



ADVANCED NECROMANCERS



The necromancers were always present and mostly hidden from the world, until that day. That horrible day, they all came out of hiding, banded together, brandishing their horrific magics and bringing the apocalypse to our world. Since then, our dead arose and ravaged our world.

In the beginning the necromancers were simply raising the dead, avoiding us and moving to the next place to do the same over there. However in recent nights, they have become more courageous. Some have been seen actively attacking us where we encounter them. They now cast their horrible spells and bring mayhem.

◆ NECROMANCER TACTICS DECK

The tactics deck will introduce necromancer tactics. For each necromancer that enters the board, one card will be picked from this deck. The card will then detail how this specific necromancer will behave. Some will focus on fleeing the board as soon as possible, some will behave like normal, and some will actively hunt the survivors. This will make the necromancers feel more intense and intelligent then with the normal way of playing.

◆ NECROMANCY SPELL DECK

The necromancy deck is used to simulate the spells that some of the more aggressive necromancers cast at the survivors. See the tactics deck for more information.

On each zombie phase after the normal activities have taken place (including the necromancer moving according to their current tactic), the players draw a card for each zone within line of sight on range 0-2 for each of these necromancers. Then resolve the spell's effects on each zone. After the turn, the spell card must be reshuffled into the deck to make the spell casting random and unpredictable.

For visual immersive effect, the card can be laid under the survivor mini's. Otherwise, lay the card next to the board in the shape of the affected locations.

Every actor inside the spell's area on that zone is targeted, including the dead. Except for the necromancers themselves. Keep in mind that a damage of 1 will of course not harm a fattie or an abomination.

The following page will detail the specifics of each spell. It would become too much to fit these details on the necromancy deck cards.



NAMED NECROMANCERS / CABAL RULES

Note: You can combine these rules with the cabal rules and the named necromancers with their specific abilities. However, keep in mind that the game will become a lot harder that way.

NECROMANCY SPELL EFFECT

Spell cast:	Spell's effect:	Spell's mechanic:
Darkness	As the necromancer casts the spell, a black cloud forms in the survivors zone. Obstructing every survivor's vision and limiting their thoughts.	Every survivor spends two actions for every one action taken. Furthermore, every line of sight while the survivor is in this zone is now maximum range 0.
Confusion Mist	A greenish cloud of corrupting mist envelops the zone. The mist seeps into the mind and causes confusion to take hold.	Every survivor detracts one die from their dice pool for every action, during this turn.
Entropy	The necromancer targets the survivors individually. A beam of sick greenish, brown energy radiates to each survivor and focusses on their equipment. The beam leaches onto the equipment and it erodes on the spot.	Every survivor rolls a die at the casting of this spell. On a 1 or 2 rolled, they loose one equipment they are currently wearing or holding in their hands. If they don't have anything worn or held, they loose one thing from their backpack. If they have nothing in their backpack, nothing happens.
Fear	The necromancer radiates an aura of fear. This fear leaches into the mind of the survivors, corrupting their will and infecting them with a unnatural urge to flee and panic.	Every survivor rolls a die, on a 1 or 2, they move away from the necromancer two zones in any direction. They are unable to return to or attack the necromancer this turn.
Fireball	The necromancer points at the zone and a huge ball of fire erupts from his hand towards the survivors. The ball hits the zone and a huge wave of heat washes over the survivors, burning and destroying everything in its path.	Roll a die, on a 2-5: Every actor (except for necromancers) in the zone receives 1 damage. Successful armor rolls will still block the damage. Walkers and runners will die, but fatties and abominations will not. On a 1: the damage is increased to 2 and will also kill fatties.
Mystic power	The necromancer is casting a spell, arcane energies gather over the zone, but dissipate without taking hold.	No harm is done.



EXAMPLES

This chapter will showcase some examples of the new mechanics.

TACTIC: ESCAPE

The necromancer with the tactic “escape” will try to escape at all cost. They will not attack the survivors and move twice each turn at the zombie phase towards the nearest spawn point.

Round 1:

The necromancer will move twice towards the nearest spawn zone, ignoring any survivors:



TACTIC: NORMAL

The necromancer with the tactic “normal” will behave following the normal Black Plague rules. He will try to escape. But he will attack the survivors if they are in his zone. If not, he will move once during each turn at the zombie phase towards the nearest spawn point.

