

NECROMANCER

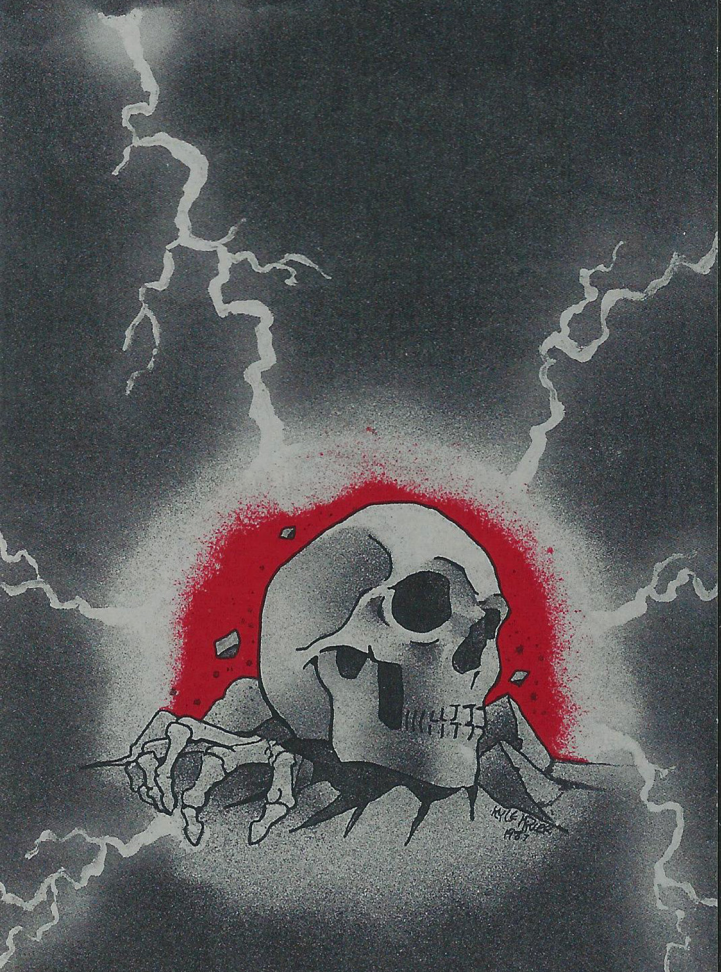
a fantasy game for two players



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NECROMANCER™



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The rocks of the valley were cruel, but the soldiers made no complaint. Indeed, few of them had lips to frame a protest. The wizard's troops were beyond pain or even fear of death. They were already dead.

From his zombie-borne palanquin, the wizard glowered at the rock-strewn wilderness around him. His inner eye saw farther. Nothing lived in that desert – but something moved. A small group of shadowy forms, little more than grave-dust in the shape of a man. Wraiths! But not his. He wondered who his rival was. Only another necromancer would control a wraith – or know of the Miasma and covet its treasure.

Soundlessly, the wizard urged his shambling force to greater speed. His foe's punishment would be death. The Jewels would be his!

1.0 INTRODUCTION

Necromancer is a tactical fantasy game for two players, simulating a pitched battle between two wizards. The Necromancers have raised their troops from the dead: zombies, animated skeletons, and wraiths. Themselves utterly mindless, the undead warriors are only conduits for the Necromancers' magical energy. Thus, a wizard may "take over" enemy troops. However, the more units a Necromancer must control, the weaker his hold becomes on each one – and the more vulnerable he is to counterattack.

In the magicians' land there lurks a strange magical mist called the "Miasma," which contains one or more of the three "Jewels of Power." Each wizard may send his troops into the Miasma to search for these Jewels. But to send a warrior into the cloud is to risk that it may automatically be "converted" to his opponent's side – even after it has found a Jewel!

2.0 COMPONENTS

2.1 Map. The map is an array of hexagons ("hexes") 23 long by 17 wide, depicting the plateaus, passes, and canyons of the battleground. Each hex represents an area about fifteen meters (49 feet) across. Different types of terrain are indicated on the map by different colors and symbols; these terrain types have differing effects on the units moving across them. There are four types of terrain and two types of "hexsides."

2.11 Plateau. These are clear hexes, representing flat, open ground. Units may enter plateau hexes at a cost of one Movement Point (MP) per hex. Units attack and defend normally

while in these hexes. There are four levels of plateau, shaded from dark (Level 1, the lowest) to light (Level 4, the highest).

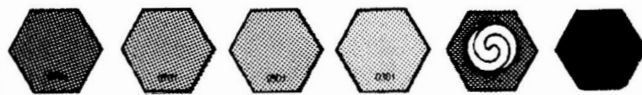
2.12 Slope. These are hexes connecting plateaus at different levels. Each slope hex costs 2 MP to enter. Units in slope hexes defend normally, but attack at half their combat strength, rounded down.

2.13 Monolith. These are stone pillars jutting high into the sky. No unit may enter a monolith hex. A monolith (at any level) blocks line-of-sight for indirect combat.

2.14 Miasma Hexes. Though not properly "terrain," the three double-spiral symbols on the mapsheet show the three possible centers of the Miasma in the game. In themselves, they have no effect on units. Treat these hexes as the underlying terrain. (For Miasma placement, see Section 7.2.)

2.15 Clear Hexside. When two hexes are separated by a narrow line (like most of those on the map), then any unit may cross between them, paying the appropriate Movement Point cost.

2.16 Cliff Hexside. When two hexsides are separated by a heavy, irregular line, that hexside is blocked; no unit except a wraith may cross it. Cliff hexsides represent the boundaries of different plateaus. A unit which is forced to retreat across a cliff hexside is lost – crushed against the wall of a higher plateau, or dashed on the rocks of a lower one. Only indirect and boulder attacks may be made over cliff hexsides.



