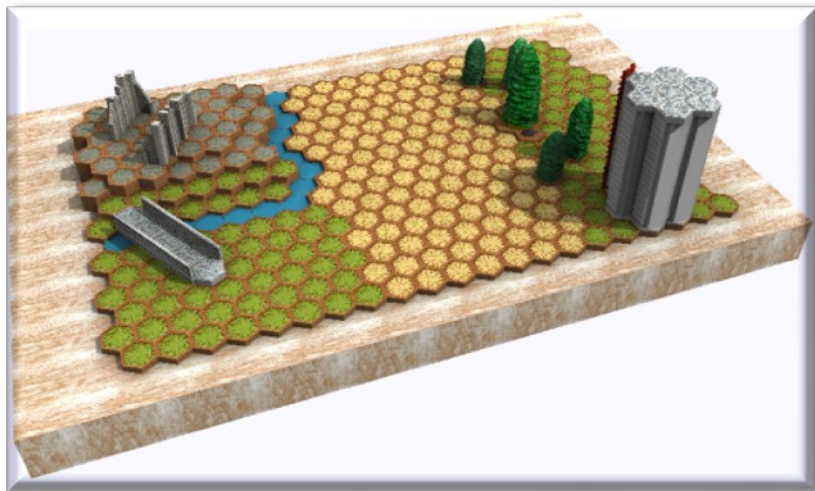
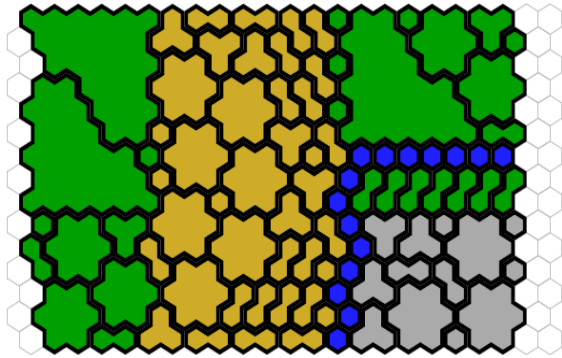


Rise of the Undead

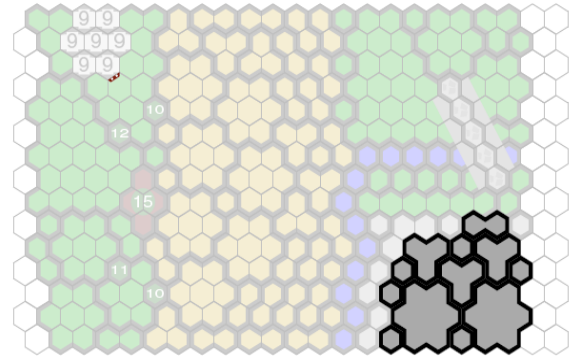


Concept by: **Boozehammer**
Map by: **eWabbie**

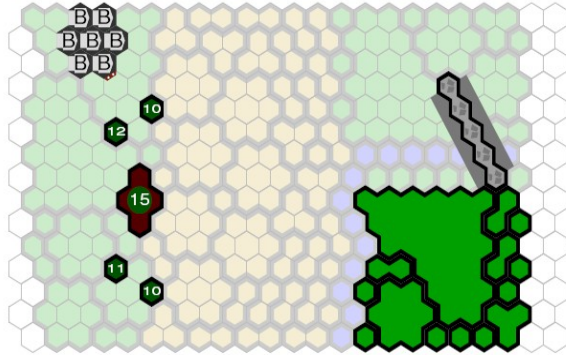
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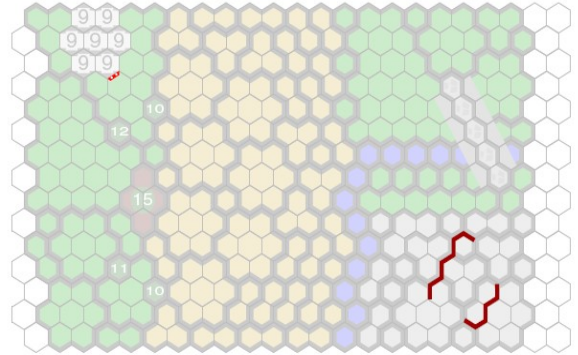
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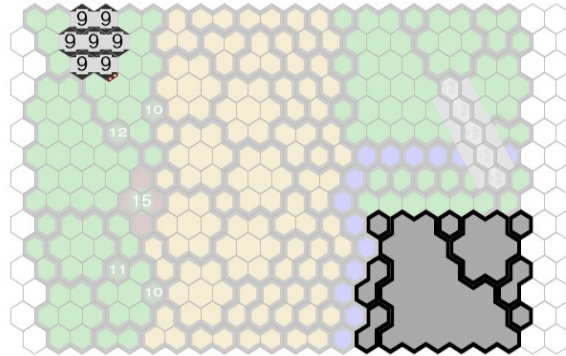
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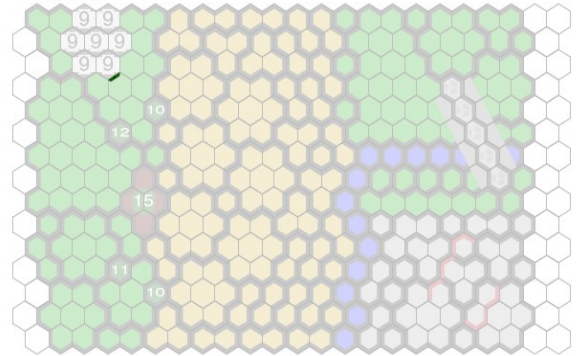
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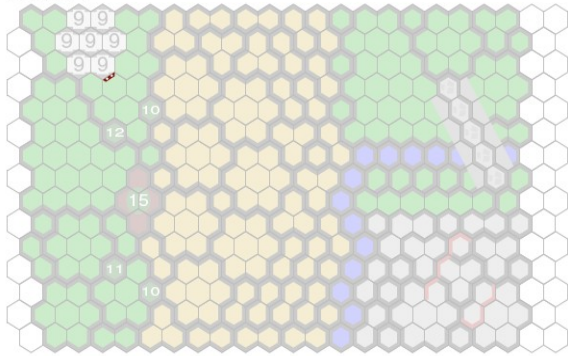
