his spell and brought back as a skeleton warrior unit.

That resurrected fall completely under the control of the Undead side. Depending what the caster chose to summon, the dead models return in the number, with same CR, armed in the same way, and if mounted, with their steeds. If turned into zombies, treat them as basic 'Fresh Zombies' mob, as described on page ** on foot with no weapons or armour.

Note: Reanimated enemy pieces follow all the rules for the type they have become. For instance, warriors return as 'Spirit', follow all the rules for those pieces as layout on page **, gaining a +4 magic to their save and can travel through walls, etc.

Characters and beast are unaffected by this spell.

Award victory points to the enemy if they kill their former resurrected warriors.

7th Discipline of Necromancy 'Mass Drain Life'

Ether Resistance 6

The living is a great source of free mana, and the Necromancer sees no reason why they should not tap into that, even if it leaves the living a little dead!

If cast, this spell affects all enemy 'Living' pieces 12 inches around the caster. The affected pieces take 2D6 automatic hits each, that cancels out all saves and regenerations, and all hits cause 1 point of damage.

For each life point in damage, this spell causes converts into Magic Essence, which the casting Necromancer must spend immediately and within the rules found on page **. For instance, this spell kills 8 life points worth of models, that converts into 8 ME that the Necromancer can spend on reanimated their Undead army.



Quick Stats List



Quick Points List



Magic Essence Chat

Playing Pieces	ME Cost
Liches	4
Vampires Counts	4
Vampire Thralls	3
Wight Lord	3
Wight Hero & Wight Warriors	3
Miscast	1
Blood Skull	3
Scarred Bones	2
Meek	1
Death Master Writhe	6
Writhe	5
Lord Shade	5
Shades	4
Spirit	3
Early Works	2
Terror Swarm	2
Shadow Fangs	2
Flech Sculp Base	3
Gorflesh	3
Bone Dragon	5
Bolt Thrower & Crew	2
Udead Cat& Crew	2
Wispier	+1
Shadow	+1
Shadowtmare	+2





Thanks you



Credits

