

**GET SOME! Fantasy Warfare** is about getting your models out and playing an enjoyable wargame for a couple of hours with your buddies. It is NOT about WAAC (Winning at all Costs) but about designing an army that fits your collection and play style as well as the background for the Universe you are playing in. Tactics and Command should play the pivotal roles in the battle as well as a little bit of Luck and NOT pimped out units. Armies should be a mix of Melee, Ranged and Magical/Monsterous units. Each should check some of the power of the others in the rock, paper, scissors kind of way, which is similar to actual warfare. Above all remember the

**GOLDEN RULE:** When in doubt about a rule roll a d6 4+ you are right otherwise your opponent is right. Bottom Line, use some common sense when dealing with strange situations and don't be an Asshole.

## The Undead Hordes

The stench of death will not deter a broken wizard from seeking eternal life. Some wizards, fearful of death, seek to overcome it and in their research find a way to raise the dead to life in bizarre rituals using the darkest of magic. These necromancers toy with forces they do not understand, all in the search for power and eternal life. Some of these black souls go so far as to turn themselves into the undead seeking that most elusive of goals.

These dark wizards seek out remote villages and farms in the search of more souls to experiment with. Entire areas have been depopulated by zombie herds in a fortnight. The fresh dead fuel the dark wizard's researches into the nature of life and death. Some of these withered wretches raise armies and war against the living in the name of power and resources to fund their researches.

One such area recently lost their fight with the undead hordes. The small Kingdom of Burke was overrun finally by a swelling tide of skeletons and festering zombie herds. The King's men fought bravely but all eventually fell under the unending tide of damnation. It is said that the Lich King commanding the Undead turned the King and his Knights into undead abominations to serve the Lich for all eternity.

The entire eastern portion of the continent has fallen under a pestilential tide of death and decay. Only the Dwarves of the Rock Hawk Mountains hold out still in their mighty stone fortresses deep beneath the earth. How long they can hold out is anyone's guess but in order to get food and other

supplies they must brave the undead hordes.

Even the mighty Elves and their powerful magic are not immune and have been fighting a small invasion of the rotten creatures for night on a year. It seems the more they kill the more that rise up to fight again the next night. The Elvish Council of Wizards is seeking a solution desperately before the infection in their lands becomes uncontrollable.

The Leonids are fighting their own brand of undeath from the deserts in the west. Skeleton warriors under the command of so called Sand Kings have been encroaching on Leonid lands for some time. Young warriors are sent west to test them and initiate them into combat. So far the Leonids and the undead are at a stalemate with neither side able to break the deadlock.

The Ratlings scurry about unnoticed at even the best of times but they too are not immune to the tide of undeath sweeping the lands. Their underground kingdoms have been ravaged by a foul plague creating untold ratling zombies. A massive struggle goes on underneath the noses of most people until it spills over onto the surface.

The Orcs have actually been enjoying the fight against the undead since they don't really care who they are fighting as long as they get to "krump sum 'eds". Their goblin cousins are too busy fighting with the dwarves in the deeps of the mountains to notice what is going on in the rest of the known world.

Some believe that the Shadow Elves are the ones who started this entire undead plague as vengeance for some ancient betrayal and their seeming exile from the civilized lands. Who knows for sure but the Shadow Elves are certainly enjoying the apocalypse that is just now beginning.







# The Undead Hordes

The Undead Hordes are sweeping through the eastern half of the Confederate Kingdoms and many counties have fallen under the malign influence of foul necromancers and their legions of undead skeletons and zombies. It seems the more the Kingdoms of the west fight the undead hordes the more of their slain soldiers return to fight against their one time comrades in arms. Every manner of innocent creature and goodly race have been subverted in monsters and evil creatures that answer only to the soulless necromancers.

## Undead Hordes Knowledge Levels

Armor - 4

Melee Weapons - 5

Ranged Weapons - 2

Warmachines - 0

Magic - 4

Cavalry - 5

The Necromancers that created the Undead Hordes use whatever raw materials are available to create their armies. Most of their soldiers belong to either the freshly dead and become zombies or the long dead who become animated skeletons. Dread Knights, Wraith Wagons, Ghost Swarms and Zombie Giants support the teeming hordes of the more common undead.

## Undead Characters

The Hordes of the Undead are led by either one of two types of leader: a powerful lich / necromancer or a long dead hero whose souls has been subverted after death or he was evil to begin with. Lich Lords and Necromancers combine arcane power with temporal command.

Ghost Kings are long dead evil kings who have remained in this world instead of passing on to the next because of their lust for temporal power. These ancient kings are often accompanied by their most trusted servants, the Hell Knights.

Name	Points	Size	Skill	MA	RA	DEF	Morale	Command	MagA
Lich Lord	216	2	5	7	----	8	Resolute	3	10
Necromancer	30	2	3	5	----	4	Confident	3	6
Ghost King	228	2	5	7	----	11	Resolute	5	----
Hell Knight	144	2	4	6	----	10	Resolute	3	----

### Lich Lord Equipment

Armor: Chainmail

Melee Weapon: Sword

Ranged Weapon: None

Arcane Mastery Level: 5

### Necromancer Equipment

Armor: Leather

Melee Weapon: Sword

Ranged Weapon: None

Arcane Mastery Level: 3

### Ghost King Equipment

Armor: Platemail, Shield

Melee Weapon: Sword, Lance

Ranged Weapon: none

Mounted on Heavy Cavalry

### Hell Knight Equipment

Armor: Platemail, Shield

Melee Weapon: Sword, Lance

Ranged Weapon: None

Mounted on Heavy Cavalry