



Scenario: A Night in the Graveyard

In Mordheim they say if you aren't already dead, you soon will be. There are various reasons why warbands get caught within the confines of one of Mordheim's old cemeteries. More often than not the wide expanse of flat ground, littered with broken gravestones and tumbledown mausoleums, is just another area of the shattered city to scour for Wyrdstone. Occasionally though, there are those unscrupulous sorts who would steal away the corpses of those that rest there with the intention of selling them to foul Necromancers and their ilk. Then, of course, there are the denizens of the graveyard, creatures twisted by the presence of Wyrdstone that hunger for flesh...

terrain

The graveyard should be 4' x 4' and contain gravestones, mausoleums, ghostly trees, and other sufficiently spooky accoutrements. A pathway should wind its way through. It is important that six fresh graves are marked and placed throughout the graveyard. At the centre should be a particularly ornate grave marker, the final resting place of Erasmus Schmidt.

warbands

Each warband taking part should roll to see who sets up first. Players may set-up their models within 8" of their table edge.

starting the game

Each warband rolls a D6 to see who goes first. Play should then continue in a clockwise direction if more than two warbands are playing.

special rules

Fear of the Dark. Graveyards are exceptionally disheartening places. To represent this each warrior must pass a Leadership test at the beginning of their turn. If the warrior passes, he may move as normal. If the warrior fails, he may not move, but may shoot as normal. Warriors with the Leadership special ability may use it, and the creeps do not affect warriors that are immune to or cause *fear*.

The Restless Dead. No one likes to be woken from a nap, and the dead are no exception. At the beginning of each turn D3 Zombies rise from separate randomly determined graves. The Zombies become, in effect, an extra player, and move last in the rotation of player's turns. Zombies always charge the nearest model. If no model is within charge range, they move their

maximum move distance towards the nearest model. Zombies have all the characteristics and special rules as explained in the Mordheim rulebook.

A Dead Man's Gold. Erasmus Schmidt was a wealthy spice dealer who was found dead in his bed with a clove of garlic shoved down his throat. A petty man, he insisted that he be buried with his riches.

As soon as a model passes within 4" of his mausoleum the shade of Erasmus rises to defend his loot. He follows all the rules for 'The Restless Dead' as described above, apart from he will never wander more than 4" from his mausoleum.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wraith	4	3	0	3	3	2	2	2	7

Ethereal. Wraiths are insubstantial creatures whose bodies are ethereal. They can move through solid objects and therefore suffer no movement penalties for moving over difficult terrain or obstacles. They can move through buildings, but not living creatures. Because they are insubstantial creatures, they cannot be harmed in combat except by attacks from magical weapons or Daemons (i.e. the Possessed) and are affected by spells as normal. They can still be beaten back in hand-to-hand combat as they can not bear the touch of iron weapons. If hit by an iron weapon the Wraith must test its Ld or flee 3D6" immediately away from the attacker.

Undead. Wraiths are horrifying Undead creatures and therefore cause fear, may not run, they are immune to Psychology and Poisons. Once the Wraith's wound is reduced to 0 it is automatically out of action.

If Erasmus is taken out of action or driven off, any warrior close enough to his mausoleum gets to loot this rascal's grave and gains 4D6 + 20 gc in addition to their normal Exploration roll.

ending the game

The last warband standing wins. The game is played until all but one warband routs.

experience

- +1 Survives.
- +1 Winning Leader.
- +1 Per Enemy Out of Action.
- +3 Taking Out Erasmus.