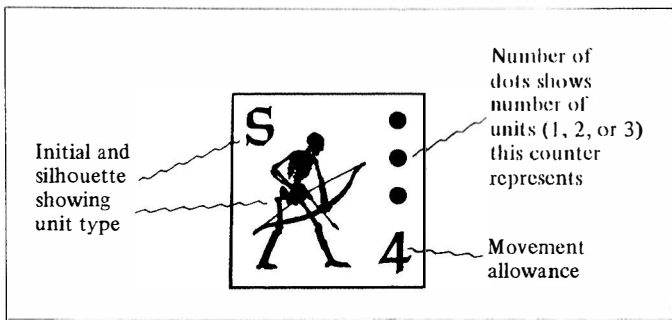
Left to right: Level 1 plateau (the lowest), Level 2 plateau, Level 3 plateau, Level 4 plateau (the highest), Miasma hex (shown on Level 1 plateau), and Monolith hex.



Slope hex. The shading on this hex shows it is considered to be Level 4 when figuring relative height in an indirect attack.



Cliff hexsides. Above is Level 3; below is Level 2. The "rocks" are always shown at the bottom of the cliff, to distinguish the higher and lower sides.



2.2 Counters. The 112 cardboard counters represent the undead warriors that the Necromancers use to fight their battles. There are also counters representing the Miasma, the Jewels of Power, and the wizards themselves. Each “undead” unit represents about a dozen fighters of the same type. One-unit, two-unit, and three-unit counters are provided. Each counter also shows an identifying initial and a movement allowance, expressed as a number of Movement Points. Each counter is printed black on one side, red on the other; which face is up shows which side the counter belongs to at the moment. There are four types of combat units, each with its own strengths, weaknesses, and special abilities:

2.21 Necromancer. The two Necromancer counters represent the “red” and “black” wizards who fight the battle via the undead units they control. They are also powerful in themselves: each Necromancer attacks directly with the power of two of his zombie units, and indirectly as two of his skeleton units. A wizard defends against enemy attacks with the value of his warriors’ defense factor against boulder attacks (a number ranging from 8 to 12; see Section 6.23). Necromancers are also good at searching the Miasma and are the only units which can wield the Jewels of Power. However, each wizard ordinarily has a movement allowance of only 2 MP per turn. When one player’s Necromancer is eliminated, the game is over.

2.22 Zombie. Zombies are powerful, comparatively slow fighters. They are hard for the enemy wizard to convert to his own side.

2.23 Skeleton. These are moderately strong and fast warriors, few in number, equipped with primitive bows and arrows. They are capable of direct and boulder attacks, just as other units are. They are the *only* units (other than the Necromancers) which can make indirect attacks (see Section 6.22).

2.24 Wraith. Wraiths are not strong, but are fast and numerous. They are very good at searching the Miasma (see Section 7.41). Wraiths are the only units that can cross cliff hexsides.

2.25 Miasma. These seven counters are not warrior units, but represent the magical mist that may contain one or more of the Jewels of Power. At the beginning of the game they are set up around one of the three double-spiral symbols on the mapsheet. (Actually, eight Miasma counters are included in the game; the eighth is an extra.)

2.26 Jewels of Power. There are four of these; not all will be used in every game. A Jewel counter must be delivered to one of the Necromancers (i.e., taken to his hex) before its powers may be used (see Section 8).

2.3 Charts and Tables. These are located in the center of the rulebook; this sheet may be removed for easier reference.

2.4 Other Components. Players will also need two 6-sided dice (not provided), and pencil and paper to keep track of their Conversion Points.



3.0 HOW THE GAME IS PLAYED

Necromancer, like most wargames, is played in game-turns. One player follows a sequence of steps to move and fight with his units, and then his opponent follows the same sequence with his own units. This continues until one Necromancer is eliminated. Each step in the game-turn is called a “phase”: movement phase, combat phase, etc.

The game-turn sequence for each player is as follows:

3.1 Count Units. The player counts all the friendly zombies, skeletons, and wraiths his Necromancer has on the map, totals them up into a single figure (not counting the Necromancer himself), and then consults the Conversion Track to find out how powerful the various units will be for that turn. The opponent’s units attack, defend, etc., at the values they had the previous turn.

3.2 Move. The player may move any or all of his units up to the limit of their respective movement allowances (the number at the bottom of the counter). At the end of this phase, those units which are subject to opportunity attack (see Section 6.24) may be attacked by enemy units, at the opponent’s discretion. Units in enemy Zones of Control may not move at any time during this phase.

3.3 Attempt Conversion. The player may elect to try to convert enemy units in one or two hexes to the player's own forces, if the scenario allows. The number of attempts that may be made per turn is shown on the bottom line of the Conversion Track. Conversion procedure is given in Section 5. If the player has a Jewel that allows free conversion attempts, these are also made during this phase.

3.4 Combat. The player attacks enemy units according to the rules given in Section 6.

3.5 Search. Units in the Miasma may search for Jewels (see Section 7).

3.6 Check for Miasma Conversion. Friendly units in the Miasma are subject to Miasma conversion attempts. Roll on the "x1" column on the Conversion Table. See Section 7.5.

When all Miasma conversion attempts on the player's units are resolved, his turn is over. The opponent's turn now begins, following the same six steps.

4.0 MOVEMENT

4.1 General. Players may move any or all of their units during their respective movement phases. Movement is measured by hexes, according to the movement allowance of each individual unit, expressed in Movement Points (MP). Each hex costs a unit a certain number of MP to enter. Each unit's movement allowance is printed on its counter. Movement Points may not be saved or accumulated from turn to turn; any points not expended in a single movement phase are lost.

4.2 Terrain Effects on Movement (see Section 2.1). *Plateau* hexes cost 1 MP to enter; *slope* hexes, 2 MP each; *monolith* hexes may not be entered at all.

4.21 Cliff Hexsides. Wraiths (and no other units) may cross cliff hexsides in either direction. To do so, a wraith must begin the turn adjacent to the cliff hexside to be crossed. After crossing the hexside, it may move no further: climbing up (or down) the cliff takes all its movement points.

4.3 Zones of Control. Each unit exerts a "zone of control" (ZOC) over the six hexes surrounding the hex it occupies. Any unit which enters one of the six hexes around an *enemy* unit must *stop* its movement immediately and stay there until one of the two is eliminated or retreats because of a combat result, or the enemy unit is converted to a friendly unit. A unit which begins its movement phase in an enemy ZOC may not move that turn. ZOCs also affect combat; see Section 6.21.

ZOCs *do not* extend across cliff hexsides, or into or out of the Miasma (see Section 7.3).

