

Scenario 2: Enter the Necromancer's Tower

The locals in the area of the Drakwald Deeps tell of an isolated tower far far away from the comforts of civilisation. Known as Schwarzlache's Tower, it is said to be the dwelling of an evil Necromancer. Rumours have it that the Necromancer has recently left his tower to assist an accursed Vampire as he musters his forces for the Nemesis War.

The warbands figure that there must be some easy pickings to be had while the wizard 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, tors, trees, streams and anything else the players wish.

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

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

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

Blast of Schwarzlache: At the beginning of each player's turn roll D6. On a 4+ this spell will activate. It has a range of between 12" & 48", measured from the edge of the tower.

Place a 5" circular template over the nearest standing model that lies within the range. 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 enchantment power is weakening and hence the spell will *always* scatter 2D6" from its intended target, even if a "hit" is rolled.

A model directly under the centre of the template will suffer D3 x S6 Wounds. Any models under the rest of the template receive 1 x S3 Wound. Models partially covered will receive 1 x S3 Wound on a 4+. Armour saves apply.

Bolt of Schwarzlache: At the beginning of each player's turn roll D6. On a 4+ a bolt of raw energy will shoot forth from the tower. It will be directed at the farthest standing model. If this model is in hand-to-hand combat then randomise to determine which combatant is hit. Note that there must be a line of sight between the tower and the target model.

The bolt hits on a 3+, although it suffers to hit penalties for cover and long range

exactly as if it were a missile. The bolt has Strength 3 and a range of 48", measured from the edge of the tower.

March of the Dead: At the beginning of each player's turn roll D6. On a 6+ a Zombie appears at the door to the tower. During each player's movement phase, any Zombies will shuffle 4" towards the nearest standing model. Once within 8" the Zombies will charge the nearest standing model. The Zombies have the same stats as in the Undead warband.

ENDING THE GAME

The Necromancer's wards and spells will cease as soon as one warband fails a rout test. The remaining warband must take any existing Zombies Out Of Action, although no more will appear. If they succeed in doing this then they have won the game.

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 will find a Tome of Necromantic Magic. This may only be used by non-good warbands. If given to a Hero with the Arcane Lore skill, that Hero may learn a random Necromantic spell. Unless the Hero is part of an Undead warband, reroll any dice that indicate "Re-animation" or "Call Of Vanhel".

Imaginative campaign moderators might wish to consider that the Necromancer may want his tome back at some point in the future.

Good warbands may sell or destroy the tome. They will receive 50gc for their troubles.

EXPERIENCE

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

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

+1 Per Enemy Out of Action.

Any Hero earns +1

Experience for each

enemy (including

Zombies) he puts out

of action

