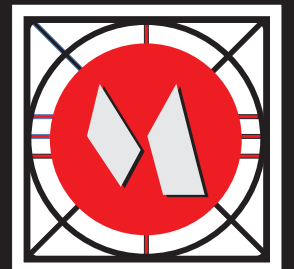


NECR MANCER

WAR IN THE WASTED WORLD



MADHOUSE



NECR **MANCER**

WAR IN THE WASTED WORLD

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Programming

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Rulebook

Steve Tierney

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Other Thanks

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**Original Design 1996 Revision 2006/7
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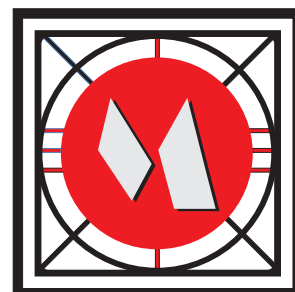
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MADHOUSE
Interactive Entertainment





House Rules

The following House Rules are official rules under which you are participating in the game. Your understanding of and acceptance of these rules are conditions of playing the game. Your continued play is only allowed under the conditions supplied herein.

Decision Policy

Madhouse decision in all game-related matters is final.

Procedure For Dropping Out / Closing A Position

If you wish to drop out you must inform Madhouse in writing by post, fax or email, remembering to quote your name, acct no., player no., game name and game no.. Failure to do so correctly or with all details intact may result in your **not** being dropped out and any resulting red account will be a legal and valid debt in your name which you will be expected to pay in full. If you decide to drop out and your account is in the red, you are required to clear your overdrawn account balance within 7 days. Since Madhouse have no wish to charge anybody for turns they do not wish to play we cannot stress strongly enough send us notification if you no longer wish to play so that we can correctly remove your position from the game!

Refund Policy

If you are playing a game and wish to drop out and receive a refund of credit a fee equal to the value of one current turn of your present position will be deducted from your refunded credit as a management charge. No refunds are available unless requested as stated in the 'procedure for dropping out' shown above. Payments sent in payment of any form of game special offer (including full-game payments) is not available for refund at any time, in whole or in part, under any circumstances whatsoever.

Deadlines Policy

Postal Mailed turns should be sent allowing plenty of time to reach us before the return date shown on your turn report. It is advised that where possible E-Mailed and Faxed

turns must be sent at least TWO DAYS BEFORE the due date. We do accept turns right up to the moment of the deadline (midday on the deadline day, GMT), but slow email delivery or other problems are very hard to do anything about at the last moment. To be safe... send early!

Lost and Missing Turns Policy

Madhouse take all possible precautions to be sure of reliability of post and email. However, we cannot be held responsible for any lost orders or missed turns resulting from postal or internet failure. Games will be run on time and if a turn is missing the position will still be run and updated with the usual fee charged. You will receive the turn update as usual. Orders sent late will not be used for the following turn.

Overdrawn Accounts Policy

Players must keep their accounts positive at all times. While Madhouse reserve the right to allow accounts to go into the red you should not count on or expect this. Madhouse may decide to drop your position if your account does not hold sufficient funds to process the turn. Any overdrawn balance is a legal debt you will be expected to settle and Madhouse reserve the right to take legal action to recover funds owed to us.

Player Diplomacy Policy

Players are encouraged to contact each other in the spirit of fun roleplay, friendly rivalry or good diplomacy. However, all contact between players should be in the spirit and good-nature of the game. Players acting irresponsibly or unpleasantly may be immediately removed from the game without refund. We would add that we have never had to do this and we very much hope we never will have to. Cheques and Postal Orders All cheques or postal orders should be made payable to 'Madhouse UK'.

Paypal / Credit & Debit Payments

Madhouse accept payment by credit or debit cards via the online PayPal system. If you wish to take advantage of this you will have to set up an account with PayPal themselves which can be done via www.paypal.com.

Turn Error Policy

If you think Madhouse have made a mistake with your turn... contact us and let us know! We'll try to put it right or compensate your position in some way if we believe it is our fault, or explain where you want wrong if we feel you are mistaken. However, Madhouse have a strict policy of *never* re-running a turn. Whatever had happened we would not ever do so at any time unless *all* players were affected by the problem.

Bug Policy

If you think you have found a bug in a Madhouse game please report it to us by email, or using the applicable Bug Reports page on our website for that game. Madhouse always repair bugs quickly and will compensate your position if possible or necessary. However, turns are never re-run to fix a bug as a matter of very strict policy, so please don't ask.

Madhouse Control Policy

Madhouse have the right to make amendments to your position at any time, should they deem it necessary. This includes changes in ANY GAME ELEMENT that the GMs consider important or necessary. While we try not to use these powers very often, you should understand that this is a condition of your participation in the game. Madhouse welcome player comments and contributions of all kinds. We're here to help you. If you have any queries of suggestions of any kind then drop us a line! We'll be looking forward to it!

Maximum Players Policy

There is no limit to how many positions a player can control in different games, but they cannot have more than one position in any one game.



Introduction

What Is It All About?

Necromancer Is a computer-moderated turn-based play-by-email game (PBEM). There are 10 players in each game, each controlling an Evil Necromancer and his forces, intent on ruling what is left of a ravaged world.

Players submit their orders each turn. On the due date, all players orders that have been received are processed simultaneously and the results, in the form of a Turn Report, are emailed back to the players.

The Rulebook

This rulebook contains all you need to know (or all we want you to know) to play the game. Any other information must be discovered through exploration and play.

