

# The Restless Dead

## A Mordheim scenario for one or more warbands

One or more warbands is exploring a section of Mordheim that is infested with undead. The undead are lying low in buildings. As warband members explore the buildings, they may find loot or packs of the restless dead. This scenario may be played solo or with any number of warbands. It emphasizes non-competitive play - warbands will have their hands full dealing with undead found in buildings.

### terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. Decide ahead of time what qualifies as a "search-able location" for purposes of finding undead or loot. A common approach is to consider any significant terrain feature (even a well or a clump of trees) a building for the purposes of finding loot or creatures. You may even decide that each floor of a multi-floor building counts as a roll on the ***What do we have here?*** table, or that a particularly large building or terrain feature warrants multiple rolls.

### set-up

Each player rolls a d6. Players setup in order from highest roll to lowest, choosing table sides in doing so. Each warband should setup within 6" of their chosen table side. If there are more than two players, choose table segments as per the Chaos on the Streets rules.

### starting the game

All players roll a d6. The player with the highest score takes the first turn, and play proceeds clockwise.

### special rules

- **"What do we have here?"** - At the end of the movement phase for a given warband, roll on the ***What do we have here?*** table (below) for each search-able location that has just been entered by the warband's warriors. While it is likely that the location is empty of anything of interest, it is possible that the warriors may find something of note - or that something will find them. If warriors searching a location find treasure, then the treasure needs to be assigned to a specific warrior, and it can be lost under the same circumstances that the warrior's own equipment could be lost (i.e. dead, captured, etc.). If the search result shows an "encounter", roll on Table B-1 immediately and resolve the encounter. The location is then considered cleared.
- **"It's the Living Dead, Sir!"** - If the warriors find that the location is occupied by the undead, roll on Table A-2 and the appropriate additional Monster Tables to discover the nature and the number of the enemy. Randomly assign monsters to warriors at the location, without assigning a

second monster to anyone unless all warriors already are engaged (or assigning a third monster to a warrior unless all warriors already have two opponents, etc.). Once the undead have their targets, roll for initiative. Both sides roll a d6 and add the highest initiative score of one of their engaged models. The highest score represents the "charging" group during the first round of hand-to-hand combat. Subsequently, initiative is determined as normal.

- **"Turn of the Vengeful Dead"** - Each combat begins in a warband's turn. At the end of a sequence of player turns, a new Monster Turn is added, as long as any monsters remain on the board. In a solo game, the turns thus rotate between the player's turn and the monsters' turn. During the Monster Turn, knocked down undead may stand up, unengaged models may charge, etc. Note that zombies and skeletons, including skeleton captains, are not particularly bright and will charge the nearest opponent. The other undead are intelligent, and will behave accordingly. If the undead kill all of the warriors who entered the location, they will leave the location and move toward the nearest models of any warband.

### **ending the game**

For a solo game, play continues until all locations are searched, the warband routs, or the player decides to get out while the getting is good.

The game will also end if the warband encounters a special creature from Table A-5 and defeats it. The game will end at the end of the close combat phase in which the special creature is slain, whether or not some of its escort still survives.

In a multi-player game, the game ends when all warbands save one have routed. The game will also end if a special creature is encountered and defeated, as above.

### **experience**

+1 for surviving

+1 for the winning Captain (the Captain of the last remaining Warband, or the Captain of the Warband that slays the special creature). Note that this reward is for multi-player games only. In solo games, the Captain never receives this bonus point, even if the Warband defeats the special creature from Table A-5.

+1 for taking an enemy (undead or from a rival warband) out of action. Note that Zombies and Skeletons (but not Skeleton Captains) only count one-half point each, rounding up.

+1 for wounding a special creature, +2 if the wound is the creature's last.

### **What do we have here?**

Roll 2d6 on the tables below to determine what is found at the end of a movement phase when a search-able location had been entered.

2-5	The Restless Dead! - Roll on table A-1
6-8	Nothing found
9	Event - Roll on table B-1
10-12	Treasure - Roll on table C-1

### **The Restless Dead Tables**

2d6 Roll	<b>Table A-1 Result</b>	2d6 Roll	<b>Table A-2 Result</b>	2d6 Roll	<b>Table A-4 Result</b>
		2-5	d6 Zombies	2	2d6 Zombies
2-6	"This could be worse" - Roll on table A-2	6-8	d6 Skeletons <sup>1</sup>	3-4	2d6 Skeletons <sup>1</sup>
		9	2d6 Zombies	5-6	d6 Ghouls <sup>2</sup>
7-8	"It is worse!" - Roll on table A-3	10	2d6 Skeletons <sup>1</sup>	7-8	2d6 Ghouls <sup>2</sup>
9-10	"This is beginning to look ugly!" - Roll on table A-4	11-12	d4 Ghouls	9-10	d6 Wights <sup>3</sup>
		2d6 Roll	<b>Table A-3 Result</b>	11-12	1 Necromancer with Escorts <sup>4</sup>
11	"Protect both rears simultaneously!" - Roll twice on this table, re-rolling results of 11 or 12	2	d6 Zombies	2d6 Roll	<b>Table A-5 Result<sup>5</sup></b>
		3-4	d6 Skeletons <sup>1</sup>	2-5	1 Vampire with Escorts <sup>6</sup>
		5-6	2d6 Zombies	6-8	1 Wraith
12	"Big Trouble!" - Roll on table A-5. Players(s) may only roll this result once per game. If rolled again, re-roll on this table.	7-8	2d6 Skeletons <sup>1</sup>	9-12	1 Banshee
		9-10	d6 Ghouls <sup>2</sup>		
		11-12	d3 Wights <sup>3</sup>		

