

Tower of the Necromancer

Rumour is the life blood of the Empire. Rumours drive investments, start wars or open seams of precious metals to greedy prospectors. In the City of the Damned rumour is tantamount to fact. Hearsay and gossip are as reliable as a Town Cryer and the news travels faster than a marksman's arrow.

Some rumours however, you pray to almighty Sigmar to be false. Some tales are so depraved that they blacken the soul simply through the act of hearing them. I have dedicated my life to the absolution of men's weak heart, and to lay my life at Sigmar's feet in the humblest protection of his glorious kingdom. I have witnessed men do unspeakable, unholy things.

Worse still I have granted them forgiveness so they might have fortitude enough to go and unleash the horror of their violence on the enemies of the Empire once more. I am as much a monster as the flock it is my duty to tend.

But even I felt a part of my soul wither of news that a necromancer of great power was raising an army made up of the lost souls of this infernal city found in the poor quarter graveyards. No alms nor aid travels here, only the greedy, the lost and the righteous. There are no priests of Morr to lay wards on the poor wretches. Nothing to keep their immortal souls safe from the predations of the most debase creatures.

I had little choice but to beseech my patron that we travel to the tumbled down watch keep the bastard creature had made its residence and cut him down. I praise Sigmar that she agreed, despite her weakened state.

Bidding our followers stay with the camp, lest risk their souls, I and the Witch Hunters I serve made haste for the necromancer's tower. Had I known of the horrors and suffering inflicted at the hands of the necromancer I would have bade I go alone, better to stand in the grace of Sigmar than risk the souls of such noble warriors...

Such endless blackness we did face...rumours of great piles of warp stone granting the necromancer power had drawn interested parties from all over, and below, the city. We arrived in time to see a shambling horde of unholy violence sweep the foolish and the greedy leaving only those whose souls were so lost to greed not even the necromancer could have made use of them in a state of undeath.

As we drew our weapons and advanced through the streets to the sounds of the dying and undeath we felt the blessing's of Sigmar and Morr upon us as we went about our holy work...

*Exert from the works of Grand Theologian Leopold Tartarus
taken from his personal journals during his time spent in the doomed city of Mordheim*

The Tower of the Necromancer scenario can be played in one of two ways. Ambush or Rush.

You'll notice that many of the rules are the same but the key differences are the board size, the location of the tower and how the models are deployed which dramatically changes how the scenario plays.

AMBUSH

Forces

This scenario must feature at least one Undead player. The Undead player takes control of the tower, atop which he must place his Necromancer. If there is more than one Undead player then those players dice off.

Up to 4 other players may take part. All Warbands may only use their Heroes in this scenario. This includes the Undead player, however they will also require a healthy number of zombies and skeleton models.

Terrain

This scenario should be played on a 4x4ft board.

Place a piece of terrain in the centre of the board to represent the Necromancer's tower. Use something tall and that can be moved across, at least in part. The Skullvane Manse works well.

The surrounding area is a graveyard so should be devoid of any large structures other than 4 crypts that should be placed 8inches from the tower at cardinal points. Feel free to add tombstones and other features that will help tell the story.

The edges of the board should be populated with buildings, walls and fences to indicate the graveyard edge. These should be no more than 12inches in from the board edge.

Set Up

All Undead Heroes must start the game on/in the Necromancer's Tower. The Necromancer himself must be at the highest point that the terrain piece can safely hold a model. The Necromancer may not move from this point for any reason during the game.

The Undead player also starts the game with 2D6 zombies that he may place anywhere within the bounds of the graveyard.

The remaining players deploy in each corner of the board up to 8inches on.

The player with the lowest warband rating may choose where to deploy first working up to the highest warband rating.

After all warbands have deployed, all players roll a D6. The player with the highest roll gets the first turn. Play then proceeds from their left.

Experience

Players gain experience for taking another Hero model out of action.

No experience is gained from slaying zombies or skeletons, however keep a tally of kills. At the end of the game the model in each warband with the highest number of kills gains a bonus experience point.