Starting Positions

Each players of Necromancer Begins with a single Necropolis and a number of undead forces. The Necropoliis are spread more or less evenly over a randomly generated wrap-around map.

War In The Wasted World

Necromancer is a game of dark fantasy war, based in the corrupted dead setting of the Wasted World. Each player takes control of a single Necromancer, whose aim is to be the last sentient being by annihilating all the others.

Necromancers are no longer alive themselves, but are simply spirits whose souls and sentience now reside in thought alone. The Necromancers were

once human, but have given themselves over to this strange state of Unbeing in order to further their lust for power.

Object Of The Game

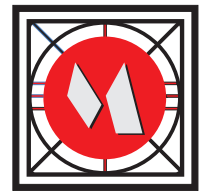
In Necromancer your aims are simple. Take control of enough of the world, or enough Necropoli, to be considered the most powerful and be able to snuff out the others at will. Their is a third victory condition based on gaining five pieces of the fabled Book of the Dead... your first turn (and subsequent turns) will detail victory conditions exactly.

Players control huge armies of lesser undead, consisting of Zombies and Skeletons, to march over the land and grab territory for their master. These troops are led by powerful Vampire leaders. Undead are summoned for their master by the use of a special creature called a Reaper, whose power is to draw from the Nexus of Entropy on behalf of the Necromancer. Reapers are vital to a Necromancer as they are his key to gaining new legions of death each turn, but they are not the only way. New Legions are also summoned through the dark power of a Necropolis. Should a Necromancer ever lose all his summoning engines, both Reaper and Necropolis, he will have no easy way to regain lost troops.

Icons, Special Creatures and Artifacts

It is also possible for Reapers and Necropolis to summon things other than lesser undead if the dark forces are favourable. 'Icons' is the name for generic 'other things', which include literally hundreds of Special Undead creatures, each with their own powers and abilities, Strange Evil Artifacts, Tablets of Lost Knowledge, Familiars and all manner of other oddities a Necromancer can use in his battle for ultimate darkness.

By using a combination of Strategic Skill, Magical Reconnaissance, Spell Summoning, Research and Dark Diplomacy each Necromancer struggles against the others for victory.



What Has Gone Before

Brief History Of The Wasted World

The Wasted World was once a beautiful place. But its glory was shattered all too often by bloody and cruel wars for land and resources. Eventually, a good and mighty king of one of the larger empires, while on his death bed following a particularly bad battle, found what he thought was a solution.

The Guild Of Necromancers had long been banned by Royal Decree from practicing their dark and evil Magicks due to the dangerous nature of such things.

The Good King, whose brain was fuddled by a magical potion and the pain of death close at hand, recalled the Decree and allowed the Necromancers open practice of their art. He had been persuaded, albeit magically, that the lands could be rebuilt if the dead were used as cheap labour. That armies of shambling corpses would swell the ranks of the militia so greatly that nobody would dare to attack. In short, the King had been sold the line that Necromancy would cure all his problems.

And so it began. The End of the World. Necromancers, whose minds were corrupt through dealings with parasitic forces of Entropy, dragged more and more dead back into the world. As their power increased, so did their political positions. Other nations sought their own Necromancers to counter the threat. Wars were fought again, but fewer and fewer live combatants took part.

With each body raised, it seemed, there was one fewer birth. As if some dark counterbalance had begun. Real people dwindled as the streets became packed with the living dead.

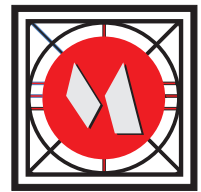
At the last, the humans fought back. A final uprising by them against the Necromancers almost succeeded, but was finally crushed. When they had destroyed the rebellion and all remaining life except themselves, the Necromancers held a dark council. Their weakness had been their own mortality, and it had almost lost them all they had gained.

The Necromancers agreed to throw away their mortal forms and become entities of Soul, existing in a twilight life of intellect and power,... but little else. In time, they grew bored. Everything had been done. And in boredom, the taint of madness, as each Necromancer began to look upon the others as a threat.

Predictably, war has erupted for one final time. It is the End of the World. In the tragic shadowed land that remains, the ten greatest Necromancers of all time, now little more than mental entities, gather up their might for the Final Battle. The War to decide who will be the Ruler of the Wasted World.

You are one of those Necromancers. Dark wishes to you!





Combat

Forces & Combat

Since Necromancer is primarily a Fantasy Wargame, forces and combat are probably the most important aspect of these rules. Each player has movable forces on the battlefield which they shift around the map attempting to capture more terrain, while crushing the enemies.

There are four types of 'normal' forces in the game. Zombies, Skeletons, Vampires and Reapers. They are moved from place to place with the MOVE order. When a force comes into a new territory that is owned by another player they will automatically fight whatever is there... to the death. Undead do not retreat. They simply attack any enemy they meet and keep pounding away until either they, or their opponents, are destroyed. It is therefore important to be careful when you move them.

Zombies

These shambling, rotting corpses are the drudge fighters of an undead battlefield. Mindless and stupid when on their own, they can nonetheless be martialled into an impressive unit when combined with more intelligent undead. Zombies attack with ragged teeth and sharp clawing hands. They are the least effective normal combat force, but the most numerous and easy to Summon.

Skeletons

Superior to Zombies, Skeletons are not as mindless as they seem. Animated piles of human bones, Skeletons fight with some modicum of skill, but it takes more Entropic energy to keep them together, and so they are summoned in smaller groups.

