The Necromancer's Tower

The locals in the area tell of partially ruined tower far, far away from the comforts of civilization. Known as Shwarzlache's Tower, it is said to be the dwelling of a powerful Necromancer. Rumors have it that the Necromancer has been summoned to Vlad von Carstein's court at Drakenholf Castle.

The warbands figure that there must be some easy pickings to be had while the Necromancer is away. What they don't know is that he has set a number of guards and wards to protect his lair.

TERRAIN

Set the table for a wilderness battle, including hills, trees, streams and anything else the players wish.

In the center of the board should be placed a building to represent the tower.

DEPLOYMENT

Both players roll D6, the player with the higher result deploys his entire warband within 8" of a table edge of his choice. His opponent then deploys his entire warband within 8" of the opposite edge.

STARTING THE GAME

Both players roll D6 and add their leader's Initiative stat to the roll. The player with the higher result may elect to go first or second.

SPECIAL RULES

The wizard's wards will cause the following effects on any warband that dares venture within the vicinity of his tower.

Shwarzlache's Curse: At the beginning of each even numbered player's turn (e.g. Turns 2, 4, 6, etc.), the active player will center a 5" circular template over the enemy model (excluding Roaming Dead) closest to the tower. Models in hand-to-hand combat are valid targets. If two or more models stand the same distance then roll to see which one will be the target. The template will scatter 2d6", and will always scatter, even if a "hit" is rolled.

If any part of a model's base is under the templates' center hole, it will suffer a S5 hit with the normal -2 armor penalty. All other models, even partially under the template, will suffer a S3 hit.

Coward's Bane: Commencing on Turn 2, at the beginning of each player's turn a bolt of dark energy will shoot forth from the tower. It will be directed at the model (excluding Roaming Dead) the furthest from the tower. If this model is in hand-to-hand combat, then randomize to determine which combatant is hit. This attack is treated as a magic missile that does not require LOS and ignores cover or range penalties. The targeted model is hit on a 4+. If hit, the model is wounded on a 4+. Armor saves are taken as normal, without penalty.

March of the Dead: At the beginning of each player's turn roll D6. On a 4+ a Zombie Guardian (treat as Roaming Dead) appears. The active player places the zombie in base to base contact with any part of the tower. This zombie will activate and behave in the same manner as the Roaming Dead (See Sylvania Settings Rules).

ENDING THE GAME

When all but one warband routs, **Shwarzlache's Curse**, **Coward's Bane**, and the **March of the Dead** rules will cease. To win the scenario, the remaining warband must destroy all remaining Roaming Dead.

Note that it is possible for both warbands to fail their rout tests before the game ends. In this case, the game is a draw.

REWARDS

Both warbands may explore the area as normal.

In addition, the winning warband finds a Tome of Necromantic Magic. If given to an evil Hero that has the Wizard ability or Arcane Lore skill, that Hero may learn the Necromantic spell, ***Spell of Doom***. If given to a Necromancer, the Necromancer learns a new, random Necromancy spell.

Good and Evil warbands may sell the tome for 50 gc. Witch Hunter and Sisters of Sigmar warbands will destroy the book, earning each hero in the warband 1 xp.

EXPERIENCE

+1 Survives: If a Hero, Hired Sword, or Henchman group survives the battle they gain +1 Expereince.

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action. A Hero earns +1 Experience for each enemy he puts Out Of Action.

+1 Tempting Fate: Any model that moves into base to base contact with tower while its wards are active, earns +1 Experience. Each Hero, Hired Sword, or Henchmen group may earn this bonus xp only once.