

# Scenario 023 - The Restless Dead

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as appeared in [Archive Pestilens](#),  
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The impact of the meteor on Mordheim not only affected the living residents of that blighted city. The pernicious effects of the vast quantities of warpstone began to work on those long dead and those that the meteor had itself killed. Soon the streets of the city echoed to the tread of bony feet and the stench of rotting flesh filled the air as the corpses of Mordheim walked abroad. The adventurers seeking wealth in the ruined city soon found themselves beset by bands of undead warriors.

## Terrain

MISSING INFO

## Setup

MISSING INFO

## Special Rules

Bring In Your Dead: The impact of a huge ball of warpstone on Mordheim caused many of the city's dead to be raised from their graves and warbands are frequently attacked by wandering undead. They seem to seek out the sounds of battle so warbands in conflict are in even greater peril of attracting their attention. Starting from the second turn, roll a D6 at the beginning of each player's movement phase and if the dice results higher than the indicated on the table below, the undead will appear.

Turn	D6
2	6+
3	5+
4+	4+

Enter The Undead: If undead appear, then a band of D6 skeletons, zombies or a mixture of the two arrive on the board. Roll a scatter dice and place an undead model at the edge of the board to which the arrow points. This is the point from which all the undead enter. Roll the scatter dice for each model and move it its full distance in that direction (re-rolling those that take it off the board). In subsequent turns the undead move randomly in each movement phase (so they move twice as far as the players figures). Undead which would be moved off the board stop at the table edge. Undead which are in charge range of a figure at the beginning of their movement will charge the figure.

## The Undead

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	3	1	1	1	5

**Weapons/Armor**: The Undead may not have any weapons or armor and suffer no penalties for this.

## **Starting the Game**

**MISSING INFO**

## **Ending the Game**

**MISSING INFO**

## **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.