Vampires

These dark figures of legend are powerful and dangerous in the extreme. Malevolently intelligent, they make excellent tacticians and when attached to a force of lesser undead they are impressive Captains. Vampires are difficult to Summon and a Necromancer who adds one to his 'collection' finds ready cause to celebrate.

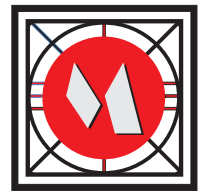
Reapers

The weakest and yet most valuable of all the standard forces. Reapers are rare indeed to Summon, for it is through them that further summoning can take place. Each day, a Reaper automatically harvests the land for Icons and Undead Forces that its master can use, dragging them from the Entropic Nexus into the Wasted World to aid its master.

Combat

Exact combat bonuses and skills are not given with this game. There is a detailed and intricate combat system... but it's up to the individual Necromancer to explore his creatures abilities and learn how best to use them.





Intelligence

Intelligence & Information

There are very few things as important as good information. Because success in the game of Necromancer is based on a combination of clever strategy, luck and, most importantly, knowing what is going on around you, there are quite a few different ways of getting information.

The large selection of orders featuring intelligence of one type or another show just how important this is. You'll never have enough orders/time to find out everything you need to know, but that's what allies are for.

Allied Necromancers

There is no official alliance system in the Wasted World. Undead are just too evil and unpleasant to be commanded into such confusing pacts. Instead, should two Necromancers come to some sort of agreement, they need to communicate with each other and arrange movement to be sure of no conflict. But why would a Necromancer need an ally? The answer is simple. Information. There are other reasons, such as joint mental assaults on a Necropolis, trading and giving of forces and Icons, or two-sided attack on a third party... but the trading of information is the most important reason of all.

The more you know about the other Necromancers, the more valuable you are. Several Necromancers working together with Information Orders can get a *lot* of information, which can be passed out-of-game and saves using up *too many* of your valuable order slots on such things.

Communication

All players are given a list of the active Necromancers in their game with their first game turn. This includes telephone numbers where players have given permission for these to be released.

You can contact another player either directly, or send 'Internal Mail' on a small slip of paper with your turn. We will pass it on to the player with *their* turn. There is *not*, however, any way to send message to ALL players in game other than by writing several different little notes.





Icons

Icons

Aside from the basic troops we have discussed, a Necromancer has the power to gain the use of some far more powerful things. Including creatures, artifacts, familiars, special effects and suchlike. These are collectively called 'Icons'. Although they may have different purposes and game effects, Icons share enough similar properties that we can group them together in this way.

Icons are brought into play by Summoning, exactly as normal forces are, normally by a Necropolis, or by the power of one of your Reapers. If you summon an Icon instead of forces, you are given a brief description of the Icon and what its game effects will be. Necropolis' have about a 50% chance of summoning an Icon, while Reapers are less likely to do so.

An Icon does not come into play immediately. It stays on your turnsheet until you choose to use it. When you want to activate the Icon you use the PLACE order and put it in a location. You need to be careful when doing this, because Icons always work *for* the owner of the province you place them in. For example, you may summon a Zombie Master which boosts Zombies attacks.

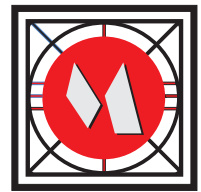


If you place that in the enemies province and attack it, assuming your attacking Zombies will get a bonus you would be wrong. It is the enemy who would get the bonus, and thank you for giving him the Zombie Master in his territory.

Some Icons are moveable, and can be shifted with forces, others are not. Some last forever, some just a single turn to have their effect, some for a few turns. Some are good, some bad. You will be told an Icons powers when you summon it.

Some Icons only appear at certain times, or in certain places, or for people with certain levels of power. There are literally hundreds of different ones, so you'll have to explore the game to find out more...

The presence of Icons in the game, or about to be played, is often vital to results of Combat and suchlike... so watch out and use your Info orders to discover what's what.



Terrain

Terrain Effects

The Wasted World didn't get its name without reason. There are no sun-drenched beaches or picturesque meadows here. Just dark rotting forests, stagnant pools, miles of wasteland... nothing pleasant.

The map of the Wasted World is a wraparound (meaning if you go off one side you come on the other) oblong grid. Each square on the grid is called a Sector. Terrain is important in Necromancer for several reasons.

The more you grab, the farther you can see, because your map shows all terrain captured, plus a sector further around that, including if enemy forces are present in that 'visible' land

Another reason why terrain is important is that it affects combat and summoning.

Some creatures fight better in certain terrain (although the exact nature is left for you to explore and discover). Also, Summoning is greatly affected by terrain.

When a Reaper tries to summon, some terrain will give a better chance of the rarer Icons than others. It's a matter of 'try it and see'.

There are certain unusual types of terrain. One is a Necropolis, which is highly important and discussed on the next page. Another is water, which could be either a 'Stagnant Pool' or 'Cursed Lake'. Normal forces can travel through water, but some Icons die when entering a water hex, so be careful!

Graveyards are important because they are a good place for Summoning and even do some Summoning themselves when you control them (a small amount of minor undead rise automatically each turn in every graveyard you control.) These are left-overs from the days when the world was alive, and this is where most casualties of the Final War were laid to rest, sadly (for them)... not forever.

