

Scenario 164 - Night of the Unliving Dead

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eGroup](#).
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This is a two-player scenario using the existing Mordheim rules as a one-shot game. A small group of unlucky travelers races through a dark forest. Unfortunately, they're not the only thing on the move this evening - a horde of undead is on the move! If the traveling party can last until dawn, the threat will pass. Can they survive until daybreak?

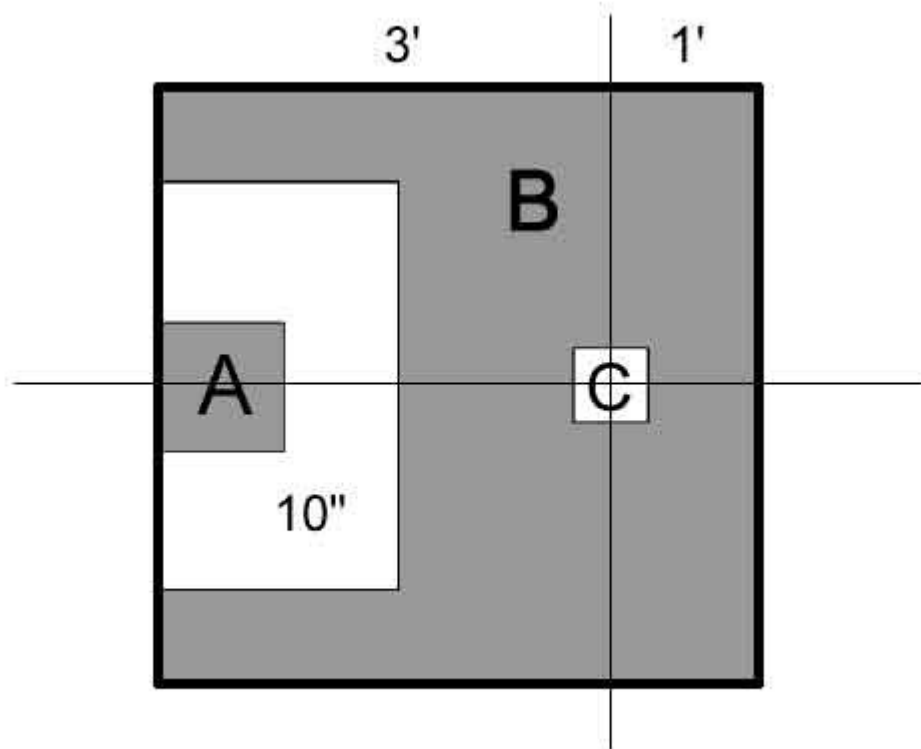
Terrain

This scenario takes place in a forest. The entire board is considered to be covered in trees, even if no tree/woods terrain is placed in the area. Tree/woods terrain indicates areas of thicker forest. Any model within two inches of a placed tree/woods terrain is considered to be in cover. Placed tree/woods terrain blocks line of sight.

Setup

The living team is created using basic rules for creating a starting Mordheim warband with the following exceptions. The warband can only use 300 gc to create a party and the party may have no henchmen. The warband can only contain one spell caster. The spell caster gets to start with two randomly determined spells.

The undead team doesn't even need a warband sheet. All the undead team has is zombies. Lots of zombies. Scads and scads of zombies. Even more than that. All you really need



to do is write down the zombie's stats on a scrap piece of paper and you're fine. The living team sets up first in area A, an eight-inch square.

The undead team starts anywhere in area B. The undead team starts with twice as many Zombies as there are living team models. Once these Zombie models are placed, the undead player rolls 1d6 and can set up that many additional Zombies. Zombies must be at least two inches from each other (that is, from base edge to base edge). No Zombie may be initially placed inside any structure or ruin. Place a small, one-level building or defensible ruin at location C.

The two players alternate placing whatever terrain they would like on the board until they have decided that that's enough. Trees, hills, and dirt roads are recommended for this scenario. Additional buildings or ruins and rivers are not.

Special Rules

Night: If that wasn't bad enough, this takes place at night. Living creatures vision is severely impaired -- living models can only see 6 + Initiative value in inches. The ranges for non-melee weapons can only shoot out to this distance. As this scenario recreates the classic zombie movies, the undead team doesn't have to worry about vision ranges.

The Restless Dead: In the recovery phase of the undead team's turn (starting with the second turn), the player adds 2+1D6 Zombies to the board anywhere outside of

the living team's models line of sight. Exception -- new Zombies may not begin inside any structure or ruin. Zombies are mindless. They will move in a (relatively) straight line towards the living models. Zombies instinctively know where the living models are, so don't even bother hiding from them. If a Zombie knocks a living model Out of Action, the next turn, that Zombie does not move. Any Zombies that start within two inches of the Out Of Action model will move to base contact with the Zombie, unless in combat. None of these Zombies may attack a living model, as they are too busy eating brains. These Zombies may be attacked as if they were knocked down models.

Daybreak: Here's where the living team might get lucky. On the start of the living player's fourth turn and every turn thereafter, roll 1d6. On a 6, the sun rises. For each turn after the fourth, add one to the roll (Turn 5, the player needs a 5 or a 6; turn 6, he'll need a 4, 5, or 6...). If the sun rises, the zombies shamle away/collapse/disintegrate.

The House in the Woods: This is your classic "hole up in the house while Zombies try to break in and eat our brains" house. The doors and windows are initially open, so any ol' Zombie can try to claw his or her (its?) way inside. Unless in hand to hand combat, a living model can attempt to block one of the openings in his or her hand-to-hand combat phase. The model must be by the opening to do so. Once blocked, the entryway cannot be opened again -- make certain that everyone who is coming in is in! Zombies (and living models that find themselves locked out) can attempt to break down the barricade by rolling under their Strength (that is, rolling a one or a two for Zombies) during the hand to hand combat phase. If the opening is breached, it cannot be blocked again - the building is so small. There just isn't enough to block every entrance!

Starting the Game

The living team starts first.

Ending the Game

If the Zombies manage to take all the living models Out Of Action, they win. If the Living team manages to hold off the Zombies until daybreak or escape off the far edge of the board, they win.

Experience

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

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

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