

Scenario 021 - Romero's Pride

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as appeared in [Archive Pestilens](#),
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After the fall of Mordheim the Wyrdstone attracted many people in search of powers beyond belief. One such person was an incompetent necromancer named Romero. This individual had seen the potential in a destroyed city...all the corpses to be raised and led across the Empire. The combination of Romero's powers and wyrdstone led to the creation of hordes of flesh eating zombies.

Two Elector counts decided to end the problem of these zombies and sent a squad of assassins after Romero, only to discover the dismembered body of the former necromancer. It seems that his former slaves no longer needed his magic to animate them. They could support themselves and raise the bodies of anyone they killed to swell their ranks. From that day forward tribes of these flesh eating zombies are found wandering the streets of Mordheim in search of food.

Terrain

Set the table up in such a way that there is a limited amount of exits. For example, create a square in the middle of the table with 4 streets emerging out of it and maybe 6 alleyways between the rests of the ruins. This way the models cannot just walk around the zombies and escape.

Setup

Each player must set up his warband in the beginning of one of the streets at each table-end with models no further way than 4" of each other. The first 3 Turns nothing happens. This way both warbands will be very close to each other and away from the table-ends. At the end of the 3rd turn, 1D3 zombies arrive at each of the 4 ends of the streets. The 4th turn 1D4 zombies arrive, and the 5th turn onwards 1D6 zombies arrive at each end.

Special Rules

Zombies: The zombies have their toughness boosted to 5 to represent the fact that they are extremely hard to stop once they have caught sight of you. If you wish to play a zombie attack game with the zombies as one of the two sides then you should reduce the cost of the zombies to a third of their original cost to represent them attacking on mass. Zombies have a movement of 3, they cannot charge and they cannot climb up or down ladders.

When a model is taken Out Of Action by a zombie they are placed under the control of the zombie player, rather than being removed, as they are raised from the dead. All the equipment except armor carried by the zombie is lost as they are not bright enough to use anything.

If you opt to make this a 3-sided game the two normal regiments fight a normal scenario, but at some point the place becomes flooded with Zombies... hordes and hordes of them overrunning the place. Determine the number of turns that the flow of zombies enters the playing area & the point of entry. Make the number of zombies a random number over the number of models on the board (2:1 would be a good bet to make it scary) and assume the Zombies just go from point A to B, unless there is a living being within 8". If there is a living being within 8" of a zombie it will turn and attack.

Lots of opportunity for back stabbing & nefarious dealings, and in retrospect , not even a third person needed assuming that the Zombies follow a strict procedural course..... check if anybody is near at start of turn.... if not move to exit point.... if at any point of route there is an obstacle, avoid the obstacle & keep nearest route to exit point, if at any point in Move a living opponent comes within 'range' start moving towards him/her

Starting the Game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

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.