Finally, Hallowed Ground is a rare terrain type. This is the resting place of great heroes, whose bodies are protected by holy wards from long ago, that even now retain real power. Many Icons and even, sometimes, normal forces, die in Hallowed Ground. It is poison to many undead... but if you can keep a Reaper there to Summon those heroes back... legend says they would be powerful minions indeed. But is it worth the risk?

The Map Key



Wasteland



Cursed Land



Dark Forest



Stagnant Pool



Graveyard



Hallowed Ground



Dead Lake



Necropolis



Small Force



Large Force



Small Enemy Force



Large Enemy Force



The Necropolis

The Necropolis

Necropolii are vital to a Necromancer. These huge sprawling dark edifices are ancient and powerful structures built from mortar, blood and bone. There, the dark masters can brood and seethe malevolently. It is possible to capture more Necropolii as the game progresses, which is a very good idea.

Each Necropolis has its own Summoning power and will automatically trigger every turn (as a Reaper does) to bring more undead power into its owner's rotting grasp.

A Necropolis can summon either normal forces or Icons. In fact, where Reapers summon Icons infrequently, the Necropolis has a very good chance of doing so.

Each Necropolis has three important statistics whose current state is shown on your turnsheets. Structure, Entropy and Warding. Structure represents how damaged a Necropolis is. When the structure value, which starts at 100% (it's maximum), falls to Zero, the Necropolis crumbles and is lost forever.

Entropy represents how dark and evil the Necropolis is, or how much power it is holding for its Master. The higher the rating, the more feared will be the Icons it can produce.

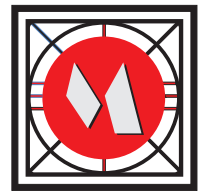
Finally, Warding represents the amount of magical protection that hangs about the Necropolis. The higher the warding, the more resistant the Necropolis will be to direct damage such as that which can be vented upon it by an enemy Necropolis or Special Icons.

All Necropolis stats can be affect in-game by things like an Icon's powers, or a Sacrifice. You'll find out more as you play... and by reading the information on Sacrifices in this rulebook.

Some Icons cannot be cast at a Necropolis, while others can *only* be cast there. Losing your last Necropolis isn't a very good idea, but it is still possible to recover by retaking it, or another.

There will be some neutral Necropolis' scattered around the Wasted World, left over from fallen Necromancers of times past, and these are a valuable find... but be careful, they may be guarded by ancient guardians or dangerous forces!





The Orders Chart

MOVE FORCES 'M' Order
M (Start Sector) (Zom's) (Skel's) (Vamp's) (Reap's) (Directions) (Icon)
(Moves forces and Icons around.)

SCAN AREA 'S' Order
S (Target Sector)
(Gives basic info about nine sector area.)

REVEAL ICON'S 'R' Order
R (Target Player)
(Reveals Icons ready to play.)

DESTROY NECROPOLIS 'D' Order
D (Target Necropolis Sector)
(Damages Necropolis.)

BUILD NECROPOLIS 'B' Order
B (Target Necropolis Sector)
(Builds Necropolis.)

ANALYSE NECROPOLIS 'A' Order
A (Target Necropolis Sector)
(Current State of Necropolis.)

FLUX-TELEPORT ICON 'F' Order
F (Starting Sector) (New Destination Sector)
(Teleports fluxable creature.)

EXAMINE SECTOR 'E' Order
E (Target Sector)
(Current details of single sector.)

IDENTIFY CASTER 'I' Order
I (Target Sector)
(Tells caster of Icon.)

TRANSFER FORCES 'T' Order
T (Target Sector) (Zomb's) (Skel's) (Vamp's) (Reap's) (Direction Codes)
(Move troops and transfer ownership)

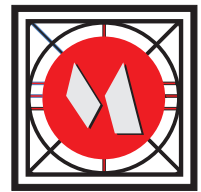
GIVE ICON 'G' Order
G (Icon Number) (Target Player)
(Gives Icon on turnsheet to target player)

PLACE ICON 'P' Order
P (Icon Number) (Target Sector)

SACRIFICE (all in) SECTOR 'X' Order
X (Target Sector) (Necropolis Location)

VIEW (Creature Summoning Info.) 'V' Order
V (Target Sector or Creature Slot)

LESSER FORCES Summoning 'L' Order
L (Target Necropolis Sector) (ID Code)



The MOVE FORCES Order

M (Start Sector) (Zom's) (Skel's) (Vamp's) (Reap's) (Directions) (Icon)

The Move Order is one of the most important and likely most-used of all orders in Necromancer. Its purpose is to move forces about the game map. By 'forces' we mean Zombies, Skeletons, Vampires and Reapers. The order can also move Icons, *if* they have the MOVE power (only a few do).

When writing the order you use the format shown above. 'Start Sector' is the location that the forces are in at the start of the turn. the following four fields are for you to specify how many of each type of undead you wish to be a part of the 'move'. You obviously cannot put in more of a type than you have in the Sector, so if you have 10 Zombies there then you can move any amount up to 10 from that Sector.

ALL normal forces can move

up to TWO SECTORS in one turn. Try to move more than that, even with different orders, and the order will fail. (Undead don't move very quickly.)

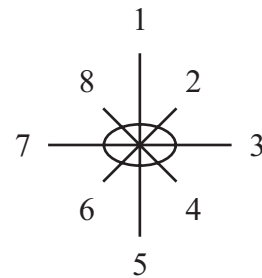
To specify where your force is moving you enter Direction Codes in the next field (after Reapers). Direction codes are the numbers 1 to 8, marking directions around a compas-like star. (See Fig.1) North=1, NE=2, East=3, SE=4, South=5, SW=6, West=7, NW=8.