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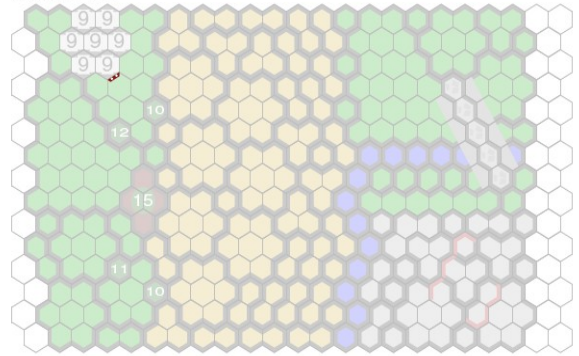
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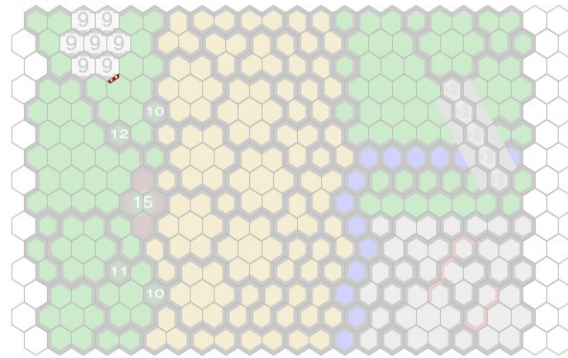
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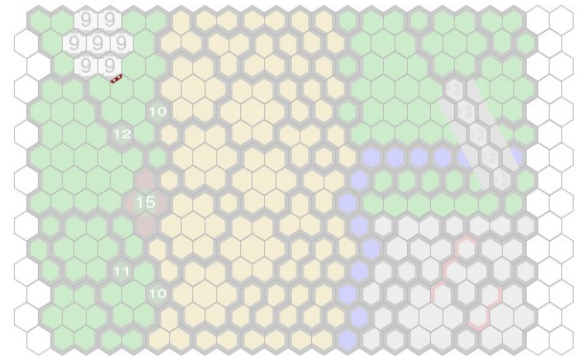
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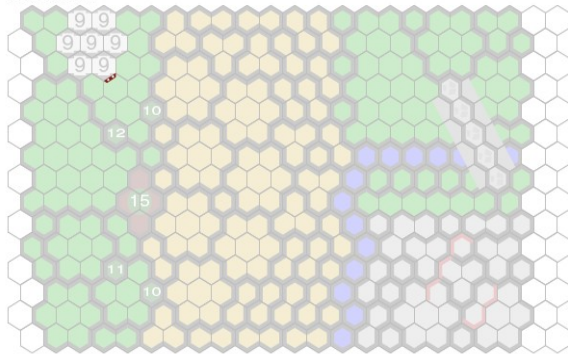
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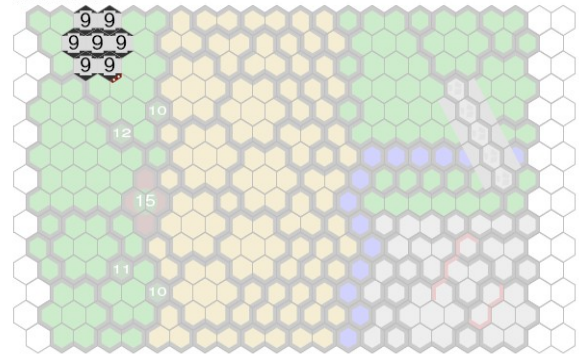
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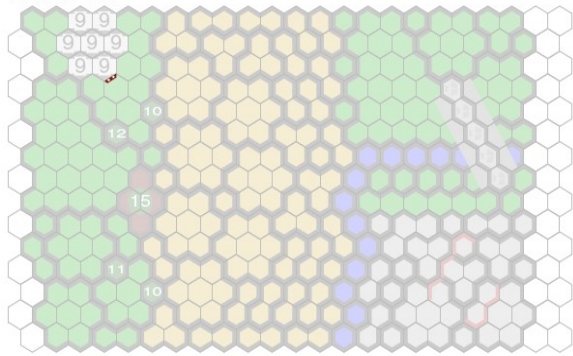
