

A Stake in Time Saves Ryan

A Scenario wyth Vampyres and Much Sucking of Blood!

An intrepid priest of Morr known as Father Ryan is attempting to cleanse a nest of new vampires in Mordheim on his own. Is he insane? Probably. The ruined graveyard in which the vampires are resting is said to contain loot, so this is definitely worth checking into. The vampire lord responsible for creating the young vampires may also be interested in this affair.

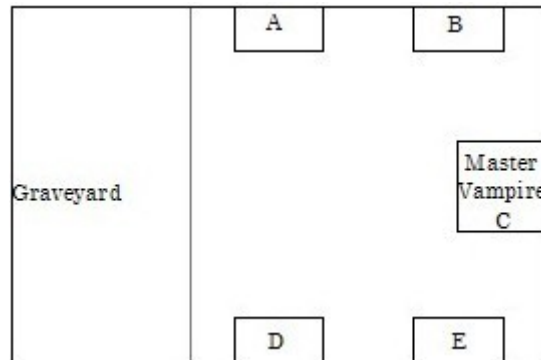
terrain

Setup terrain on a 4x6 board with a 2x4 section at one end representing a large ruined graveyard. Take turns placing buildings representing four mausoleums or crypts in the graveyard zone. These mausoleums contain the resting places for four new vampires. Mark the location of the resting vampires (a casket, miniature, etc.) in each building. These four buildings should be no closer than 10" to one another.

Create four counters or slips of paper of equal size. On one of the counters place an x. This counter represents the vampires' secret treasure. Mix them up and place one counter in each mausoleum face down.

setup / warbands

This scenario will support up to four players using the Chaos on the Streets rules. Roll to determine which warband places first. Player warbands may setup in a 1' by 6" area in segments A, B, D, or E (non-graveyard). See diagram below.



After the player warbands are placed, setup a figure representing Father Ryan at the center edge of Segment F (graveyard). Then players take turns placing six zombies outside buildings in the graveyard, no closer than 8" to each other, and in such a position that they do not have line of sight to Ryan.

Then the master vampire and his minions are deployed in a 1' by 1' section at the center edge of segment C. This group contains the master vampire, two dregs, four ghouls, two dire wolves, and four giant rats.



starting the game

Each player rolls a d6. The player rolling highest has the first turn with play proceeding clockwise. Then comes the undead turn and finally Father Ryan's turn. The master vampire's band is trying to get to the graveyard to protect his spawn. They will fight any interfering bands along the way, with the master and his wolves breaking towards the graveyard when possible. The slower models will be used to delay interlopers.

Each player should secretly choose one of the following goals at the beginning of the game:

- All young vampires are taken out of action.
- Father Ryan is rescued (not taken out of action at the end of the game).
- The graveyard loot is taken off table by the player's warband or ally.
- The master vampire is taken out of action by the player's warband or ally.
- A specific player warband is routed before the end of the game.
- Father Ryan is taken out of action during the game.
- At least one young vampire survives the game (not taken out of action).

special rules

They Rise from the Graves and... shamble

Each undead turn the zombies in the graveyard will shamble 4 inches in a random direction, unless they have line of sight to something tasty. In that case they will move towards food, or attempt a charge. If they thought they saw something tasty briefly, but no longer have line of sight, they'll shamble in that general direction for one turn instead of moving randomly. At the end of each undead turn choose a player to roll a d3 to determine how many additional zombies rise in the graveyard area. The additional zombies will not move until next turn. They should be placed randomly in the graveyard, no closer than 12 inches to tasty

models.

Masssterrrrrrrrrrrr!

The sleeping young vampires may be awakened by the distant prompting of their master. At the end of the third undead turn and each subsequent turn, roll a d6 for each sleeping vampire. On a 1, the vampire awakens and will move next turn. Once awakened, the vampires will move towards their master, attacking any enemy along the way. If the master is taken out of action, they will defend the graveyard.

Rest (whack)! In (whack)! Peace (whack)!

If Father Ryan is able to move in base contact with a sleeping vampire, then at the end of his turn the vampire has been staked and is taken out of action.

Put... the candle... back!

One of the mausoleums contains the vampires' secret stash, concealed behind a secret door. Player warband models that begin and end their movement phase inside one of the buildings may search for the stash. On a roll of a 6, the counter for that building may be revealed. For every two models beyond one that can search this turn, add +1 to the roll (so if five models began and ended movement in a building they would search successfully on a 4+). Also for each subsequent turn from when the first search began for that warband, add another +1.

The chest contains the following items:

- 4d6 gc, automatic
- d3 gems worth 10 gc each, 4+
- d3 wyrdstone shards, 5+
- Mordheim map, 5+
- Cathayan Silk Cloak, 5+
- Tarot Cards, 5+
- Wyrdstone Pendulum, 5+
- Banner, 4+
- Tome of Magic 6+

The chest is heavy and a single model carrying it cannot run or charge. Two models carrying the chest can run, but not charge. The chest can be dropped voluntarily. If the last model carrying the chest is knocked down, stunned, or taken out of action, then the chest is dropped and may be picked up by others.

Father Ryan, Priest of Morr (Town Cryer issue 12)

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	9

Father Ryan is carrying garlic (vampires must pass leadership check to charge him), a scythe (str as user +1), a bag of stakes, a mallet, and a rabbit's foot. He is also loaded up on Bugman's ale (ignores fear checks), which may partly explain his presence in the graveyard. Father Ryan can ignore all alone checks as well. He knows the "Do you know who I am?" rite (diff 7, 6" range, single target, closest undead first, automatic stun or knock down if target cannot be stunned). Father Ryan will move to leave the table if all young vampires are out of action.

Young Vampires

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	4	3	2	4	2	7

Young vampires cause fear, are immune to psychology and poison, and suffer no pain (treat stun as knock down). They are armed with sword and dagger (alter weapons to fit miniatures as desired).

Master Vampire

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	3	5	2	8

The master vampire causes fear, is immune to psychology and poison, and suffers no pain (treat stun as knock down). It is armed with two swords (alter weapons to fit miniatures as desired), light armor and shield. Optionally allow the master vampire the dodge skill (avoids missile hit on 5+).

Zombies

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

Zombies cause fear, may not run, are immune to headology and poison, and treat stun as knock down.

Dregs

Profile	M	WS	BS	S	T	W	I	A	Ld
	2	2	2	3	3	1	3	1	7

Dregs are armed with sword, dagger, and bow (or choose weapons appropriate to miniature).

Giant Rats

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

Ghouls

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

Ghouls cause fear.

Dire Wolves

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Dire Wolves get 2 attacks on turn when they charge, may not run, cause fear, are immune to psychology and poison, and treat stun as knock down.

ending the game

The game ends when all player warbands have either routed or left the table. Note that once a warband has fulfilled its selected goal it may move models off the table. In the case of securing the loot, the warband with the loot may move models off the table to fulfill its goal. If an allied warband has the loot, a warband with this goal may not move models off the table until the loot is secured (off the table).

experience

+1 **Survives.**

+1 **Each Leader of Warband Fulfilling its Goal (+2 if goal was rescuing Ryan).**

+1 **Per Enemy Out of Action.**