Finally, some Icons have the 'MOVE' power. They'll tell you this when you Summon them, if they have it. If so... you can move them with the move order as well, simply by putting a '1' in the Icon (last) field of the Move Order. This will move whatever Icon is currently in that Sector, if the move is legal. Icons can only

move into a Sector you controlled at the *beginning of the turn*.

Leaving all the 'Force' Fields Blank will move *all* forces in the Hex, but not any Icon. This is just a shortcut for moving all forces.

Fig.1 Movement Directions



Examples

<u>Orders</u>	<u>Start Sector</u>	<u>Zombies</u>	<u>Skeletons</u>	<u>Vampires</u>	<u>Reapers</u>	<u>Direction Codes</u>	<u>Icon</u>
M	206	75	25			16	

This example would move forces from Sector 206. It would take 75 Zombies and 25 Skeletons from however many were there and move them North, then South-West.

M	1312		1			3	
----------	-------------	--	----------	--	--	----------	--

This example would move forces from Sector 1312. It would take a single skeleton from however many were there and move it one sector East.

M	111	10	20	1	2	88	1
----------	------------	-----------	-----------	----------	----------	-----------	----------

This example would move forces from Sector 111. It would take 10 Zombies, 20 Skeletons, 1 Vampire and 2 Reapers from however many were there and move them North-West 2 sectors. The Icon in that sector, if it is moveable, will also move.



The SCAN Order & The EXAMINE Order

S (Target Sector)

E (Target Sector)

The SCAN Order

The Scan and Examine orders serve a similar purpose but on different levels. They are both for information gathering.

A successful Necromancer is not going to be one who moves blindly into new terrain without first checking what they might run into. On turn 1 this is not so important because you won't have run into other Necromancers yet. But as early as Turn 2 you might be risking contact with another Necromancer's forces on the battlefield of the Wasted World.

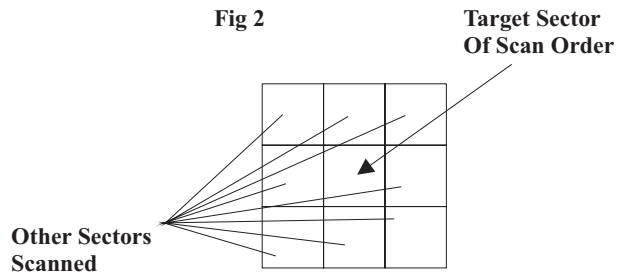
You are probably going to use the Scan order every turn, to check just in front of where your Forces will be arriving. Using this order, the Necromancer taps into his conduit to the Entropic Nexus in order to 'read' the energy fields in the area. the upshot of

this is that the Necromancer gets a reading of the Sector he has targeted the order at, plus the eight Sectors immediately surrounding it... forming a 3x3 block of which the Target Sector is the center. (See fig.2). The Scan order gives a breakdown of how many Zombies, Skeletons and Vampires there are in each of the nine sectors covered by the order. Cross-referencing this information with the map will show you who owns that Sector... very valuable information for your war plans!

The EXAMINE Order

The Examine Order essentially does the same thing, but it gives more information over a smaller area. This order hits *only* the target Sector, but gives the additional information of terrain type, how many Reapers present and what Icon (if any) is present. This order is useful in many ways... primarily for searching for Necropolis to take, but also for checking what Icons may be a danger to you in certain Sectors (and where enemy Reapers are... great fun to kill *those*.

Fig 2



Examples

<u>Orders</u>	<u>Start Sector</u>	<u>Zombies</u>	<u>Skeletons</u>	<u>Vampires</u>	<u>Reapers</u>	<u>Direction Codes</u>	<u>Icon</u>
---------------	---------------------	----------------	------------------	-----------------	----------------	------------------------	-------------

S	206	_____	_____	_____	_____	_____	_____
----------	------------	-------	-------	-------	-------	-------	-------

This would Scan sector 206, giving info on how many Zombies, Skeletons and Vampires are present in it and its surrounding 8 sectors.

E	1312	_____	_____	_____	_____	_____	_____
----------	-------------	-------	-------	-------	-------	-------	-------

This would Examine Sector 1312 giving info on how many Zombies, Skeletons, Vampires, Reapers and also which Icons are present in the target sector only.

S	111	_____	_____	_____	_____	_____	_____
----------	------------	-------	-------	-------	-------	-------	-------

Once again a Scan Order, giving info on Zombies, Skeletons and Vampires in a 3x3 sector block centered on Sector 111.



The **NECROPOLIS** Orders

D (Target Necropolis Sector)

There are three Necropolis Orders that fulfill completely different functions. Bearing in mind that Necropolis' are quite vital for the production of powerful Icons and also troops, these are important orders.

Destroy Necropolis

'Destroy Necropolis' lets you target a Sector with a Necropolis in it. This concentrates your Entropic Energy, letting you deal a psychic blow to the structure of the Necropolis. Since each Necropolis is part of the Entropic Nexus, a gateway if you like, then this can be a powerful attack. Necropolis' take a small amount of Structural damage from every one of these attacks, and there is no limit to how many you can do each turn (other than your 15 order limit.) This means that even a weak Necromancer on the battlefield can be a danger

B (Target Necropolis Sector)

with the 'D' order... and several working together can be fatal! Warding on a Necropolis has a chance of stopping 'D' attacks.