The Undead player gains a bonus experience point for every warband routed. Experience can be allocated to Heroes as the player sees fit.

Heroes gain an experience point for surviving the game.

The winning warband leader gains an extra point of experience.

Ending the Game

The game ends when either the Necromancer has been taken out of action or all other players have been removed from play.

The player who slays the Necromancer gains D3+1 Warpstone shards for his trouble.

Scaling the Tower

Because every tower will be different there are no hard and fast rules for getting to the top of the tower but it is helpful to consider the following:

Stairs, ladders, platforms, walkways, etc can all be navigated normally.

A door that has been modelled as shut can be moved through if you can roll equal to or over the active model's strength. This represents the model kicking down the door. The door is assumed to be open from that point on so it may be worth making a note somewhere.

Any part of the tower that is sealed on the model but would have to be navigated through to get to the top is moved through as if unobstructed.

Use the structure's dimensions as an indicator of how far a model has to move within its walls. It is assumed that the structures have ladders or stairs so any model wishing to move up a structure greater in height than their maximum move simply make a note of how far they have travelled and then continue in the following turn.

Special Rules:

Land of the Dead

The Necromancer, enhanced by the eldritch power of the warpstone piled at his feet animates the corpses of the long dead. At the start of each game turn – before any models are moved – the Undead player raises 4D6 zombies or skeletons from their eternal slumber. They must be deployed within 4inches of any of the crypts and may move, charge and attack as normal from the Undead players turn. Each crypt may only accommodate 6 zombies at a time.

If all crypts have 6 zombies within 4inches of them when new zombies are generated the surplus is wasted.

They remain under the Undead player's turn for the duration of the game or they are killed. The zombies and skeletons may not move beyond the confines of the graveyard.

Zombies & Skeletons have the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	3	1	1	1	5

Weapons/Armour: None

These zombies and skeletons follow all rules for Undead creatures as detailed in the Mordheim rulebook as detailed below:

Cause Fear: Zombies and Skeletons are terrifying Undead creatures and therefore cause Fear.

May not Run: Zombies and Skeletons are slow Undead creatures and may not run but may charge as normal.

Immune to Psychology: Zombies and Skeletons are not affected by psychology and never leave combat.

Immune to Poison: Zombies and Skeletons are not affected by any poison.

No Pain: Zombies and Skeletons treat stunned as knocked down.

No Brain: Zombies and Skeletons never gain experience. They do not learn from their mistakes.

Unholy Aura

The tower is surrounded by a seething mass of tortured souls howling their pain and anguish at the uncaring Gods of men. The agony fuels the Necromancer's magic further making him almost impervious to harm.

Any model in/on the tower can only be hit from a shooting attack on a 6+ to hit and wound regardless of the model's stat or the weapon's profile.

In addition the Necromancer has a 5+ magic save against all attacks. His profile is otherwise unchanged.

Because of the tremendous amounts of power surging around him the Necromancer may do nothing all game other than defend himself in combat.

Petrify

A howling wind of a thousand tortured souls blows through the tower making every step a journey into a mortal man's worst fears. Any mortal (not Undead) model that spends an entire turn in the tower must pass a leadership test to move or make a charge action. Should they fail they are rooted to the spot until the next turn.

Note that models immune to psychology and models locked in combat do not make the test. They are far too focussed on the business of killing to worry about ghosts.

The Dark King & The Lightning Tower

As the Necromancer's power grows it discharges in brilliant arcs of black lightning which makes the skies boil with seething, unholy and red lit clouds.

At the start of the Undead player's turn black lightning spears from the heavens striking the Earth, laying waste to all it touches.

The Undead player places the small blast template above the Necromancer then rolls a scatter dice plus 3D6. Any models partially or fully under the template after it has scattered have been struck by the black lightning bolt. If you roll a hit always refer to the small arrow.

Any model struck (including Undead) takes an immediate strength 2 hit which increases by plus 1 for every point of armour save the model possesses, the metal acting as a conductor and cooking the occupants in their own armour. The save modifier of the strike increases in line with its strength in line with conventional weapons.

