

Scenario: the cemetery of st.voller

A grim and forboding place, the Cemetery of St Voller had a dire reputation even before the comet struck and changed Mordheim forever. Now, the cemetery is a haunted place, where the dead do not rest easy. Indeed, many of the graves are open and the numerous tombs and mausoleums of the city's more opulent patrons, cracked like rotting wounds. Though whether this is from the attentions of ambitious grave robbers or the stirrings of the unquiet dead, who knows...

One warband is out searching the cemetery's grounds for loot, in part at their Priest's behest and to pilfer what remains on the corpses of the rich and influential. The cemetery, though, is vast and the warband spread thin. In the shadows of a vast statue, depicting the cemetery's patron they are set upon by another warband, lying in wait...

terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain. As the warbands are battling in a cemetery, there should be a large number of graves, mausoleums, tombs etc. Some of these can be erected on mounds and some should be open. In the centre of the battlefield should be a large statue – the image representing St. Voller. We suggest that the terrain is set up in an area roughly 4x4'.

set up

This battle is essentially based on the Surprise Attack scenario in the Mordheim rulebook. As such the set-up is identical to that of this scenario, found on page 133 of the Mordheim rulebook.

starting the game

The attacker always gets the first turn. However, if the warband has either Wyat Lagus or Borin Fatalismus as their Priest, they will automatically get the first turn instead. Note if both warbands have this Priest, then the attacker goes first.

special rules

See page 133 of the Mordheim rulebook for details of when the defender's reinforcements arrive.

Open graves: Open graves are treated like being on the edge of a ledge for warriors within 1" of them. If a model falls into an open grave they suffer a Strength 2 hit and must climb 2" to get out next turn.

The Unquiet Dead: After each player has taken a turn and always rolling at the start of player's turn who went first, roll a D6. On a roll of 1 or 2, D3+1 zombies (these are the same as the Undead warband Henchmen on page 89 of the Mordheim rulebook) emerge from the graves. These

models are be placed by the player with the lowest warband rating within 1" of any grave. The zombies don't move and attack until the end of the second player's turn. They will always move towards the nearest model, choosing a living one, if they are equidistant, and charging if possible. Note, they will even attack other Undead models but not if they are also the Unquiet Dead.

The Statue of St. Voller: Though Mordheim is lost and a wholly depraved place, the spirit of St. Voller still exerts some guardianship over the cemetery. Any of the Unquiet Dead that rise from the graves may not move within 3" of the statue as its holy aura repels them.

ending the game

The game ends when one warband fails a Rout test. The routing warband loses.

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. A Hero gains +1 Experience for each enemy (and Unquiet Dead) he puts out of action.

NEXT MONTH:

The final battle of the campaign!