Build Necropolis

'Build Necropolis' is the opposite of the Destroy order. This lets you repair a Necropolis in the Target Sector, wrapping the structure in the cold heat of your power. Healing is not natural for a Necromancer, but with such a wonderful majestic thing as a Necropolis the dark forces make an exception to the rule. The Necropolis does not need to be your own. You can repair any Necropolis, which means you can help another Necromancer if such is your wish. The Build order does **more** repairing than the Damage order does Damaging, but happens **later** in the turn sequence... which means that if enough Damage is done in a turn to Destroy a

A (Target Necropolis Sector)

Necropolis utterly the Build orders will fail because the Necropolis will already be in ruins.

Analyse Necropolis

Analyse Necropolis order lets you target a Necropolis Sector and then tells you the current complete stats of the Necropolis there, Structure, Entropy and Warding. This order will not always work... it depends on the whim of the Entropic Nexus... and such chaos is never a reliable thing.

Examples

<u>Orders</u>	<u>Start Sector</u>	<u>Zombies</u>	<u>Skeletons</u>	<u>Vampires</u>	<u>Reapers</u>	<u>Direction Codes</u>	<u>Icon</u>
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D **206** _____

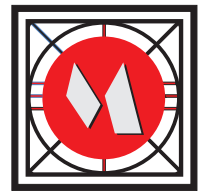
This would send your dark power at sector 206, doing some damage to the Necropolis there, if there is one.

B **1312** _____

This order would rebuild the Necropolis at Sector 1312 a small degree, if there is one.
A Necropolis at 0% cannot be rebuilt, while one at 100% cannot be rebuilt further.

A **111** _____

Current Entropy, Structure and Warding levels of any Necropolis at Sector 111 will be reported when this order is used.



Other Orders

Reveal Icons

This order is targeted at a player no. (1-10). It will give you a breakdown of what Icons that player has 'in their hand'.. ie. ready to play, but not yet in play. There is a chance of this order failing based on various factors.

R (Target Player No.)	R	7							
	Orders	Sector	Zombies	Skeletons	Vampires	Reapers	Dir. Codes	Icon	

This would give you a list of the Icons Player 7 had ready to play... if it worked!

Flux - Teleport Icon

This order is used for certain special Icons which have the 'Fluxing' power. This essentially means they can teleport (flux) from one place to another. This is a rare power indeed. The result is as if you took back and then recast the Icon. Starting Sector is its current position, Finishing Sector is where you want to flux it to.

F (Start Sector) (Finish Sector)	F	1003	111						
	Orders	Sector	Zombies	Skeletons	Vampires	Reapers	Dir. Codes	Icon	

This would teleport (flux) the Icon from Sector 1003 to Sector 111.

Identify Caster

This order tells you which player originally cast the Icon currently in the Target Sector. very useful to find out who put an annoying Icon on you, if you aren't sure! This order has a chance of failing based on various factors.

I (Target Sector)	I	618							
	Orders	Sector	Zombies	Skeletons	Vampires	Reapers	Dir. Codes	Icon	

This would Identify the original caster of an Icon in Sector 618.

Transfer Forces

This order works just like the Move Order (without the ability to Move Icons) and does the same thing. The only difference is that when the forces move, if they enter an enemy territory they give themselves over to the enemy to control. It is essentially an order to allow the transfer of forces to another Necromancer as part of an alliance pact... but only allows transfer to nearby areas.

T (Target Sector) (Zombies) (Skeletons) (Vampires) (Reapers)(Direction Codes)	T	112	200	84	5		11		
	Orders	Sector	Zombies	Skeletons	Vampires	Reapers	Dir. Codes	Icon	

This would move a force of 200 Zombs, 84 Skels and 5 vamps from Sector 112 two Sectors to the North. If at any time along the way the force met an enemy Necromancer's force they would join it, becoming the property of that Necromancer. Icons cannot be transferred in this way. If all 'force' fields are left blank then the ENTIRE force in the area will be moved and transferred.

Sacrifice All In Sector

The sacrifice order 'X', lets you sacrifice the entire contents of a Sector to the Dark Powers of Entropy. You set a target Necropolis Sector, and maybe the gods will grant you a boon for your Sacrifice, which will appear in that Necropolis. The boon will only happen if the Sacrificed Sector had a certain combination of creatures there. These combinations are well-kept secrets of the game. You will discover the combinations through playing the game.

X (Target Sector) (Necropolis Sector to receive benefits)	X	914	111						
	Orders	Sector	Boon	Skeletons	Vampires	Reapers	Dir. Codes	Icon	

This will Sacrifice Sector 914 (you lose *all* forces there... be careful! If there is any boon granted it will be placed in the Necropolis in Sector 111. If that is a non-Necropolis Sector you will get nothing... but still lose the forces!



The ICON Orders

G (Icon Number) (Target Player)

The GIVE ICON Order

The GIVE ICON order is used to transfer ownership of an Icon to another player. It can only be used to transfer an Icon that is 'in your hand', *not* one that is already in play. There is no way to transfer an Icon that is already in play to another owner. It belongs to the person whose territory it is in, and there it stays! The order can be used to trade Icons with another Necromancer, which is useful in many circumstances.

