

# Notalive

## Unit characteristics

Equipment												Abilities	
<b>Summoner :: heroe</b>												<i>Corrupt, Insane Immune to fear</i>	
12	3	3	7	-	7	4	3	5	1	2	94	<i>NotAlive book</i>	
<b>Eskeleton :: troop</b>												<i>Notalive, Regeneration ( 1 )</i>	
10	2	2	7	-	-	1	3	-	-	-	6	<i>chipped weapon</i>	
<b>Skullthrower :: shooting troops</b>												<i>Notalive, Rotten, Regeneration ( 2 )</i>	
10	3	3	7	3	-	2	3	-	-	-	19	<i>Skull sling (S:4, SD:6, R:30cm)</i>	
Movement	Combat Skill	Strength	Toughness	Avn	Courage	Survival	Size	Concentration	Attack Factor	Order	Cost		

## Special abilities

### Corrupt: (O.U)

A corrupt model can change one of his enemy's dice rolls for his own dice roll in Close Combat once per turn.

### Insane: (A.A.)

An insane model will add one point to his CS and will gain 1 extra attack dice (Attack Factor +1) permanently the first time it is wounded in close combat.

### Immune to Fear: (A.A.)

Models immune to fear ignore all fear effects and do not have to take any test for it.

### Notalive: (A.A.)

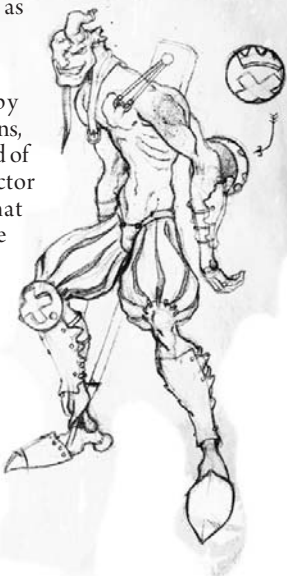
Not alive models cause fear.

### Regeneration (X): (O.U.)

Models with regeneration gain 1 lost point in their Survival Factor value if they equal or roll under the number that appears between brackets in 1D10. A model can only take one regeneration roll per turn. You can take a regeneration roll in every turn even if you have not received any wound that turn. Regeneration can be used in the same turn the model should be taken from the table as casualty.

### Rotten:

Models wounded by rotten models or weapons, will lose 2 points instead of 1 in their Survival Factor value. The poison that comes away from the rotten attack doesn't affect Undead models, Demons or Magical Creatures.



## Spells

### Accumulate magic (5+)

The Necromancer gains one additional magic dice that will be added to his next magical phase dice.

### Curse (10+)(30 cm.)(1T)

The target suffers a -1 penalty to CS, S, T and C. No characteristic can become lower than 1.

### Putrefaction flies (10+)(40 cm.)(P)

Chose a unit of Rotten-ones, Sewn-ones or Skeletons. If the spell is cast successfully the unit will be covered by a swarm of Putrefaction flies that will give them +1T.

### Invocation level III (16+)(40 cm.)(P)

Invokes 2 Skeletons that will form part of an already existing unit. They will be equipped in the same way.

### Unusual strength(17+)(30cm)(C/C)

The target of this spell can be a unit of Skeletons, Sewn-ones or Rotten-ones that is in Close Combat. If the spell is cast successfully they will be able to attack twice, one in the magic phase, in which they will attack first and another one in the combat phase in which they will fight following the established rules.

### Unusual strength (17+)(30cm)(C/C)

The target of this spell can be a unit of Skeletons, Sewn-ones or Rotten-ones that is in Close Combat. If the spell is cast successfully they will be able to attack twice, one in the magic phase, in which they will attack first and another one in the combat phase in which they will fight following the established rules.

### Bad intentions (18+)(30 cm)(C/C)(1T)

A single model or unit gains the Hypnotism special rule.

### Healing (20+)(45cm)(P)

The target of the spell will heal from suffered wounds and will regain all lost Survival Factor points.

## Quick reference

### Turn phases

- Order Roll
- Movement
- Declaration of Orders and Actions
- Magic
- Approximation
- Engaging in combat
- Shooting
- Disengaging from combat
- Combat
- Combat Results

### Orders and actions

- Approximation
- Shooting
- Charges
- Reactions to charges
  - Shooting
  - Counter charge
  - Retreat
  - Hold the charge
- Disengaging from combat

### Shooting Modifiers

- (+1) For each height point the target exceeds the shooter •
- (-1) For each height point the shooter exceeds the target •
- (-1) If the target is behind a miniature or piece of terrain that gives it cover •
- (-1) If the shooter has moved his basic distance or less •
- (+1) If the target is at short range •
- (-3) For shooting at an enemy unit engaged in close combat with a friendly unit •

### Combat Modifiers

- (+1) If the unit is charging •
- (+1) If the unit is counter charging •
- (-1) For each additional model with whom it is engaged. (That is, one model against three models will receive a -2) •
- (+1) When an opponent is 2 or more points bigger in height •
- (-1) When an opponent is 2 or more points smaller in height •