

The Tower

You fight your way across the border between Kislev and Sylvania, destroying the cursed undead as you go. The trail is long but obvious, and you soon find yourself at the edge of a large and dark wood. The moans of zombies echo softly on the wind from the heart of the forest, and so you grit your teeth and put one foot in front of the other.

Terrain:

A dense forest setting is needed, with only the deployment zone (6") and a few extra inches in front of it should be free of trees. In the center of the table, a lone tower stands, with no more than 6" of space between it and the woods.

Setup:

Each player must roll a dice. Highest roll decides deployment zone. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first.

The Tower:

This lone building stands like a dark thumb jutting up from the earth. It is the home of Carl Klertz, a castoff of modern medicine and a deranged lunatic. He has long since abandoned Altdorf and her Colleges, preferring the company of his creations. Ever testing his theories on the flesh of the recently dead, Carl Klertz has finally achieved his finest creation, and they guard him now. The Rotting Corpses that guard his tower have been infused with chaos, wyrdstone and poisons too numerous to list. They are constantly secreting this ichor from their claws and teeth, and are incredibly dangerous foes! Forces of the Tower have their own turn, which is after everyone else.

Profiles M WS BS S T W I A Ld

R.Corpse	4	4	0	4	4	2	3	2	10
Carl Klertz	4	2	3	3	3	3	4	2	9

Weapons/Armour:

Rotting Corpses do not carry weapons, nor do they need them. They fight bare handed and suffer no penalties for doing so. Carl carries a sword and a small surgeons knife that he uses as a dagger.

Skills:

Rotting Corpses have *Lightning Reflexes*. Carl Klertz has *Dodge* and *Step Aside*, and knows the *Dreadbolts* spell, a Necromantic variation of the Silver Arrows of Arha.

Special Rules:

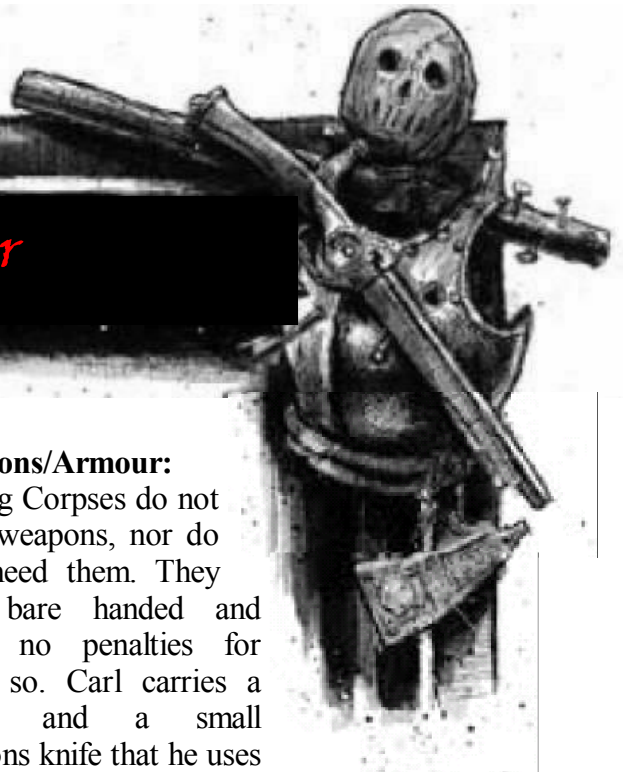
Causes Fear: Carl Klertz and his minions are harrowing sights to behold and therefore causes fear.

Immune To Psychology: Weapons and fighting are the least of the numerous problems that Carl faces. He and his minions are immune to psychology.

Immune To Poison: The Rotting Corpses are already dead, and so are immune to poisons.

Undead: The Rotting Corpses are undead for the purposes of Blessed Water, etc.

Terrible Wounds: Any successful *Wounds* that land from a Rotting Corpse do damage twofold. First you must pass a *Toughness* test. If you fail, the model is removed from play, and must be removed from the warband roster. As this is physical damage, skills such as *Resilient* are applicable. Multiple-wound models only roll the *Toughness* test if they are on their last



wound. As such, the *Toughness* test only ever precedes a roll on the Injury Table. If the *Toughness* test is passed, roll to wound as normal.

The Forces of the Tower:

There are D3 Rotting Corpses per warband, and they all guard the tower. They will charge any model within range, and attempt to charge any model that fires upon them. Carl Klertz begins the game within the tower, and will only come down to help his minions once they have engaged in battle. Should Carl Klertz be killed, the magic that sustains the Rotting Corpses begins to fade. They must make a successful *Toughness* test at the beginning of each of their cycles. If it is failed, the magic has failed and they cease to be.

Ending the Game:

The game ends when all warbands but one have failed their rout tests. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

Experience:

+1 Survives: If a Hero or a Henchman group survives they gain +1 Experience.

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *out of action*.

+2 Per Rotting Dead Out of Action: A Hero or Henchman group who takes a Rotting Dead off of the table receives +2 Experience. (Yes, that's 3xp for each Rotting Dead)

+2 Carl Klertz Out of Action: A Hero or Henchman group who takes Carl Klertz off of the table receives +2 Experience. (Yes, that's 3xp)

Looting the Tower:

The winning warband is able to loot the Necromancers Tower if Carl Klertz and his minions are destroyed. Roll on the following table.

10xD6 Gold:	Automatic
Tome of Magic:	6+
D6 Swords:	4+
D6 Crossbows:	5+
D6 Daggers:	4+
D3 Halberds:	5+
Healing Herbs:	5+
Arrows of Seeking (1+ to hit):	5+
(Above may be substituted for Bolts)	