P (Icon Number) (Target Sector)

The PLACE ICON Order

Another important order, is used to put an Icon from your 'hand', which means your turnsheet, into play on the map of the Wasted World. When placing an Icon there are a few important things to note... First of all, you can *ONLY* place an Icon in an area where there is no Icon already. The only exception to this rule is an Icon Destroyer, which is a special Icon who has the power to destroy other Icons. These can be placed onto terrain with a pre-existing Icon and they will destroy it and take that Icon's place.

Some Icons *sole function* is to kill another Icon and then disappear. (For example, a Dark Angel.) If this is the case then the Icon will appear, destroy the existing Icon, then disappear by the end of the turn. Such '1 turn' Icons are called 'Instant Icons.' You *cannot* place an Icon in a Neutral Sector, *somebody* has to own it!

Placement Limitations

Many icons are limited as to where they can be placed. You will be informed on any limitations upon summoning.

Icon Details

Details of Icon strengths and Weaknesses are given when an Icon is first Summoned. The only way to get this information again is with a 'V' order... so take notes!

Examples

<u>Orders</u>	<u>Start Sector</u>	<u>Zombies</u>	<u>Skeletons</u>	<u>Vampires</u>	<u>Reapers</u>	<u>Direction Codes</u>	<u>Icon</u>
G	1	4					

This would give your Icon number 1 to Player 5.

The Icon Number is shown in your turnsheet in the "Icons In Your Hand" section, *not* during summoning.

P	4	1006					
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This example would attempt to place icon no.4 (from your Icon bank) at location 1006.



Special Orders

View Icon

The 'View Icon Summoning Info' order's sole purpose is to let you see the information that an Icon would have showed when it was summoned again at a later date. It is if another Necromancer uses the 'G' order to give you an Icon whose purpose is not clear. This order can have one of two targets. You can either target it at an Icon 'in your hand', in which case the target no. is the creatures Slot No. as shown on your turnsheet in the 'Icons at the ready' section (this method is somewhat obsolete in the new version of Necromancer, which prints this information on your turn report). Or, you can cast it at a map sector, in which case the target no. is the Sector's location. In this latter use, the order will give you the summoning info of whatever Icon is in that Sector, but you can only use this on sectors *you* control.

V (Target Sector / Creature Slot)	<u>V</u> Orders	<u>1</u> Sector	<u> </u> Zombies	<u> </u> Skeletons	<u> </u> Vampires	<u> </u> Reapers	<u> </u> Dir. Codes	<u> </u> Icon
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This would print the summoning info for creature in Slot No. 1 on your turnsheet's 'Icons at the Ready' section.

V (Target Sector / Creature Slot)	<u>V</u> Orders	<u>912</u> Sector	<u> </u> Zombies	<u> </u> Skeletons	<u> </u> Vampires	<u> </u> Reapers	<u> </u> Dir. Codes	<u> </u> Icon
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This would print the summoning info for the creature in Sector 912 as long as you own that sector.

Lesser Forces Summoning

This is a bit more unusual. The purpose of this order is to allow a Necromancer to concentrate his Summoning focus and 'force' the Summoning of lesser forces instead of Icons. This order is for Necropolis', not Reapers. Its purpose is as an emergency measure... if an enemy were poised to take your Necropolis, the last thing you might want would be for the whimsical forces of Entropy to give you an Icon there. With this order you remove the possibility of an Icon being summoned by a Necropolis... but at a cost. Instead, you can command that a Necropolis summons Zombies, Skeletons or Vampires. However, the summoning will be for considerably lower quantities than would occur if the summoning was natural, reflecting how the forces of Entropy do not like being told what to do by mortals... no matter how powerful they may be in the Wasted World! When targeting this order you first put the location of the Necropolis to be 'forced'. Then you put an ID code of what you would like to summon.

Codes:-

L (Target Sector) (ID Code)	<u>L</u> Orders	<u>1218</u> Sector	<u>2</u> Zombies	<u> </u> Skeletons	<u> </u> Vampires	<u> </u> Reapers	<u> </u> Dir. Codes	<u> </u> Icon
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This would force the Necropolis in Sector 1218 to summon Skeletons. The normal amount of Skeletons that the Summoning would produce would be halved.



More About Icons & The Map

Icon Clarifications

Icons are used in many different ways, but one way they are **not** used is to add value to an **attacking** force. Very few Icons can move, and for those that **can** you should note the following...

AN ICON CANNOT MOVE INTO TERRAIN NOT OWNED BY ITS CONTROLLING PLAYER AT THE START OF THE TURN!!

What does this mean?

Essentially, if you have an Icon which boosts Zombies fighting ability (for instance Zombie Riders) they are really only used in defence. You can put them into your own territory, and if an enemy is unlucky enough to move into there, all your defending Zombies will fight better for the Icon's presence. But, even though the Zombie Riders have the MOVE ability, they **cannot** move with an attacking force into enemy terrain. If you try to do this, the Icon will stay behind when the force moves. The purpose of the Icons **move** ability is to allow you to shift it around your own territory to where it may be more useful. You should also note that an Icon cannot move into territory where another Icon already is.

Placing Icons On Enemies

If you place an Icon in a territory it then belongs to the owner of that territory. This is useful if you have an Icon which does **bad things**, since the enemy Necromancer will then be saddled with something he doesn't want. Be careful though... there are Icons that do

horrible things, but also have the 'Flux' Power. This would mean that the Icon you put on your enemy that wasn't very pleasant can be recast next turn...Maybe on YOU!

More About The Map

During the course of the game you are going to see a number of different things appear on the map. There is a key to help you understand what these things mean, but here are a few notes to help you in advance.

