

The Ghostship

Leaving Grundleburg behind, you follow the small stream westward. Not long afterwards you hear an old pirates ditty carried upon the wind, with the unmistakable smell of death. Peering through the woods ahead, you witness the undead crew of a derelict ship stocking her for a voyage she's obviously unable to make. Thinking that there is no sense leaving perfectly good supplies to sit and rot on an old boat, you advance cautiously...

Terrain:

A river will run up one side of the table. Trees will cover the majority of the table, with the exception of 12-16" away from the river, which has been long-ago washed away.

Setup:

Each player must roll a dice. Highest roll decides deployment zone. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first. This wood is strangely quiet. There is no need to roll for zombie-packs. There are D6 Pirates per Warband upon the table, plus the Captain, Dreadeye Deadbeard.

Avast ye:

A ghostship sits at a pier, with its skeletal crew loading rotting crates and bags of spoiled goods into the cargo hold. Peppared amongst the trash are a few viable crates that promise something better than refuse. The Ghostly Pirates will never leave the dock or the ship, but will stop what they are doing to defend themselves if charged. All carry some assortment of ranged weaponry, and will return fire if at all possible.

Profiles M WS BS S T W I A Ld

Pirates	4	4	3	4	4	1	4	2	7
Dreadeye	4	5	5	4	4	3	5	3	10

Weapons and Armor:

Each Pirate has a Pistol, a Cutlass (Sword) and dagger. The Pirate Ship has two cannons, which are loaded with Grapeshot. The cannons have a range of 30", and require one full round to reload. They must be manned by one Pirate at all times to be

effective. Captain Dreadeye Deadbeard is equipped with a Dueling Pistol, a Cutlass and a Short Sword. He carries an Emerald key about his neck on a chain, and it beckons to all that see it.

Anyone within charge-range that is not immune to Psychology *must* attempt to charge the Captain. He stands on the pier, next to his ship, overseeing the loading of supplies.

Special Rules:

Undead: The Pirates have long-ago passed on. All rules for zombies apply.

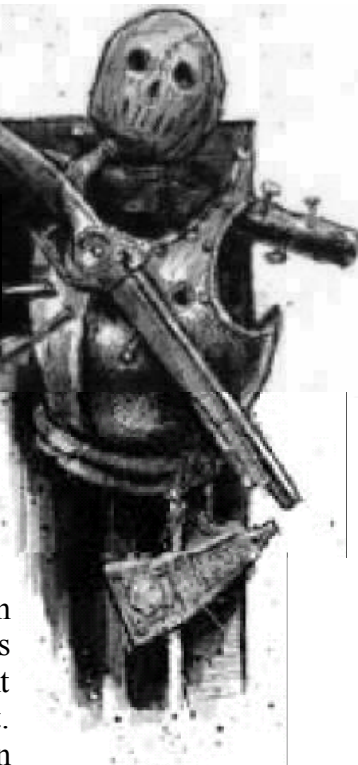
The Emerald Key: Whatever warband possesses the Emerald Key at the end of the game may unlock the Captains Quarters.

A Pirates un-life fer me:

The Pirates have plundered this corrupted river for centuries, adding unfortunates to their ranks to help swell their numbers. Anyone who is taken *Out of Action* by the Pirates in close combat must make a successful Ld test or risk falling under the evil magic of their spell. These models are removed from the warbands roster on a roll of 1-3 (henchmen) or 11-25 (heroes) during the post game sequence. Models with the *Leader* Special Ability are exempt from this, but may not use their ability to influence the Ld tests nearby.

Ending the Game:

The game ends when all warbands but one have failed their rout tests, or the Emerald Key is claimed. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.



Experience:

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

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *Out of Action*.

+1 for the Emerald Key: A Hero earns +1 Experience for taking possession of the Emerald Key.

The Captains Quarters:

Roll 2D6 on the following table.

2-3 A Suit of Ithilmar Armor

4-7 D6 Swords

8-9 D6*10gc worth of gems

10-12 A Sylvanian Artifact

Artifacts of Sylvania:

1- Dread Armor: +1S, Subject is always *Frenzied*, 5+ save for CC, 4+ save for ranged.

2- Chalice of Blood: Immune to Psychology, +1S if you drink from the Chalice. Priests of any type may not drink from the Chalice, but may carry it.

3- Mask of the Ages: Causes *Fear* in all models, even those immune to Psychology.

4- Dagger of the Fang: Treated as a Sword, 1-3 is *Stunned*, 4-6 is *Out of Action* regardless of Special Rules.

5- Hand of Seeking: As long as the Hero who is carrying the Hand is not taken OOA during the battle, he may roll 3D6 for exploration, and keep 2 of the dice rolls of his choice.

6- Crimson Lantern: Archers suffer -2 to hit, models must make a successful Ld Test to charge. Otherwise conveys all the bonuses of a regular Lantern.

7- Cloak of Flight: Allows the wearer to move regardless of vertical. No Initiative tests are required for gaps or leaps, nor climbing.

8- Shining Silver: Light Armor in all regards. Whenever a wound is scored, it is transferred to the model who dealt it on a D6 roll of 6.

9- Darkstone: When a weapon is sharpened by it, it counts as being coated in Dark Venom. Can only be used once per battle, and only on bladed weapons.

10- Dagger of Thirst: Adds a Wound to the bearers profile for every wound dealt by this weapon. A dagger by all other counts.

11- Blackblade: Auto-wounds on a "To Hit" roll of 5-6. Adds +1 to all Injury Rolls.

12- Vasoboire, the Bloodthirster: Gain +1W on a D6 roll of 3+ when a wound is inflicted by this weapon. If a wound is gained in this way, the model is *Frenzied* until a successful *Leadership Test* is passed.

13- Mantle of Darkness: Invisible to all outside of 10", 5+ save versus all ranged, close combat and magical attacks. Is not Stackable nor modifiable.

A 1 or 13 is only attainable by those players with the "Seeker" ability.