

# That's All Mine!

After the destruction of Mordheim many people were led to believe that the comet that was the cause of it was made of the stuff of pure Chaos - Wyrystone. Whether this is true or not is unknown but it is oft claimed to be the wrath of Sigmar that destroyed the city. Much Wyrystone has been found in and around the city of Mordheim since the fall of Sigmar's hammer.

Whenever shards were stumbled upon the Chaos rock would either be destroyed by god fearing folk, although many others would covert it for

the great worth in gold it had to unscrupulous buyers. Unfortunately many of the pockets, where this Wyrystone could be found were embedded deep into the cursed earth of and attracted the likes of flesh eating, chaos-mutated Zombies.



## Setup

Place a mine entrance towards the centre of the table with as many buildings as you can scrounge together. There should be a clearing of about 8 inches by 8 inches around the mine to represent the Skaven/Chaos cult clearing the area to enable the shaft to be sunk.

## Forces

Attacker - whoever you want

Defender - Skaven, Chaos or Possessed Zombies!

## Mission

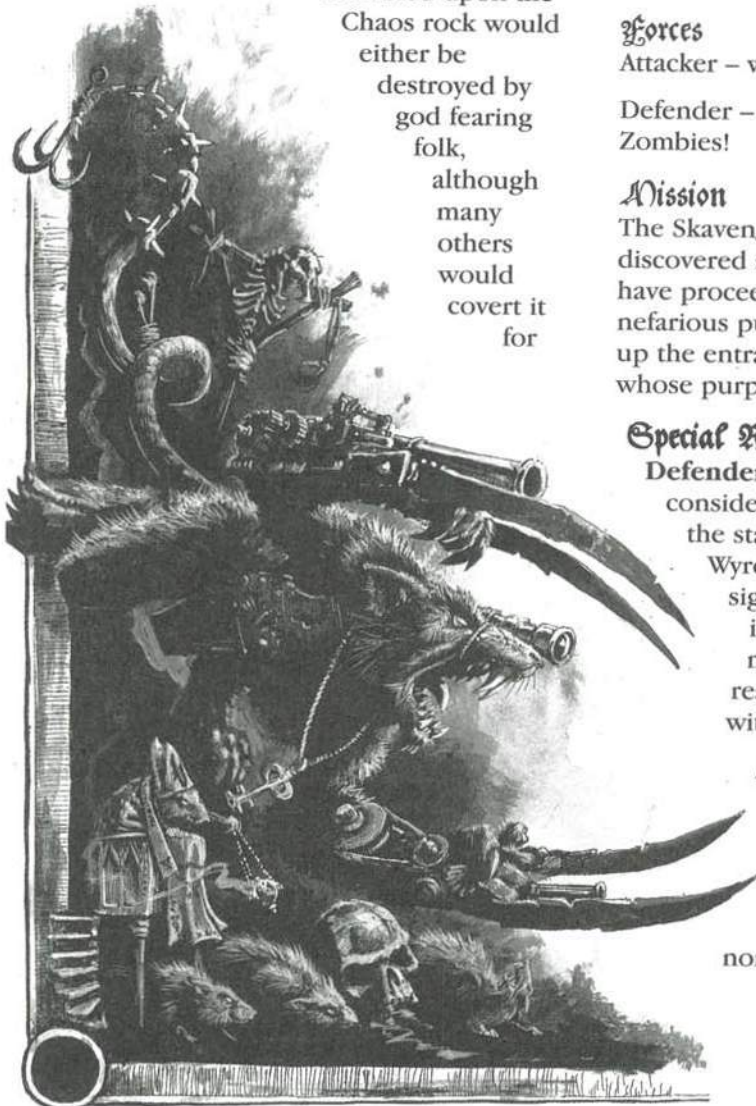
The Skaven/Chaos/Possessed force have discovered a source of pure wyrystone and have proceeded to mine it for their own nefarious purposes. The Attackers must blow up the entrance to the mine and the Zombies, whose purpose remains unknown.

## Special Rules

**Defenders** - Half of the defender's force is considered to be down in the mines at the start of the game mining the Wyrystone. As soon as the first sighting of the attackers or Zombies is made then they may exit the mine at a rate of 2 per turn. The rest of the defenders must be set up within the clearing around the mine.

**Attackers** - The attackers deploy along one table edge as per normal. They are supplied with two barrels of gunpowder to try to close off the mine for good. Use the normal rules for this as included in the Gunpowder weapons rules.

The Zombies start to arrive after the





second turn at a rate of D4 per turn and may come on at any table edge. After turn 4 the amount of new Zombies goes up to D6 per turn. The only way to stop the influx of Zombies is to take out all those on the table, once this has been achieved then no more will enter.

### Winning conditions

**Defenders** — prevent the capture/destruction of the mine

**Attackers** – destroy the mine and escape off the board

### Extra Points

**Attackers**

+1 for destroying the mine

+1 for surviving

+1 for stopping the zombies

+1 for each wounding hit.

### Defenders

+1 for preventing the capture/destruction of the mine

+1 for stopping the zombies

+1 for each wounding hit caused

+1 for surviving

### Suggestions

It has been suggested that the Zombies should be replaced with Ghouls so the choice is up to you.

*Heinrich swung his band axe in a wild arc catching the Zombie in the lower left side of its neck. The wound would have put any normal man on the ground, in most cases fatally, but the Zombie did not seem to even notice the open gash that even now oozed pungent blood and pus down its gangrenous arm. Heinrich backed away he cursed the Goddess of luck for his current predicament. He was in a dilapidated building being backed into a corner, with no clear escape route, by foul undead Zombies who seem to be attracted to the area by the mine just outside.*

*Heinrich had a powder keg tied to his back with which he was going to blow up the Chaos infested pit. He ducked as the Zombie made another swipe for him. Heinrich bit out with his axe aiming at the wound he had already caused. This time the blow severed the things head from its body but as it dropped to the floor another two pushed past to take its place.*

*He needed a plan to get out of this, he thought, as he was still being backed into the corner of the room and fast running out of space.*

*A grim smile played across his face as*

*he suddenly thought what to do. He quickly put his plan into action, as he only had seconds left. He untied the seventy pound powder keg that was tied to his back, placed it on its side and cracked a large gash into it with his axe. Black powder spilled out the barrel and onto the floor.*

*The Zombies were literally feet away as Heinrich kicked the barrel with his powerful legs, sending the undead sprawling and covering them with the powder. The barrel crashed through the building out of the door and down into the wyrdstone pit that lay opposite the building in the street. The Zombies withered as they tried to get back up but it was too late, Heinrich lit the taper in his hand and placed it to the trail of black powder.*

*Sparks flew as the flame followed the black powder trail, igniting the Zombies and disappearing into the Wyrdstone mine. A second barley went by then an explosion of green flame and ash mushroomed from the pit into the air.*

*Heinrich walked over the burning Zombies and out into the street, he was covered in dust and stank of foul smoke but his job was done.*