4.4 Stacking. Up to three units may occupy ("stack" in) the same hex at the end of each movement phase. They need not be of the same unit type. The number of dots (1, 2, or 3) on each counter shows how many units it represents. Any number of units may pass *through* a given hex during movement; stacking restrictions apply only at the end of the movement phase. Necromancers, Jewels, and the Miasma *do not* count for stacking purposes; any number of these may occupy a hex along with (up to) three combat units.

Units may *never* enter a hex with enemy units!

5.0 CONVERTING ENEMY UNITS

5.1 General. Necromancer is unusual among wargames in that units may "change sides" at a moment's notice. The wizards' magical control of their warriors can ebb and flow according to the size of the forces they're handling. Stronger units like zombies, because of the greater magic they require to be animated, are more firmly in the Necromancers' control (and so, are harder to convert) than weaker units like wraiths.



5.2 Procedure. During the friendly conversion phase, the player may announce an attempt to convert *any* enemy unit or *stack of units* to his own control. The player identifies the unit(s) the attempt will be made against, and consults the Conversion Track. This track gives the *strength* of both players' units, each enemy unit's *resistance* to conversion, and the *number of conversion attempts* allowed per conversion phase. These factors are regulated by the number of units each player has. The more units he has, the less powerful each unit is, and the less resistant it is to conversion. For example, if player A has a total of 38 units (not counting the Necromancer), then A falls under the "35-44" column on the track, and each of A's zombies has a strength of 10 and a resistance of 8; each skeleton has a 7-6 (strength 7, resistance 6); each wraith, a 3-3. Furthermore, A is allowed only one conversion attempt per turn. Player B, on the other hand, has only 25 units (again, not counting the Necromancer), and so falls under the "17-25" column of the track. Each unit of B's force is more powerful, and B is allowed up to two conversion attempts per turn. (Attempts are measured by *hexes*, not units. Three units converted in one hex counts as one attempt.) Note that if B converts any of A's units during this turn, the newly-converted units would become *more* powerful, to match the strengths of B's other units of that type. Note: Unit strength, resistance, etc., is calculated *once* per turn, at the beginning of the turn, and does not change during that turn.

The *resistance* (the second number) is the one used in any conversion attempt. The resistances of all units in the target hex are totalled and the player announces how many of his supply of "Conversion Points" (CP) will be allocated to the attempt. (The beginning CP supply is determined by the scenario; scenarios are listed in Section 9.) The number of CP used should be exactly 1, 2, 3, or 4 times the total resistance of the units in the stack. Roll one die and consult the appropriate column of the Conversion Table. Results are as follows:

No Effect. The unit is not converted. The conversion points are *kept for use in a later attempt*. If a player is allowed a further conversion attempt that phase, he *may* try to convert the same unit(s) again.

Converted. The unit is "possessed" by the player. The counter is immediately turned over to display the "friendly" side. Each converted unit now moves, fights, and is regarded for *all* purposes as a friendly unit, starting immediately. CPs are lost and marked off the total.



Eliminated. The struggle of magical forces proved too great for the unit(s) to bear. All units in that hex are eliminated from play. *All CPs allocated to that attempt are lost!*

5.3 Stacks. Units in a hex must be converted as a stack. Individual units within a stack may *not* be converted separately. Total the resistance of all units in a hex and treat as a single number.

5.4 Effects of Necromancer on Conversion. The enemy Necromancer, units stacking with him, and units in the six hexes around him (whether in his ZOC or not) may *not* be converted. All other enemy units are potentially vulnerable to conversion. Note that units adjacent to the friendly Necromancer are immune to conversion even while in the Miasma; rolls for automatic conversion are not made for them.

5.5 Altering the Procedure. The "conversion scenario" (9.2) and an optional rule (10.1) make slight alterations in the conversion procedure. Note these differences before playing the scenario or using rule 10.1.

6.0 COMBAT

6.1 General. Combat occurs between opposing units in the combat phase according to the conditions below. The player whose turn it is attacks; the opposing player defends. Exception: "Opportunity attacks" are made by the opponent, at the end of the friendly movement phase (see Section 6.24).

6.2 Procedure. Units attack once per turn, but they may be attacked any number of times per turn. Attacks are resolved separately and in whatever order the attacking player wishes. Enemy counters in a single hex defend as a unit. Friendly units

in different hexes may combine their forces to attack enemy units in one or more hexes. Friendly units stacked together may split to attack enemy units in different hexes if the owning player wishes.

Combat is of four types: direct, indirect, boulder, and opportunity attack.

6.21 Direct. These are attacks against enemy units *in the attacker's ZOC*. All enemy units in friendly ZOCs *must* be attacked during the combat phase, though not necessarily by the unit in whose ZOC they are. The strength of the attacking unit(s) is determined from the Conversion Track (see Section 3.1); defending units defend at the value they had the previous turn. The combat strengths of the attackers in a single combat are totalled and compared to the total strength of the defender(s). The comparison is expressed as a numerical ratio (e.g., 2-1, 1-3), rounded *down* in the defender's favor. (Examples: If four zombies of strength 6 attack two skeletons of strength 5, the point ratio [24 to 10] is rounded down to 2-1. 15 to 10 = 1-1. 16 to 17 = 1-2.) Attacks at 5-1 or greater odds are an automatic DE (defender eliminated) result; attacks at less than 1-3 odds are automatically AE (attacker eliminated).

After determining the ratio, roll two dice and cross-index the result with the proper column on the Combat Results Table (see Section 6.5).

6.22 Indirect. All units may engage in direct combat, but only the Necromancers and their skeleton units may make indirect (i.e., missile) attacks. Indirect attacks are of two types, depending on range:

(a) Attacks made against enemy units *two* hexes distant on identical or *lower* terrain. Intervening units do not block these attacks. Monoliths or higher terrain *do* block indirect attacks at a 2-hex distance. A unit may not attack over a cliff-edge unless it is adjacent to that edge.

(b) Attacks made from a lower hex to an *adjacent* higher hex, or vice versa. Indirect attacks made from a plateau edge to the level below should *not* be confused with boulder attacks (see Section 6.23). The attacker gets a +1 on his die roll if he is attacking from above. He gets a -1 if he is attacking from below. If, in a single combat, some attackers are above their target and others are below, the modifiers cancel out.

