

Scenario 049 – The Vultures Fly High

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in
Mortheim Nort.
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At night two bandleaders experience a vision. They see a creature, which tells them that there's a magical artifact in a nearby crypt close to their home-base. Furthermore the ghostly appearance warns the leader that there are creatures of Hell trying to get into possession of the legendary artifact. But on the other side it would be pretty good to own such a powerful weapon in order to ensure daily surviving. Both leaders cannot withstand the temptation.

Terrain

As usual. Except that there has to be a crypt or something similar in the middle of the battlefield.

Setup

Roll D6. The player rolling the highest score decides who has to start with setting up his gang. And again - as usual - the players have to setup their miniatures within 8" of two opposing table-edges. Furthermore there's a ghost in the centre of the crypt and 4 carrions circling around it within 3".

Special Rules

The Carrions: The Carrions are circling for 3 turns and they move 3" per turn in clockwork-direction. Move the undead miniatures before you move the player's miniatures. After the third turn, the undead start to move outside Mordheim until they are stopped by force. They move D3" as a group heading for a random edge. Only when someone crosses their path and faces them in close combat they will have to remain stationary until the enemy is taken Out Of Action. So sooner or later someone has to step into their line... If an undead has taken down his enemy and another enemy is within charge range then it automatically charges. Note: The undead continue their "flight" in this "irregular" order.

4 Carrions

M	WS	BS	S	T	W	I	A	Ld
D3	3	0	3	3	2	5	2+	7

Weapons/Armor: None

Special Rules:

- Fear: Carrions cause *Fear*.
- *Immune to Psychology*: Carrions are *Immune to Psychology*.
- *Vicious Attacks*: Carrions gain an extra attack per successful damage they caused in the previous turn.

1 Ghost

M	WS	BS	S	T	W	I	A	Ld
D3	2	0	3	3	3	3	1	5

Weapons/Armor: None

Special Rules:

- *Fear:* Carrions cause *Fear*.
- *Immune to Psychology:* Carrions are *Immune to Psychology*.
- *Ethereal:* The Ghost can only be harmed by magical weapons, or through critical hits from a normal weapon.

Starting the Game

Roll D6 to see who goes first. Highest roll starts.

Ending the Game

Rout Test or when the ghost is finally forced to leave this world. Roll D6: only at a result of 1 it really is a magical artifact (refer to the Mordheim rulebook); otherwise it's just a good imitation.

D6	Result
1	Real good boots (worth 5 gc) and a rope.
2	A common Dagger
3	A Heavy Armor
4	An Elven Bow
5	One piece of cloth, worthless.
6	Jewels worth D6 x 5 gc

Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 For Vanquishing the Ghost: An additional +1 Experience for any Hero that takes the Ghost Out Of Action.