In the left hand corner of each Sector on your map, if you have forces present you will see a little skull. These are for quick reference. They let you spot where your major armies are rapidly. The skulls which are mainly white represent a force of fewer than 100 lesser undead. Black skulls represent larger 100+ forces.

You'll also see tiny skulls appear on the map in the **top center** of a Sector box. These represent places where Icons have been placed. All players get to see the locations of **any** Icons that **anybody** has placed on the map... but not what they are. To find out more you need to use your orders to investigate. This represents a Necromancers ability to sense the presence of powerful forces in the Wasted World.

Another thing that will be shown on your map is the presence of enemy forces, if they are within one square of a Sector you own. This is why the spreading of small units is useful... it lets you see more of what is going on around you. Once more, you'll

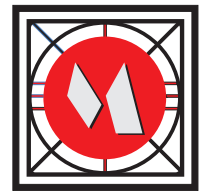
see a distinction between small (less than 100) and large (100+) enemy forces.

Turn 3 Visibility

On turn 3 of your game you'll suddenly see the map gets covered with little numbers in the right hand corners of each sector. This shows you which Necromancers own which sectors. It gives you no idea of how powerful they are... but simply how wide they have spread and in which directions. Again, this represents a Necromancers powerful mind searching the Wasted World. The reason these numbers only appear on turn three are to avoid giving away the exact locations of all Necropolii... an important game secret. Using this information will let you know who borders you, how the players are spread, and who might be potential allies and enemies.

Capturing terrain is easy! The last player to occupy a Sector is considered its owner, even if they no longer have forces there. However, if you try to take a Sector and are beaten by a current owner then the terrain remains theirs, of course.

The two pages of map you get with your turn represent **ALL** of the Wasted World. There is no more. That's it! And remember... the Wasted World is wraparound. Go off one side... come on the other. If you want a reason for this... blame it on the forces of Entropy. They can do **anything**....



Frequently Asked Questions

What is the range and limits on orders?

Answer: Unless the order description specifically states in its description (in this rulebook) otherwise... there are no limits! You can use the order as many times as you like (up to your 15 order limit) and target anywhere on the map with it.

Are there any limits on troops in a Sector?

Answer: No. You can build up as many as you want.

Is there any advantage to having multiple vampires with a troop?

Answer: Yes. The more Vampires, the better they manage an army and so the better chance each individual lesser minion has to hit. Also, Vampires are quite tough even on their own in combat. However, Vampires do tend to get targeted and killed in big battles. It's best to move them to where they'll be needed most, but not to rely on them too much.

How long do Icons last?

Answer: They vary. You'll be told upon summoning an Icon all how long it lasts. If it does *not* tell you, then it is likely to be permanent (unless destroyed by an outside source).

If I lose control of a Sector with an Icon in it... what happens to the Icon?

Answer: The new controller then owns the Icon and gains its benefits/curses.

How do I increase Necropolis Stats?

Answer: Changes in Necropolis status are affected by many different icons, by Sacrifices (see note 9) and by events in the game. You'll quickly discover more through play.

Is it worth randomly Sacrificing Sectors to see if anything happens?

Answer: NO! For a Sacrifice to work you must have *exactly* the right mixture of troops in the area. If even 1 Zombie is out on the correct formula nothing will happen and you'll have wasted the troops.

Is there a limit on Sacrifices?

Answer: No. Once you have one you can use it as often as you can set it up. Sacrifices are the same from game to game... so guard the information jealously. And don't forget to target a Sacrifice's result on a Necropolis... it won't work otherwise. The boon you are granted needs somewhere to go.

What are the initials (like SJT) that appear next to an Icon when it is summoned?

Answer: They are the initials of the Icons original creator. You can ignore this information as its only there for historical reasons.

How do the Victory Conditions work?

Answer: There are three different ways to win. A large portion of terrain, a lot of Necropolis', or five pieces of the Book of the Dead. (See your turnsheet for exact quantities.) If more than one player makes a victory condition on the same turn then the winner is decided by

priority. A complete Book of the Dead is the best victory, then Necropolis Control, then Terrain Control. If this *still* results in a draw the winner will be decided randomly by the computer (and the forces of Entropy of course!!)

What Is The Order Of Processing?

1. 'D' Destroy Order
2. 'M' Move Order & Combat where applicable
3. 'F' Flux Order
4. 'T' Transfer Troops Order
5. 'L' Order is taken into account
6. All Summoning Takes Place
7. Creatures die of Old Age where applicable
8. 'X' Sacrifice Order
9. 'P' Place Icon Order
10. Icon Effects: That Target Necropolis
11. Icon Effects: Gain Control of Terrain
12. Icon Effects: Instant Damage on Forces
13. Icon Effects: Alter Terrain
14. Icon Effects: Creatures die due to fatal terrain
15. Creatures die if their duration is up
16. 'B' Build Necropolis Order
17. Victory Conditions are Checked
18. 'G' Give Icons Order
19. 'S' Scan Area Order
20. 'A' Analyse Order
21. 'E' Examine Order
22. 'I' Identify Creature Order
23. 'V' View Order
24. 'R' Reveal Order

NECROMANCER

WAR IN THE WASTED WORLD

DISCLAIMER

All readers and players please note... Necromancer is a game. Nothing more. The fact that we are running a game about Zombies and Skeletons does not imply a belief or practice in the Occult, or any dark and mysterious background on our part. If the idea of Necromancer or any aspect of it offends you, don't play! It's as easy as that!

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