Indirect combat proceeds as direct combat does, with two differences: Units attacking indirectly *ignore* all adverse combat results (retreat or elimination); and, at 2-hex range, attackers must have a clear line of sight to their targets. Line-of-sight

is clear if a straightedge can be laid from any part of the attacker's hex to any part of the target hex without encountering an obstruction (monolith or higher terrain).

Indirect and direct methods may be combined in a single attack.

Note that Necromancers or skeletons engaged in *direct* combat with adjacent units suffer all adverse combat results, just as other units do.

Units making indirect attacks may *not* advance if their target retreats (see Section 6.6).

6.23 Boulder Attacks. These are attacks by units at the edge of a plateau against enemy units directly beneath – that is, through a *cliff* hexside, down to an adjacent foe on a lower level. Large rocks are thrown over; the Necromancer hopes they will start a large rockslide.

Boulder attacks proceed somewhat differently from ordinary combat. Attackers attack as usual, but each defending unit has a set defense strength, determined by the Conversion Track, which is used for any type of undead units in the defending hex. Procedure is as follows:

If an enemy unit is directly beneath one or more “edge” hexes occupied by friendly units, the attacker may announce a boulder attack. After determining the strength of the attacking units, the player consults the “defense factor against boulder attacks” line of the Conversion Track to see what value the opposing units defend at. The attacker's strength is compared to *this defending value* and expressed as a conventional combat ratio (see Section 6.21), which is then rolled normally on the CRT. As in indirect combat, attackers ignore adverse results and may not advance after an enemy retreat. For example, Black boulder-attacks with three zombies of strength 8 (total: 24) against Red, who has 36 units and so falls under the “35-44” column of the Conversion Track. *Regardless of the unit type(s) defending*, each Red unit defends with a strength of 11, so each of the attacks is made on the 2-1 column of the CRT.

Since a boulder attack affects each unit separately, it can scatter a stack – destroying one unit, retreating another, and missing a third. Note that a boulder attack result of AR-1, AR-2, or DE will destroy the target unit.

Units in more than one “edge” hex may combine their strengths to boulder-attack a single lower hex they are all adjacent to; however, boulder attacks may *not* be combined with direct and indirect combat.

The Necromancer is not affected by boulder attacks; he is too powerful to fear such simple violence. (If the optional rules are being used, apprentices are also immune to boulder attacks. Mercenaries and dragons defend against boulder attacks with fixed strengths of 8 and 10, respectively.)

6.24 Opportunity Attacks. These are enemy attacks made “out of turn” at the end of the friendly movement phase. If a player’s units *end* their movement beneath a plateau edge occupied by enemy units, the opposing player may make a boulder attack on them before the friendly player’s combat phase begins. Similarly, if units end their movement in line-of-sight of an enemy skeleton (or Necromancer) and within range, the skeleton (or wizard) may attack indirectly (see Section 6.22). Opportunity attacks involve direct and boulder attacks only; direct attack is not allowed. (A skeleton attack at one-hex range counts as indirect for opportunity attack.) Each unit may undergo *one* opportunity attack, either boulder or indirect, by as many enemy units as can participate. No unit may make more than one opportunity attack per turn.

6.3 Terrain Effects on Combat. See Section 2.1.

6.31 Slopes. Units in slope hexes defend normally, but attack at half normal strength (rounded down). Exception: Necromancers and apprentices attack at normal strength.

6.32 Miasma. Units within the Miasma defend normally but may not attack, and do not exert ZOCs. Units attacking into the Miasma subtract 1 from their die roll (see Section 7.3). If a friendly unit’s ZOC would take in an enemy unit *except for the fact that the enemy is in the Miasma*, a direct attack may still be made against that enemy at the -1 modifier.

6.4 Necromancer’s Combat Abilities. The Necromancer attacks directly with the strength of two of his zombie units (whatever their current value is), and indirectly as two of his skeleton units. If these units are completely eliminated at any point in the game, the Necromancer attacks at the value they would currently have if any were left. The Necromancer is immune to boulder attacks. His defense strength for all other purposes is equal to his units’ defense against boulders, as determined by the Conversion Track. Example: If a wizard has 58 units, his direct-attack strength is 14, his indirect-attack strength is 10, and his defense strength is 10.

6.5 Explanation of Combat Results. Results affect only the units involved in that combat and are applied immediately after the die roll.

6.51 No Effect. The attack has no result.

6.52 Retreat. A result of “attacker (defender) retreats” means that all units on the designated side must retreat *one hex* farther from the unit(s) that defeated them, without violating stacking or terrain restrictions. If all units in a stack retreat, they retreat together. The owning player may choose to lose units instead of retreating them.

Friendly units in other hexes may be moved one hex to make way for retreating units, as long as they are not in enemy ZOCs. *Units may not retreat (or be displaced) into slope hexes, into enemy ZOCs, or off the map!* Units which cannot retreat, or must retreat over a cliff hexside, are lost. This *does* apply to wraiths, which could climb a cliff given enough time, but are destroyed like other units if forced suddenly to the edge. A player may displace units over a cliff, if he chooses, to make room for retreating units. Units may advance to a hex completely vacated by an enemy retreat; see Section 6.6.

If a unit carrying a magic item is forced to retreat and cannot, the unit is destroyed and the magic item remains in the hex that unit occupied. Exception: If the retreating unit is adjacent to a cliff-edge, it may “retreat” over the edge. The unit is, of course, destroyed, but the magical item ends up in the hex below the cliff!

6.53 Retreat Minus. If a number (“-1” or “-2”) follows a retreat result, the number indicates the number of units *per stack* removed from the retreating stack(s) and eliminated from play. Units removed are the owning player’s choice. Other units retreat normally.

6.54 Elimination. The designated side loses all the units that were involved in that combat, they are removed from play. Eliminated units may not be “raised from the dead” again.

6.6 Advances after Combat. If all units in a hex retreat or are eliminated, any and all victorious units may move one hex to occupy the vacated hex, stacking and terrain restrictions permitting. This does not apply to indirect or boulder attacks.