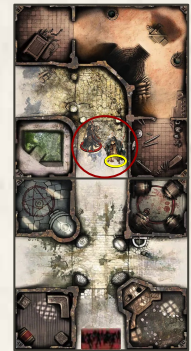
Round 1:

The necromancer will move towards the nearest spawn zone:



Round 2:

The necromancer will attack any present survivor:



TACTIC: OFFENSIVE

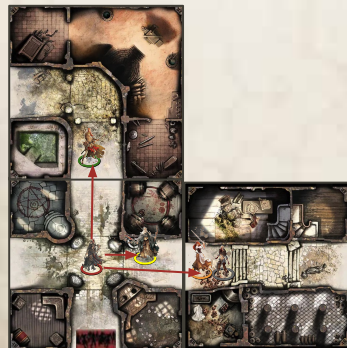
The necromancer with the tactic “offensive” will try to escape through the nearest spawn point. He will attack any survivors in his zone. But most importantly, he will cast a spell to each survivor’s zone in line of sight of range 0-2.

Round 1:

The necromancer will move once towards the nearest spawn zone:



The necromancer finished his action, now he will cast a spell on each zone in range 0-2 with survivors:



A player will pick a card from the necromancer deck. They pick the “Fireball” card.



As described in the spell, a die is rolled and a 1 turns up. This survivor takes 2 damage, unless they have a successful armor roll.



This walker will also take 2 damage and will die.

This zone will receive another spell card picked.

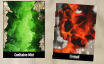
TACTIC: AGGRESSIVE

The necromancer with the tactic “aggressive” will hunt the survivors. He will attack any survivors in his zone. But most importantly, he will additionally cast a spell to each survivor’s zone in line of sight of range 0-2. He will not move to the nearest spawn zone, he will always move to the closest in line of sight survivors. If he does not see anyone, he moves to the loudest zone on the board.

Round 1:

The necromancer will move once towards the nearest survivors:

The necromancer finished his action, now he will cast a spell on each zone in range 0-2 with survivors:



This zone will receive another spell card picked.

This fatty needs 2 damage, so he ignores the damage.



A player will pick a card from the necromancer deck for each zone. They pick the “Fireball” card.

As described in the spell, a die is rolled and a 3 turns up. This survivor will take 1 damage, unless they have a successful armor roll.



Necromancer Tactics deck:

<p>This necromancer is focussed on escaping the survivors.</p> <p>This necromancer will never attack the survivors, but will move 2 zones per turn.</p> <p>They will move directly to the nearest spawn zone.</p> <p>Escape</p>	<p>This necromancer behaves like normal.</p> <p>This necromancer will move directly to the nearest spawn zone.</p> <p>Normal</p>	<p>This necromancer is focussed on attacking the survivors.</p> <p>This necromancer will move directly to the nearest spawn zone. But when they encounter survivors, they will cast spells.</p> <p>For each zone with one or more survivors in range of 0-2, pick a card from the Necromancy Spell cards deck to determine what spell the necromancer casts and the effect that comes over that zone.</p> <p>Offensive</p>
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<p>These necromancers will move directly to the nearest survivors in sight, otherwise to the loudest zone on the board. They will actively attack the survivors.</p> <p>On each zombie phase, additional to normal actions, for each zone with one or more survivors in range of 0-2, pick a card from the Necromancy Spell cards deck to determine what spell the necromancer casts and the effect that comes over that zone. Any spell effect will not harm the necromancer himself.</p> <p>Aggressive</p>	<p>This necromancer is intend on defending himself.</p> <p>These necromancers have a protective spell on themselves. It takes 2 damage weapons to hit them. Furthermore on every hit, a die is rolled. If a 1 comes up, the hit is negated.</p> <p>This necromancer will move directly to the nearest spawn zone. Dragon fire explosions will still kill them.</p> <p>Defensive</p>	<p>This necromancer is focussed on attacking the survivors.</p> <p>This necromancer will move directly to the nearest spawn zone. But when they encounter survivors, they will cast spells.</p> <p>For each zone with one or more survivors in range of 0-2, pick a card from the Necromancy Spell cards deck to determine what spell the necromancer casts and the effect that comes over that zone.</p> <p>Offensive</p>
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Necromancy Deck:

