Escape from Mordheim

A Mordheim scenario for one or more warbands

The warband(s) are searching an area of the city at dusk, and have attracted the attention of a hungry mob of undead. The undead are pouring into the area from all directions. The warbands are scattered and vulnerable - the individual groups realize they must break through and escape the area to regroup back at camp. The darker it gets, the more evil denizens prey the ruined building and alleys surrounding them. Can they escape with the loot they've found so far?

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. For a solo or two-player game the terrain should be setup within a roughly 4' x 4' area. For a multiplayer game, the terrain should be setup within a roughly 4' x 6' area.

set-up

- Each player should divide their warband into a predetermined number of groups (three is suggested) by rolling a die of the appropriate type for each warband model. Models for whom the same number is rolled are grouped together. Reroll for all models until the predetermined number of groups is achieved. A group of only one model is a valid group.
- Deploy all warbands' groups into the deployment zone, a 2' by 2' area (or 2' by 4' area for a 4' by 6' board) in the middle of the playing area using the following procedure:
    - Each player rolls a d6 to determine a placing order.
    - Each player places a group in turn by random roll. For a 4' by 4' table, roll a d6 (reroll 6's), multiply the result by 6 inches, and add 6". This gives distance in from N/S table edge. Roll again to determine distance from the E/W table edge. For a 4' by 6' table, do the same but use 6 inches plus d10 times 6 inches (rerolling 10s). If the intersection falls inside a multi-story structure, the placing player may decide any unoccupied floor to place the group in.
- Generate three packs of undead creatures per player (six packs for a solo game) to place on the board using the tables below. Roll a d6 for each pack. On a 1-4 the pack is placed on a random table edge (determine location on

edge randomly). On a 5-6, roll randomly to place them anywhere on the board. They should be placed at least 6" away from any warband groups.

2d6 Roll	Pack Table
2-7	Table 1
8-9	Table 2
10-11	Table 3
12	Table 4

2d6 Roll	Pack Type 1
2-5	1-3 zombies
6-7	1-3 skeletons
8	2-4 zombies
9-10	2-4 skeletons
11-12	1-3 ghouls

2d6 Roll	Pack Type 2
2-5	2-4 zombies
6-7	2-4 skeletons
8-10	2-4 ghouls
11-12	1-3 dire wolves

2d6 Roll	Pack Type 3	2d6 roll	Pack Type 4
2-7	2-4 dire wolves	2-6	1 Necromancer
8-10	1-3 ghasts	7-8	1 Vampire
11-12	1-3 wights	9-10	1 Wraith
		11-12	1 Banshee

starting the game

Roll a D6 to determine the starting player. The monsters will take the first turn (using the movement rules below), then it is the starting players turn. The monsters will always have a turn before the starting player on every game turn.

special rules

- **"They just keep coming, Sir!"** - At the end of every game turn after the first, before the monsters take their turn, new undead come into play along random table edges.   For each player, roll one new pack. If it is after turn 3 of the game, add a +1 to all rolls on the pack tables. If it is after turn 5 of the game, add a +2 to all rolls on the pack tables and add an extra monster of the appropriate type to each pack (except for table 4 rolls). Determine a random table edge and a random spot along that table edge, and place the pack within 4" of that edge.

- **"Brains!" (undead movement)** - The undead packs move towards any warband members they can see. If they are in charge range at the beginning of their turn they will charge. If they cannot see any warband members, they will move towards any close combat within 18". Failing these two rules, if there has been a loud noise (a blackpowder weapon firing, a particularly spectacular spell, etc.) during the previous turn they will move towards the source of that sound. If warband models are hidden nearby, use the normal detect hidden rule (spotted if within initiative range). Failing all of these, they will tend to move toward the center of the table, and once at the center tend to mill around randomly (roll a scatter die if one is available to determine direction).

- **"We're clear, Sir!"** - during a player's turn, any warband models that reach the edge of the board are safe and can be removed from the game.

ending the game

Once all warbands have either routed or successfully gotten all their models off of the board, the game ends.
The winning warband is the warband that did not route, and who lost the fewest models in the process of escaping. If there is a tie, it goes to the player who got all his models off the board in the earliest turn. If all warbands routed, or there is a tie for both number of models and earliest turn of escape, then there is no winning warband.

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. Skeletons and zombies only count 1/2 experience (round up at end of battle if a hero has a half point).

wyrdstone

All the warbands get to keep the loot they had found while searching before the undead descended on the area, so roll for shards and exploration as normal.