6.7 Suicide. In *Necromancer*, if units are eliminated, the surviving units become more powerful. Players might, therefore, flirt with the idea of ordering all their wraiths over the nearest cliff-edge so as to create a tremendously strong force of zombies. Mass suicide is hardly ever a good tactical idea. Still, there are special circumstances where it’s best for an isolated stack of units to take the coward’s way out. For example: You’ve just converted a stack of enemy wraiths who were about to deliver a Jewel to the enemy Necromancer, but

they're cut off by enemy troops and there's no way to bring back the Jewel safely. Sending the wraiths (and the Jewel) over the nearby plateau edge (into the waiting arms of your skeletons below) might make good sense, even though the wraiths are lost (they were already dead anyway, right?). Therefore, units *are* allowed to throw themselves, lemming-like, over plateau edges during the owning player's movement phase. Jewels and other magic items are not damaged by this mistreatment. Only undead units can suicide this way. It costs only 1 MP to jump over a cliff edge.

7.0 THE MIASMA

7.1 General. The Miasma is a magical cloud of mist that carries within it "Jewels of Power." Units may search within the Miasma for these Jewels, but every turn they remain within the mist, they are subject to Miasma conversion attempts, which may turn them into enemy units – whether or not they've already found a Jewel.

7.2 Placing the Miasma. Before the players set up their units, a die is rolled to determine where the Miasma is placed. The three double-spiral hexes on the map have numbers in their centers. The Miasma is placed on the center hex denoted by the roll, and the six hexes around it. If, for example, a "4" were rolled, the Miasma would be centered in the hex marked by the "3, 4" spiral symbol.

7.3 Combat Within the Miasma. Because of the twilight haziness of the mist, units within the Miasma *may not attack*, and do not exert ZOCs over adjacent hexes. However, they defend normally. Units outside the Miasma perceive those inside only dimly, so attacks from outside against units within it are resolved at a -1 (subtracted from the die roll). ZOCs do not extend into or out of the Miasma.

If units bearing a Jewel of Power enter a Miasma hex (searching for another Jewel, for example) and are subsequently attacked from outside and eliminated, the Jewel is lost in the mist and must be searched for again (and it may never be found; the Miasma is tricky).

7.4 Searching the Miasma. Units entering the Miasma may attempt to locate one or more of the Jewels of Power (see Section 8).

7.41 Procedure. Any number of Miasma hexes may be searched in a turn, but only those units occupying a given hex may search that hex. Each unit has a value for searching, expressed in Search Points (SP). Each zombie has 1 SP; each

skeleton, 2 SPs, wraiths, 3; the Necromancer has 6 SPs. Add the SP values for all units searching in a given hex and consult the Search Table. Cross-index the SP number with the number of hexes the Miasma occupies this turn; the fewer hexes it occupies (due to previous searches), the easier it will be to successfully search a given hex and determine what it holds. The number(s) given at the intersection of the row and column represent the number(s) to be rolled on two dice for the search to *succeed*. Example: A player has two zombies and a skeleton in one Miasma hex, representing 4 SPs. The Miasma currently occupies five hexes, so the required die roll is 10 or more. The player rolls a 3, so nothing happens this turn.

When a hex is successfully searched, the searching player rolls one die to determine whether a Jewel has been found. On a roll of 1 or 2, a Jewel has been discovered; on a result of 3-6, the area has been thoroughly scavenged and found empty. The Miasma then vanishes from that hex (remove the counter) after one last attempt at "Miasma conversion" – see Section 7.5, below.

7.5 Miasma Conversion. The Miasma, being magical, can have strange effects on those who enter it. Specifically, it can convert units to the opposing side. A check is made at the end of each turn that units are in a Miasma hex. *Regardless of whether they have successfully searched that turn*, all friendly units in Miasma hexes (except mercenaries, units with an apprentice, or units with or adjacent to the Necromancer) undergo an automatic "x1" conversion attempt. This attempt is conducted in the same manner as a standard attempt, except that no Conversion Points are lost by either side if the attempt is successful. No additions to or subtractions from the die roll are made.

8.0 THE JEWELS OF POWER

8.1 General. Players searching the Miasma may find one, two, or three Jewels of Power. (Four Jewel counters are included in the game; use the fourth if you want a longer game.) The Jewels can be quite useful, but a Jewel's ability will be unknown until it is delivered to the Necromancer's hex by his undead minions. Until they reach the Necromancer, the units bearing the Jewel are, of course, subject to conversion by the opponent. Then they will bring the Jewel to *him* – unless the first player converts them back!

Once a Necromancer gains the Jewel, the owning player rolls two dice and consults the Jewel Table to learn its ability.

Both players learn the Jewel's effect simultaneously.

8.2 Effects of the Jewels. The various abilities a Jewel may have are listed below. A Jewel's effect takes place *immediately* when revealed. For instance, if the Jewel allows zombies an extra movement point, all that player's zombies gain that benefit in the same movement phase. Also, effects of Jewels are cumulative. In the above example, if the same player later secured another Jewel that gave the same movement bonus to friendly zombies, they would then have *two* extra movement points for the remainder of the game. Two "Necromancer attack strength halved" results would reduce the Necromancer to one-quarter strength, rounded up.

Possible effects a Jewel may have:

Free Conversion Attempts: The Jewel gives the player either one or two "free rolls" at no CP cost on the "x3" column of the Conversion Table. These attempts may be made during any subsequent friendly conversion phase(s), *in addition* to the ordinary conversion attempts a player makes during a conversion phase. (This is a *total* of one or two free rolls – *not* one or two per turn.)

Necromancer Increased Movement: The Necromancer is given one additional MP, so that he now has 3 MP per turn. This benefit is applied immediately, and is permanent.

Zombie Movement Bonus or Skeleton Combat Bonus: Zombies are allowed one extra MP (see Necromancer bonus, above), or each skeleton unit has one point added to its combat strength from the Conversion Track. This benefit is applied immediately, and holds for all that player's units throughout the game. Note that when skeletons gain a combat bonus, so does the Necromancer in indirect attacks, where he attacks as two of his skeletons, see Section 6.4.

Additional Wraith Movement Phase: All friendly wraith units gain an additional movement phase *after* the regular friendly combat phase. All wraith units not locked in enemy ZOCs may move one hex in any direction, obeying stacking and terrain restrictions. Zombies and skeletons remain stationary. A wraith adjacent to a cliff may not cross it in this phase (except downwards, to suicide). A wraith *may* enter a slope hex in this phase.