Any model struck by lightning more than twice automatically sustains a head wound in addition to any other injuries they may pick up during the game.

Stern Stuff

Heroes are not prone to cowardice and as such will fight on no matter the odds. For the purposes of this scenario warbands are do not suffer route tests. All warbands may still voluntarily route.

Frenzied Mob

Players may choose to include a Frenzied Mob in their game. The local townsfolk, fearful for their immortal souls have taken to the graveyard intent on felling any fell creature they come across.

However, they are not disciplined soldiers, nor are they terribly bright, well read, well reasoned, have terribly good eyesight or very good personal hygiene for that matter. They are also scared out of their fragile minds. As such they will always attempt to attack the nearest model to them, moving at best speeds towards them.

A member of the Frenzied Mob will never attempt to climb the tower; such things are beyond their meagre bravery.

If you choose to use a Frenzied Mob divide the models up equally among the players. They may then place them anywhere on the board. The Frenzied Mob then activates at the end of the last player's turn and move towards and/or attack the nearest non-mob model.

The Frenzied Mob will never run away but are still subject to psychology and have the following profile.

M WS BS S T W I A Ld

4 2 2 3 2 1 3 1 5

Special Rules:

Moronic

Being little more than malnourished townsfolk without the burden of an education the Frenzied Mob have no understanding of the danger they are in and are determined to fight for their homes and immortal soul to the bitter end.

As such if a member of the Frenzied Mob fails a Fear test for combat they gain the Frenzy special rule until the combat is resolved.

Combined Arms

The Frenzied Mob is armed with whatever the model has been sculpted with. Assign rules to them based on the closest match in the Mordheim rulebook.

RUSH

Forces

This scenario must feature at least one Undead player. The Undead player takes control of the tower, atop which he must place his Necromancer. If there is more than one Undead player then those players dice off.

Up to 5 other players may take part. All Warbands may only use their Heroes in this scenario. This includes the Undead player, however they will also require a healthy number of zombies and skeleton models.

Terrain

This scenario should be played on a 6x4ft board. Note it is played up the length of the board.

At one end of the board must be a piece of terrain to represent the Necromancer's tower. This should be placed in the middle of the board section. The centre of the piece should be roughly 12inches from the narrow board edge Use something tall and that can be moved across, at least in part. The Skullvane Manse works well.

The surrounding area is a graveyard so should be devoid of any large structures other than 1 crypt for each square foot of board being used. Feel free to add tombstones and other features that will help tell the story.

The crypts can be placed anywhere within the graveyard by the Undead player but may not be closer than 8inches to the tower.

The three edges of the board without the tower should be populated with buildings, walls and fences to indicate the graveyard edge. These should be no more than 12inches in from the board edge.

Set Up

All Undead Heroes must start the game on/in the Necromancer's Tower. The Necromancer himself must be at the highest point that the terrain piece can safely hold a model. The Necromancer may not move from this point for any reason during the game.

The Undead player also starts the game with 2D6 zombies that he may place anywhere within the bounds of the graveyard.

The remaining players can deploy along the opposite board edge and the first 12 inches moving up the length of the board. Each warband can deploy up to 8 inches on and 8 inches wide. You may not deploy a model within 4 inches of an enemy model.

The player with the lowest warband rating may choose where to deploy first working up to the highest warband rating.

After all warbands have deployed, all players roll a D6. The player with the highest roll gets the first turn. Play then proceeds from their left.

Experience

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They remain under the Undead player's turn for the duration of the game or they are killed. The zombies and skeletons may not move beyond the confines of the graveyard.

As the opposing players move through the graveyard they can collapse crypt entrances by ending their turn in base to base contact. They cannot have fought a round of combat but can run or have fired a ranged weapon. The two crypts closest to the tower, however, cannot be closed. The weight of Undead bodies surging up through the entrances is too great to barricade.

Once a crypt has been closed it cannot be reopened and cannot be used to spawn zombies/skeletons from.

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