MORDHEIM

The Haunted Wreck

A New Lustria Scenario
By Jim Schumacher

The warbands have heard of the wreck of a treasure ship. The ship was broken up by a violent storm. Only one sailor survived and he was driven mad by his ordeal.

He keeps saying, "their dead hands reached for me. They were dead I tell you. They reached for me."

TERRAIN

The river flows across a 4x4 table. The river varies from 18 to 48 inches wide. The river may contain up to 3 small islands. Islands must be no more than 3 inches radius. The river's banks may contain gaps to indicate tributaries. These gaps may be 6 to 24 inches wide. The river may be spanned by a bridge, however the bridge must allow a boat or raft to pass under it. A shipwreck is placed in the centre of the table touching one of the islands. The banks are covered with jungle and the odd ruin or guardian statue.

SET-UP

1. Determine the direction of the current in the main channel. This is important.

2. Roll a d6 to determine who sets up first. Each player places his boats/rafts as close to the centre of the river as possible but only 2" from each other. No boat may more than 6" from an open table edge.

3. The river is classified as Slow Moving.

4. Place a treasure chest in the centre of the wreck.

5. The Crew. The crew of the stricken ship are cursed by their greed to guard their treasure for eternity. The crew will appear within 8 inches of any model that is on board the wreck. The crew will not appear until the wreck is boarded. Once they have appeared the crew has its own turn like a multi-player game. The crew turn follows the player that boarded the wreck. The crew will attack the nearest enemy model until the wreck is cleared of attackers or the crew is destroyed.

SPECIAL RULES

1. Cursed weapons. The Despite their decayed appearance the pirates' pistols will fire on a 4+ roll on a D6. This is true even in heavy rain. The pistols are subject to the optional black powder rules as well.

2. Supernatural Vigor. The pirates are never affected by weather modifiers.

Pirate Captain Dirk Razig

Profile	M	WS	BS	S	T	W	I	A	Ld
Dirk Razig	4	3	3	3	4	2	3	2	8

Special: Pegleg, Undead.
Weapons and Armour: Cutlass, Dagger, Brace of Pistols.

Pirate Captain Reg Razig

Profile	M	WS	BS	S	T	W	I	A	Ld
Reg Razig	4	3	3	4	4	2	3	2	8

Special: Parrot, Undead.
Weapons and Armour: Cutlass, Sword-breaker.

Undead Pirate

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

Special: Undead.
Weapons and Armour: Cutlass, Dagger, Brace of pistols.

STARTING THE GAME

Each player rolls a D6. The highest roll may choose to move first.

ENDING THE GAME

The game ends when the pirates are destroyed or unable to attack (due to being stuck in the water or left behind on the ship). When all warbands but one have routed, or when one warband has carried the treasure off a table edge.

EXPERIENCE

+1 survives. If a Hero or Henchmen group survive the battle they gain +1 experience.
+1 winning leader.
+1 per enemy out of action.
+1 for carrying the treasure of the table. The heroes or henchman group that rows the treasure off the table gains the experience.
+1 for putting a pirate captain OOA. If a hero puts Reg or Dirk OOA he gains an additional experience in addition to the +1 for enemy out of action.
+1 per enemy boat/raft sunk or captured. The Hero with the highest leadership in a boat/raft which sinks an enemy vessel gains +1 experience. A hero or henchman that capture an enemy craft gain +1 experience.