20 Conversion Points: The owning player adds 20 CP to his total. The Jewel has no other effect.

Necromancer Attack Strength Halved: Sometimes a Jewel will "backfire" on an unsuspecting wizard. When this result is

rolled, the Necromancer's attack strength is immediately cut in half so that he attacks directly as only *one* of his zombies (not two), and indirectly as only one skeleton unit. However, he still *defends* normally, with his troops' boulder-attack defense strength. Other units stacking in the Necromancer's hex still attack and defend normally. The Jewel's strength-reduction effect is permanent, even if the Jewel is abandoned.

8.3 Effects of Combat. Outside the Miasma, Jewels are not affected by combat. If the units bearing them are eliminated, the Jewel counter is left in the hex to be picked up by whichever unit reaches it first. (Exception: See Section 6.52.) Retreating units may carry the Jewel with them.

8.4 Number of Jewels per Game. No more than three Jewels are used in the suggested scenarios. After three Jewels have been found, no further search attempts are permitted; the remaining Miasma dissipates at the end of that turn and plays no role in the rest of the game.

9.0 SCENARIOS

9.1 Standard Scenario. New players should start with this scenario. Each player takes 50 units (17 zombies, 8 skeletons, and 25 wraiths), plus one Necromancer, who must begin the game at the marked location on the map (skull hex). The combat units are deployed secretly (use a screen) within a 3-hex radius of the owning Necromancer, obeying stacking restrictions. Each player also receives 150 Conversion Points (CPs) to be used as desired during the game. Toss a coin to see who moves first. The object of the scenario is to eliminate the enemy Necromancer.

9.2 Conversion Scenario. The "Red" Necromancer gets 27 zombies, 13 skeletons, and 40 wraiths. The "Black" Necromancer gets 7 zombies, 3 skeletons, 10 wraiths, and 400 CP. Black sets up anywhere on the large level-4 plateau. Red sets up anywhere as long as none of his units are within 13 hexes of any Black units. Place the Miasma in the central (3, 4) hex. Red moves first. The Red player may make no conversions during the scenario, but the Black player may make *three* conversion attempts every turn regardless of the number of units he controls. Exception: The Red player may make one or two conversions if he secures a Jewel which allows them. All other rules hold. Remember, enemy units stacking with or adjacent to an enemy Necromancer may *not* be converted; see Section 5.4. Object is as in the standard scenario.

10.0 OPTIONAL RULES

After becoming familiar with *Necromancer*, players may wish to “liven things up” by adding one or more of these rules to their scenarios. Counters are provided for all optional creatures and items.

10.1 Conversion Point Allowance. Each player starts with 50 CPs and gets 10 more CPs at the beginning of each friendly conversion phase, to be used or accumulated from turn to turn.

10.2 Miasma Movement. At the beginning of the game the Miasma is moved one hex in a direction determined by die roll. Roll one die and consult the compass directions in the NE corner of the map. Move all seven segments of the Miasma in the direction determined by the roll. The Miasma will continue to move in that direction, one hex per player-turn, until a Jewel of Power is found or it reaches a map-edge. When either or both of these events occur, roll one die for a new direction at the beginning of the next turn. The Miasma will never move off the map edge. It retains its “shape” as it moves.

Disregard terrain when moving the Miasma; being magical, it can move over a cliff easily. However, units searching *within* the Miasma must still observe terrain restrictions.

10.3 Miasma Teleport. When a Jewel is found, at the beginning of the next turn a die is rolled and the Miasma “teleports” to the area around the double-spiral symbol indicated by the die roll. If the roll indicates the same set of hexes that the Miasma currently occupies, it does not move.

10.4 Miasma Demon. One of the Miasma counters has a monster silhouette on the back. When this rule is employed, the Miasma counters are mixed and placed on the map with the spiral upward, so that the monster counter’s position is unknown. When units successfully search a Miasma hex (after rolling to see whether a Jewel has been found) the Miasma counter in the searched hex is turned over. If it is blank, nothing happens and the counter is removed after the usual Miasma conversion attempt. But if the monster silhouette appears, the wizards’ searches have unleashed the hideous “Miasma demon.” It has a constant combat strength of 30, and will *immediately* attack the units that disturbed it. (This attack is *not* made with the -1 Miasma modifier.) In the combat phase of every subsequent turn (of either player) it will move *onto* the hex occupied by the nearest unit(s) in the Miasma and attack it; if more than one stack is equally near, roll a



die to determine which is attacked. The demon attacks before players’ units can. If it eliminates the units carrying a Jewel, the Jewel is lost in the mist. The demon exerts no ZOC, but can magically teleport across gaps in the mist to attack units in any Miasma hex. It is an enemy to both players (and either player can attack it, by any method). It can be destroyed by combat (bad results of its own attacks, or attacks by units outside the Miasma), and vanishes when the Miasma does.

10.5 Extra Magic Items and Units. The opposing Necromancers might have had more time to prepare, allowing them to search for allies. They might also have owned magical items already. To use this option, allow each player to choose one (or more) items from the list below. Players should take the same number of items unless a handicap is deliberately being allowed. No player may pick more special units than there are counters available (i.e., no Necromancer may have more than four apprentices). If the *total* chosen by both players exceeds the available counters of some type, divide the available counters equally (but if one player chose fewer than half of the available counters, the other player gets the extras). Then the player(s) who did not get all their chosen units may choose again from the remaining counters only. (Example: If Red took all four apprentices as his first choices and Black took none, then Black could get no apprentices as second choices, because they were taken already.)

10.51 Extra Jewel. Select any one Jewel of Power from Section 8.2. It begins the game in the hands of the Necromancer, so it cannot be captured, and the Necromancer starts the game with the Jewel's ability.

10.52 Apprentice. The Necromancer has an apprentice to assist him. The Apprentice cannot convert units. However, neither can he *be* converted, and any unit stacked with him is immune to conversion (units directly adjacent to him may be converted). The Apprentice attacks directly with the strength of one zombie, and indirectly with the strength of one skeleton. He can carry a Jewel, but cannot determine what its power is. His MA and defense strength are the same as the Necromancer's. He has 3 search points.

