



Legions of the Undead are attacking the Castle in search of the Book of the Dead. Can you hold them off until Dawn?

If you don't have enough undead units you can substitute Uthuk infantry instead.

SETUP

No command cards are used. Each player orders 5 units per turn and all units get +1 hex movement. The Dark Army player goes first.

Lore Cards are optional. If both players decide to play without them they may use collected lore to reroll attack/counter dice at a cost of 3 lore per die. Rerolled results are final. Lore also heals Poison/Blight as normal.

SPECIAL RULES

The Dark army must chop their way through the gates with sword rolls (archers cannot be used here). If the Dark Army smashes through a gate, it's removed and they advance and occupy the gate hex. Each gate must suffer 3 damage before opening.

All infantry units are Immovable 1 inside castle Turrets but the turrets do NOT block LoS. If any unit is forced to retreat from an elevated position they suffer retreat penalties and fall from the wall or turret unless the angle of attack allows retreat along a wall or turret hex.

Any infantry unit may climb to one of the 4 rear turrets from the building Access hexes which do not offer protection from attack either above or below (just considered scaffolding/steps). Melee units attacking the turrets from the Access hexes battle up at -1 die but archers may shoot up/down at a target with no loss. Unit may retreat up to the back turret if it is not occupied, otherwise it suffers retreat damage. Access hexes provide access to the back turrets only.

The Keep is only accessible from the rear center turrets. It is open to view and can be attacked by Archers along the castle turrets/walls.

During round 7, before the Daqan player issues orders, he places 3 Daqan cavalry units on any open hex on the Cemetery row. He may then order these units. These units represent the reinforcements of Henry the Red.

OBJECTIVE

Daqan player, hold out for 10 rounds (till Dawn).

Undead player, capture and hold the Keep hex through the end of the Daqan's next turn or the end of round 10.

Note: This scenario was inspired by the movie of the same name. I borrowed ideas from the scenario Castle Seige by "simply" on FFG to help create this battle.

In spite of the unit offset (70 to 32 muster points), Daqan has a great advantage in elevated positions and double shots from the Archers (if they don't move). Units in the lower castle yard suffer damage from pierce and also retreat results if against a wall. Dark archers may move alongside the outside and pick off Yomen archers and knights from below. When using the 3 cemetery hexes to respawn, either Skeleton archers or sword units may be brought in. Once a unit is respawned, remove that cemetery hex from the board.