#### **Notes**

- <sup>1</sup> If six or more skeletons are encountered, one is a captain with two attacks. If eleven or more are encountered, two are captains.
- <sup>2</sup> If six or more ghouls are encountered, one is a ghast with two attacks. If eleven or more are encountered, two are ghasts. If ghasts are encountered and the monsters are defeated, the player may roll twice on table C-2 for loot.
- <sup>3</sup> If three or more wights are encountered, one is a champion with an extra attack and a Wight Blade. If a champion is encountered and defeated, the player may roll on table C-3 for loot.
- <sup>4</sup> Roll on table A-3 to determine the Necromancer's escort. If the necromancer and escorts are defeated, roll a d6. On a 1-4 the defeating party finds loot from table C-3, on a 5-6 table C-4.
- <sup>5</sup> If monster(s) encountered on table A-5 are defeated, the defeating warband(s) may roll on treasure tables as follows: d6 rolls on table C-2, d3 rolls on table C-3, d2 rolls on table C-4, and on a 4-6 on a d6 a single roll on table C-5.
- <sup>6</sup> Roll on table A-3 adding one to the die roll for the Vampire's escort.

### **Event Table**

2d6 Roll	<b>Table B-1 Result</b>
2-4	Deteriorating Building: One randomly determined warband member who is inside the building falls through the floor. If on the ground floor, the warrior takes a strength 2 hit. If on an upper floor, the warrior falls to the next level, and falling damage is determined as normal.
5-6	Crude Trap: One randomly determined warband member who is inside the building triggers a trap and takes a strength 3 hit, unless the victim passes a leadership check.
7	Sniper: Randomly determine an adjacent building, no more than 12" from the building being searched. A sniper in that building fires upon a random member of the searchers' warband that the sniper can see. The potential victims can be in the building being searched, outside, or in any other building, as long as the sniper can see them. If no warband members can be seen by a sniper stationed anywhere in the sniper's building, then nothing happens and the encounter is over. If the sniper is able to see a target, the sniper will fire a single shot from 1 – a short-bow, 2-3 a longbow, 4-5 a crossbow, 6 a handgun; the sniper has BS 5. After firing once, the mysterious sniper will fade away.
8-9	Competent trap: One randomly determined warband member who is inside the building triggers a trap and takes a strength 3 hit, unless the victim passes a leadership check a +1 penalty.
10	Decrepit Building: Part of the building being searched collapses. All warband members inside the building must pass an initiative check or take a strength 3 hit.
11-12	Crossbow Trap: One randomly determined warband member who is inside the building triggers a crossbow trap and takes a hit from the bolt. Roll d6: on a 1-4 the crossbow bolt is normal (strength 4), but on a 5-6 it is coated with Dark Venom and the victim takes a strength 5 hit rather than strength 4. The warband may keep the crossbow.

### **Treasure Tables**

2d6 Roll	<b>Table C-1 Result</b>
2-8	"We've been crawling through this stinking city for <i>this</i> ?" - Roll on table C-2
7-9	"Hmmm, not bad... keep searching lads!" - Roll on table C-3
10-11	"Hey, lookit this!" - Roll on table C-4
12	"Now I know why we crawl through this stinking city every day!" - Roll on table C-5

2d6 Roll	Table C-2 Result - You Find:
2	a gold coin. It's bent.
3-4	a dagger.
5	a sling.
6	a club (actually, it's a table leg, but close enough).
7	d6 gold coins.
8-9	a rope and hook.
10-11	a lantern.
12	a rabbits foot (1-3) or a lucky charm (4-6).

2d6 Roll	Table C-3 Result - You Find:
2	2d6 gold coins.
3	a bottle of wine worth 6 + d6 gold. The captain must make a leadership check of warband members swig it all down.
4-5	a sword.
6	a helm.
7	3d6 gold coins.
8-9	a morning star.
10	a vial of blessed water.
11	a dwarf axe.
12	a suit of light armor.

2d6 Roll	Table C-4 Result - You Find:
2	a longbow.
3	4d6 gold.
4	a crossbow.
5	a brace of pistols.
6	5d6 gold.
7	a blunderbuss.
8	a handgun.
9	a curious vial. Roll d6 for it's contents: 1-2 Black Lotus; 3-4 Crimson Shade; 5-6 Dark Venom.
10	a suit of heavy armor.
11	a repeater crossbow.
12	1-3 a compass, 4-6 a wyrdstone amulet.

2d6 Roll	Table C-5 Result - You Find:
2	a brace of dueling pistols.
3-4	Cathayan Silk Clothes.
5-6	an ilthmar weapon: 1=axe; 2-4 = sword; 5=flail; 6=morning star.
7	a gromril weapon: 1=dagger; 2=axe; 3-4=sword; 5=halberd; 6=spear.
8	ilthmar armor.
9	gromril armor.
10	an elven cloak.
11	a pair of elven boots - in your size!
12	an artifact (see p. 141 of the Mordheim rule book).