10.53 Mercenaries. The Necromancer has two units of human mercenaries. Each mercenary unit has a strength of 8 and a boulder defense of 8; it may attack indirectly at a strength of 5, and may not be converted. It has a movement allowance of 4 and 2 search points. Mercenaries may not stack with any units except the Necromancer and his apprentice. They may carry (but not use) magical items.
















































































































10.54 Dragon. The Necromancer has made a pact with a small dragon, which will carry him and fight for him. The dragon counts as one unit for stacking; it attacks directly (only) with a strength of 20, and has a boulder defense of 10. It may cross cliff hexsides as though it were a wraith, and may carry the Necromancer or his apprentice (but not both) while doing so. It has a movement allowance of 5. It may not search for or carry a Jewel when it is by itself. It has a "conversion resistance" of 20. If "converted," it does not change sides; it flies away entirely. The dragon counts as *two* items from this list; it cannot be chosen if players agree to take one item each.

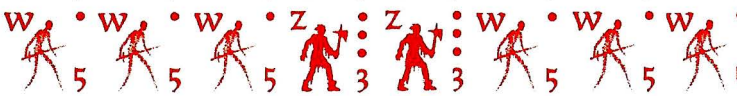
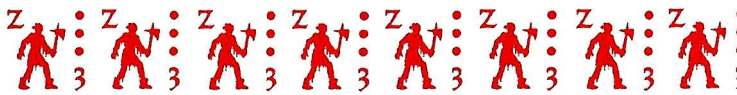
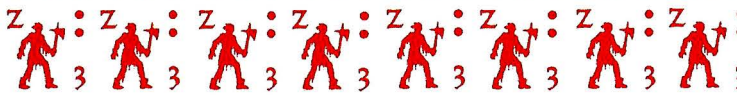
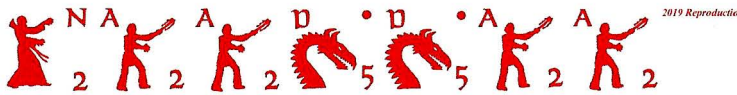
10.55 Ring of Flight. Lets Necromancer (or his apprentice, whoever is wearing it) cross cliff hexsides as though he were a wraith, *and* retreat across cliff hexsides (instead of being eliminated). If the apprentice is killed while wearing it, it may be captured by any unit that can carry a Jewel.

10.56 Crystal Ball. Carried by the Necromancer (no counter needed). It allows him to add 2 SP to *any* search his side makes, whether or not the Necromancer is there personally.

10.57 Magic Sword. Can be carried by either the Necromancer or his apprentice; can be captured if the apprentice is killed. Adds 6 to the direct-attack combat value of its user.

10.58 Magic Bow. As above, but adds 4 to both direct- and indirect-attack combat value of its user.

 N 2	 A 2	 A 2	 D 5	 D 5	 A 2	 A 2	
 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3
 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3
 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3	 Z 3
 W 5	 W 5	 W 5	 Z 3	 Z 3	 W 5	 W 5	 W 5
 W 5	 W 5	 W 5	 W 5	 W 5	 W 5	 W 5	 W 5
 W 5	 W 5	 W 5	 W 5	 W 5	 W 5	 W 5	 W 5
 W 5	 W 5	 W 5	 W 5	 W 5	 W 5	 W 5	 W 5
 S 4	 W 5	 W 5	 W 5	 W 5	 W 5	 W 5	 S 4
 S 4	 S 4	 S 4	 S 4	 S 4	 S 4	 S 4	 S 4
 S 4	 S 4	 S 4	 S 4	 S 4	 S 4	 S 4	 S 4
							
 RED	 GREEN					 BLUE	 AMBER
 M 4	 M 4	 M 4			 M 4	 M 4	 M 4



NECROMANCER

Charts and Tables



Combat Results Table

Die Roll	Odds					
	1-3	1-2	1-1	2-1	3-1	4-1
2	AR-2	AR-1	AR-1	NE	DR	DR
3	AR-2	AR	AR	DR	DR	DR-1
4	AR-1	AR	NE	DR	DR	DR-1
5	AR	NE	NE	DR	DR-1	DR-2
6	AR	NE	NE	DR	DR-1	DR-2
7	AR	NE	DR	DR-1	DR-2	DE
8	NE	NE	DR	DR-1	DR-2	DE
9	NE	DR	DR-1	DR-2	DE	DE
10	NE	DR	DR-1	DR-2	DE	DE
11	NE	DR-1	DR-1	DE	DE	DE
12	DR	DR-1	DR-2	DE	DE	DE

NE: No Effect.

AR: Attacker retreats.

DR: Defender retreats.

-1: 1 unit lost per hex by retreating side.

-2: 2 units lost per hex by retreating side.

AE: Attacker eliminated.

DE: Defender eliminated.

Worse than 1-3: Automatic AE.

5-1 or better: Automatic DE.

Jewel Table

Roll two dice:

- 2 Two free "x3" conversion attempts.
- 3 One free "x3" conversion attempt.
- 4 Necromancer +1 MP.
- 5 Skeleton units +1 combat strength.
- 6 20 CP.
- 7 20 CP.
- 8 20 CP.
- 9 Zombies +1 MP.
- 10 Wraith additional movement phase (one hex after combat).
- 11 One free "x3" conversion attempt.
- 12 Necromancer strength *halved*.

Search Table

Number of Miasma hexes left on map

▼	Number of search points per hex			
	1-3	4-6	7-9	10+
1	7	6	5	3
2	8	7	6	4
3	9	8	6	5
4	10	9	7	6
5	10	10	8	6
6	11	10	9	7
7	12	11	10	8

NECROMANCER

Charts and Tables

Fixed Unit Abilities

	<i>Search Movement</i>		<i>Combat Strengths:</i> <i>dir./indir./boulder def.</i>	<i>Die</i> <i>Roll</i>	<i>Conversion Odds</i>			
	<i>Points</i>	<i>Allowance</i>			<i>x1</i>	<i>x2</i>	<i>x3</i>	<i>x4</i>
Necromancer	6	2	*					
Zombie	1	3	*	1	—	—	—	C
Skeleton	2	4	*	2	—	—	C	C
Wraith	3	5	*					
Mercenary	2	4	8/5/8	3	—	—	C	C
Apprentice	3	2	*					
Dragon	0	5	20/0/10	4	—	C	C	C
Crystal ball	+2 to any search made by owning player		—	5	—	C	C	C
				6	C	C	C	E

*Variable; see Conversion Track

—: No effect. CPs are not expended.

