



Undead Invasion

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

You have arrived. Here, at the border between Kislev and Sylvania, the Undead shamble uncontrollably into the northlands. The Queen wishes this stopped. Of course, some undead are expected and easily dealt with, but recently, something much more sinister than stray zombies has been happening. Push the undead back into their cursed graves, and continue into Sylvania to find the source of the problem. Once it has been revealed... destroy it.

Terrain

There is one spawn-site for each warband in-play. Players take turns placing a spawn-site each, and subsequently any terrain pieces (towers, hedges, ruined walls, etc) until the board is full. This is best played as more of an open area; this is supposed to represent the sparse border between Kislev and Sylvania.

Special Rules

Restless Dead - After all of the warbands have had a turn, there is an undead turn. Each player is to roll a D3+1 and place that many undead zombies at their respective spawn-site that they had placed. These restless dead move in random directions, and will charge anything (other than other restless dead models) within range.

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

Cause Fear- As with all undead models, the restless dead cause *Fear*.

Can't Run- Being dead has it's drawbacks, one of which is that you are none-too quick on your feet. Restless dead cannot run, but they can charge as normal.

Nuttin' but skin 'n bones- The restless dead have shambled out of Sylvania, looking as if they had been marching since before Mordheim fell. Their flesh is like paper, all organs and muscles have long-ago rotted away. Only the powerful workings of Necromancy have kept them from the everlasting embrace of death. Restless dead have an armor save of 5+ against any non-bludgeoning weapon, regardless of critical hits. They will therefor *always* gain a 5+ armor save against any weapon other than hammers, maces, etc, regardless of strength or damage modifiers.

Starting the game

The players each roll a D6 and add their leaders Initiative to determine who goes first. Play proceeds clockwise around the table.

Ending the game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. If one or more warbands have allied when the other warbands have all routed, they may chose to share the victory and end the game, or they may continue the game until one warband is victorious.

Experience

+1 Survives. If a hero or henchmen group survives the battle they gain +1 experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 experience.

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

+1 Restless Dead Destroyed. Any Hero who takes a Restless Dead *Out of Action* gains +1 experience. You can only gain one experience this way.