

It's all MINE!!

by Paul Smith

After the destruction of Mordheim people were led to believe that the cause of it had been a pure wyrdstone comet from one of the two moons, whether this is true or not is undecided as it is also documented that large chunks of slightly less pure wyrdstone that became known as Warpstone. This was also found in and around the city of Mordheim. Whenever they were stumbled upon they were destroyed by most god fearing races..with the exceptions of Chaos cults and the skaven. Unfortunately these pockets of warpstone also attracted bands of flesh eating zombies.

setup

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

Forces

Attacker - who ever you want

Defender - Skaven, chaos or Posessed

Zombies!!

Mission

The Skaven/chaos/posessed force had discovered a source of pure warpstone and have pproceeded to mine it for their own nefarious purposes. The Attackers must blow up the entrance to the mine and the Zombies wish to enter the mine...purpose 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 warpstone. 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 any table edge. After turn 4 they amount of new zombies goes up to D6 per turn. The only wy to stop the influx of zombies it to take out all those on the board, 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

xp

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..