C: Converted. CPs are expended.

E: Eliminated. CPs are expended.

Conversion Track (Variable Unit Abilities)

Total number of units controlled by Necromancer

1-16 17-25 26-34 35-44 45-54 55-60 61-65 66-70 71-76 77+

Unit strength and resistance	Z S W	12-10	11-9	10-9	10-8	8-8	7-7	6-6	5-5	4-5	3-4
		8-8	8-7	7-7	7-6	6-6	5-5	4-4	3-3	3-3	2-3
		5-4	4-3	3-3	3-3	3-2	2-2	2-2	2-1	2-1	1-1
Defense factor against boulder attacks*		12		11		10		9		8	
Conversion attempts allowed per turn		two		one						none	

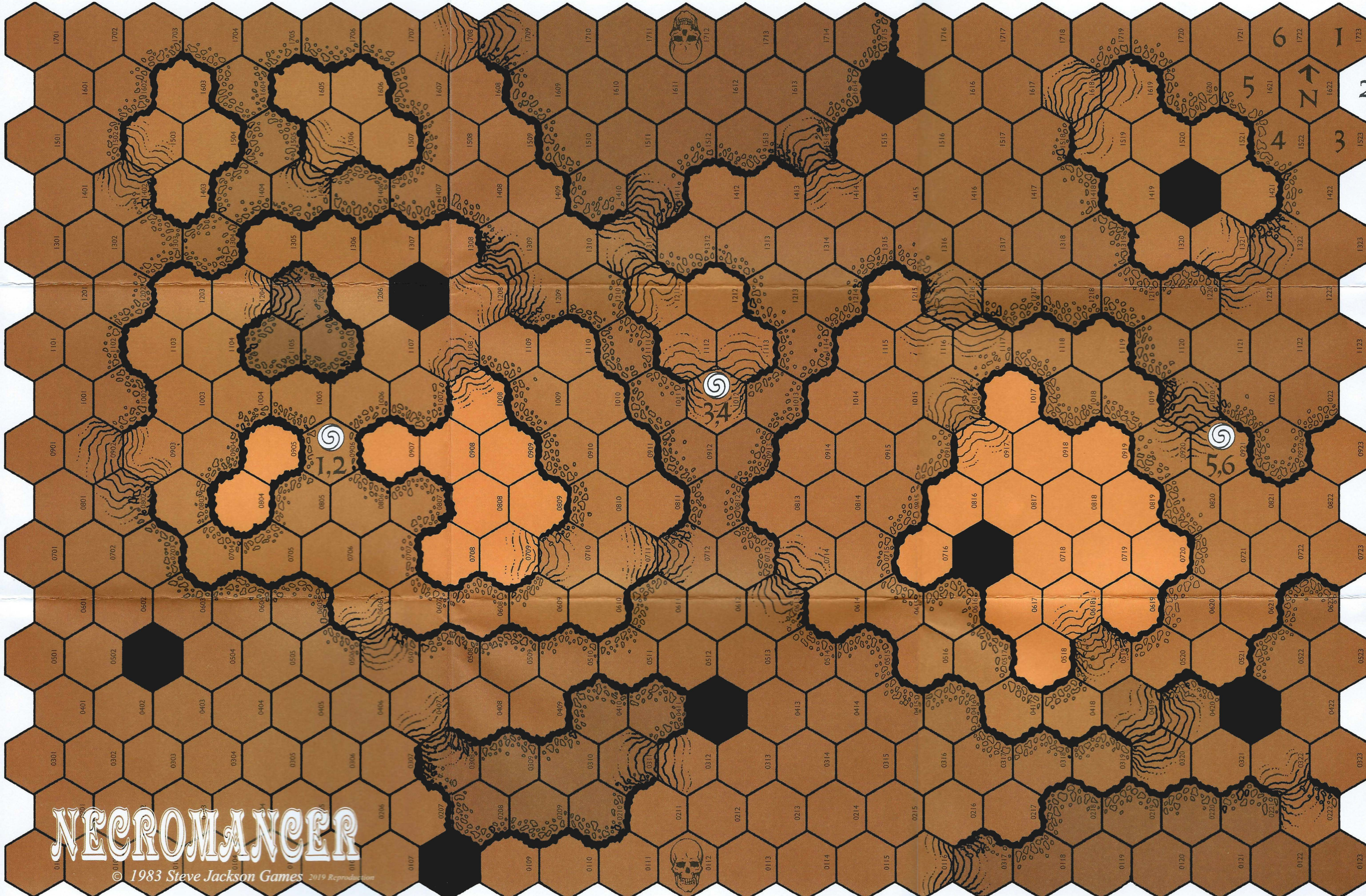
Z = Zombie unit
S = Skeleton unit
W = Wraith unit

*This number is also the Necromancer's defense strength against *all* attacks.

Note: Do not include Necromancers, apprentices, mercenaries, or dragons when counting units! Count zombies, wraiths, and skeletons only.

NECROMANCER

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6 1
5 2
4 3
N

THE ARMIES OF THE DEAD

The rocks of the valley were cruel, but the soldiers made no complaint. Indeed, few of them had voices with which to protest. The wizard's troops were beyond pain or fear of death. They were already dead.



NECROMANCER is a fantasy game for two players. Each player becomes a Necromancer – a powerful wizard controlling the forces of the undead. As their skeletons and zombies battle, the Necromancers use their powers to take control of enemy units! The goal: to find the mystic Jewels of Power – and destroy the enemy Necromancer.

A unique combat system varies the power of a player's troops according to the number of units he controls; the more undead you control, the weaker each unit is. All counters are back-printed, since any unit may change sides.

Game components include a colorful 11" x 17" game map; 112 two-sided counters; 24 pages of rules; a ziplock bag to store the counters in; and the plastic Pocket Box.

Game design by Allen Varney

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