

Scenario 166 - Save the Dead

By Terry Maltman,
as appeared in Yahoo! Mordheim
eGroup.
Transcribed Peter Ward
Edited by The Mordheimer.

In the City of the Damned there are many dead but few priests to bury them. Most warbands will give their dead a decent burial, but without the proper rituals they are vulnerable to re-animation by Necromancers or worse....

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined build, tower, or other similar item. We suggest that the terrain is set-up up within an area roughly 4'x4'. In the centre of the table there must be a graveyard. This may be an old graveyard surrounding a ruined chapel or a piece of open ground adopted by warbands to bury their dead. D3+2 of the graves are fresh. Place markers on these.

Setup

The scenario is designed for an Undead warband and a human warband. You may substitute a Possessed or any 'evil' warband for the Undead. What they want the bodies for doesn't bear thinking about. Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side. Neither warband may place any warrior closer than 10" from a fresh grave.

Special Rules

Saving the Dead: The priest of Morr is determined to save the bodies of the recently departed in the fresh graves. The human warband will help him to do this (they will be paid). In order to seal a body and save it from re-animation or possession he must move into base contact with the grave and utter the Nameless Rite. For each buried body saved the Temple of Morr will reward the warband with 15GC provided the priest does not go Out Of Action.

Recycling the Bodies: The Undead necromancer may attempt to re-animate the buried bodies. He must move into base contact with the grave and utter the Spell of Re-Animation (see Mordheim rulebook page 58). If he can stay in base contact without being in combat then he can read the spell without having to learn it and it will work automatically. The new zombie can be placed anywhere within 6" of the necromancer but not in combat. This may take the number in the warband over the maximum.

Gravedigger: Non-Undead warbands may dig up the bodies by moving a hero into base contact for 2 turns (without combat) and sell them for 15GC each. The gravedigger must be nominated before the start of the game.

Starting the Game

Both players roll a D6. The higher scoring player may choose who goes first.

Ending the Game

The game end when one player routes or all of the graves have been cleared. The surviving player has a free hand to clear the remaining graves. If neither side has routed then the winner is the warband who have cleared the most graves.

Experience

- +1 Winning Leader: The leader of the winning warband gains +1 Experience.
- +1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
- +1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.
- +1 For Each Body Sealed: For each corpse the Priest seals during the game, he gains +1 Experience
- +1 For Each Body Raised: For each body the Necromancer raises during the game or a hero digs up during the game, the individual gains +1 Experience

Priest of Morr

A Priest of Morr Hired Sword will join for free the warband who are attempting to seal the bodies. The Priest of Morr may be found at the [Hired Sword](#) section, but is also reproduced here for convenience.

Priest of Morr

0 gold crowns to hire + 30 gold crowns upkeep. See below for details.

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"This is the Temple of Morr, who is the God of Death. We are priests of Morr. Bodies are what we deal with."

"I chanted the words of the ritual under my breath, my mind aware of nothing but their rhythm and the power they held, my hands moved in the sacred patterns of the ceremony. I had done this many times before. The body before me was nothing but a carcass, its soul already blessed and freed and fled to the afterlife. My job now was to seal the corpse, to make sure that no other entity could move in and take possession of the empty shell."

From the papers of Dieter Brossmann, Priest of Morr.

The Priests of Morr are a new Hired Sword that can be added to human warbands. Although they are followers of Sigmar, Witch Hunters and Sisters of Sigmar respect the Priesthood of Morr and will allow one to accompany them. Dressed in the plain black robes of their faith, priests of Morr have come to Mordheim to insure the souls of those who have died safe passage and, more importantly, that the dead remain as such.

Hire Fee: None to hire, as strictly the priest is hiring the warband. a Priest of Morr will come to the aid of any human warband, unless it includes a user of Necromantic magic, in order to fight Undead and may be found in the usual manner. If the next combat is not against undead, the Priest will not participate in combat (remember that his presence in your roster do affect your Rout Test number) as he is awaiting to fight the living dead. He will remain in the warband for one more battle after fighting the Undead. He will always leave after taking his Upkeep fee.

May be Hired: Any human warband may hire a Priest of Morr unless it includes a user of Necromantic magic. If the warband is not fighting Undead or Possessed then

he will leave and find another warband that is. In a campaign he may wander from one band to another or not take part at all. If there is more than one warband to join, then he will join the one fighting the highest rated Undead or Possessed.

Rating: A Priest of Morr increases the warband rating by 5 points, +1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Morr	4	2	2	3	3	1	4	1	8

Weapons/Armor: As Priests of Morr seldom engage in martial activities, they are only armed with a Dagger. Priests of Morr may never wear armor. He carries a book in which to record the names of the dead.

Skills: Priests of Morr use the Skill Tables for Academic and Speed.

Special Rules:

- *Songster:* A Bard's rousing war songs steel the hearts of all those around him. Any friendly model within 6" of a Bard may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.
- *Loner:* Few people care to spend any length of time in the company of a Priest of Morr - even when it is their duty to do so. As such, a Priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not suffer from the All Alone rules.
- *Poor:* The Priest has no possessions of his own, but to defend himself he may borrow a single close combat weapon from the warband. He will return it when he leaves. If he is taken Out Of Action then it is lost.
- *Fearless:* A Priest of Morr sees death every day, it holds no power over him. He is *Immune to Fear*.
- *Save the Dead:* The Priest *Hates* all models that can cast Necromantic magic.
- *Funerary Rites:* Priests of Morr are not wizards by any means, however, they do have various Funerary Rites which they may perform. As such, the Priest of Morr is practiced in the two Funerary Rites listed below, using the rules for Magic on page 56 of the Mordheim book.

Funerary Rites

Priests of Morr perform Funerary Rites to insure that the dead remain dead, that their body is sanctified and sealed when their soul has departed to pass on to Morr. The Priest has learned the following rites. He has no need or desire to learn more even as his experience grows.

1. The Nameless Rite

The first responsibility of a Priest of Morr is to protect the body of the deceased. When the soul has departed to Morr the Priest utters the ritual to seal the body so that it cannot be re-animated or Possessed. He must remain in base contact with a dead body, an Out Of Action undead or Possessed model for two turns without being in combat in order to complete the Rite. Any model so treated cannot be re-animated and is dead. Leave undead and Possessed models that have gone Out Of Action on the table until the end of the Priest's turn. After that their bodies turn to dust and are beyond the

Priest's power. Difficulty: Special

2. Rite of Exorcism

The Priest abhors any magical abuse of the dead body. He may use the rite on any Undead or Possessed model within 6". If successful, Zombies, Dire Wolves and Possessed immediately go Out of Action. Furthermore, Vampires, Ghouls and Mutants will immediately flee away from the Priest of Morr.
Difficulty: 8