



# The Undead Garden, by Tom Bell

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

*Rumors abound in dark taverns and unlit alleyways of the restless garden. Many have been lured by the promise of lost treasure and abundance of wyrdstone, but few, if any, return. Ghouls, zombies and skeletal warriors prowl the once-beautiful palacial gardens, hungering for flesh and destroying any that fall within their cold reach. Chaotic magic rules here, and horrible, bone-chilling screams emanate from the haunted grounds with terrible regularity. Still, adventures and fools alike are drawn to it like a moth to flame, seeking riches, glory, and the honor of finally cleansing the Haunted Gardens of Mordheim.*

**This scenario can be played by up to four warbands of any type.**

## Terrain

There is one spawn-site for each warband in-play. Players take turns placing a spawn-site each, and subsequently any terrain pieces (towers, hedges, ruined walls, etc) until the board is full. It is recommended to play this scenario on a 4x4 table.

## Special Rules

**Restless Dead** - After all of the warbands have had a turn, there is an undead turn. Each player is to roll a D3+1 and place that many undead zombies at their respective spawn-site that they had placed. These

restless dead move in random directions, and will charge anything (other than other restless dead models) within range.

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

**Cause Fear**- As with all undead models, the restless dead cause *Fear*.

**Can't Run**- Being dead has its drawbacks, one of which is that you are none-too quick on your feet. Restless dead cannot run, but they can charge as normal.

**Nuttin' but skin 'n bones**- The restless dead have shambled around since Sigmar passed his judgment upon Mordheim. Their flesh is like paper, all organs and muscles have long-ago rotted away. Only the powerful workings of Chaos have kept them from the everlasting embrace of death. Restless dead have an armor save of 5+ against any non-bludgeoning weapon, regardless of critical hits. They will therefore always gain a 5+ armor save against any weapon other than hammers, maces, etc, regardless of strength or damage modifiers.

## Starting the game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

## Ending the game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. If one or more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

### Experience

**+1 Survives.** If a hero or henchmen group survives the battle they gain +1 experience.

**+1 Winning Leader.** The leader of the winning warband(s) gains +1 experience.

**+1 Per Enemy Out of Action.** Any Hero earns +1 experience for each enemy he puts out of action.



**+1 Exploration Dice for every restless dead removed from action.** These are substitution dice, and a player cannot exceed the amount of exploration dice they would be allowed to use regularly. This represents the treasures found on and around the corpses of the foul undead. A player would roll the regular amount of exploration dice allowed, set them aside, and then roll all of the bonus dice separately, thus allowing a higher exploration score to be substituted in, and possibly turning doubles into triples, etc.