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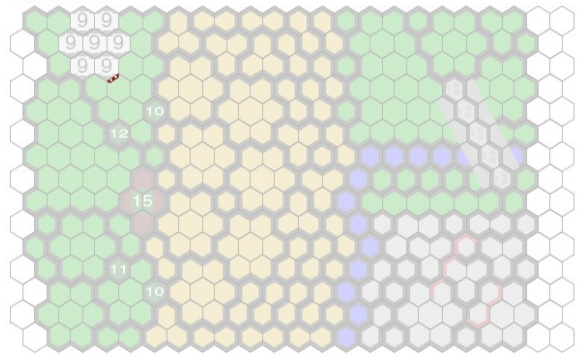
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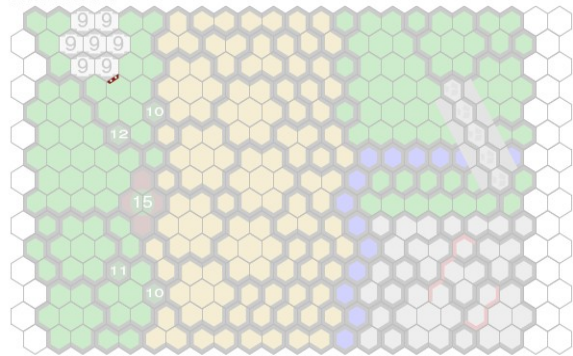
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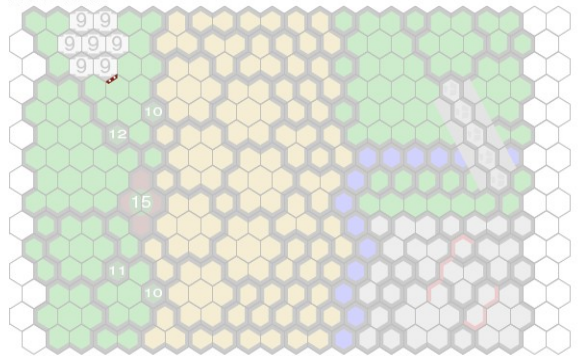
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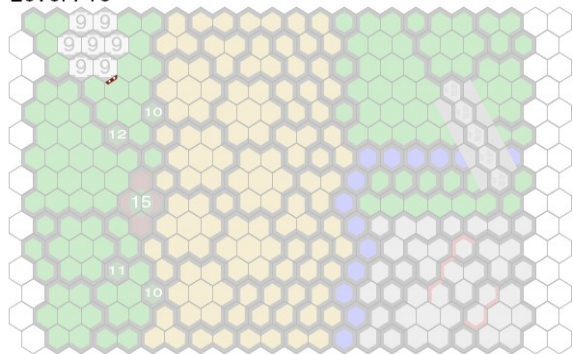
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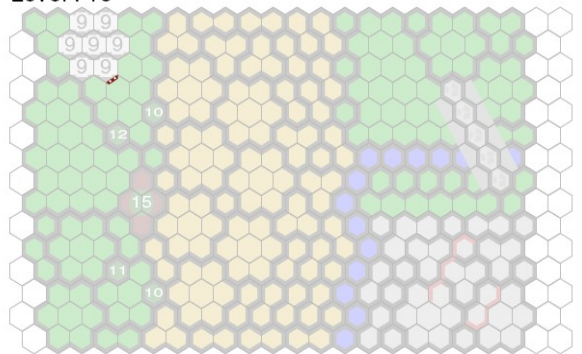
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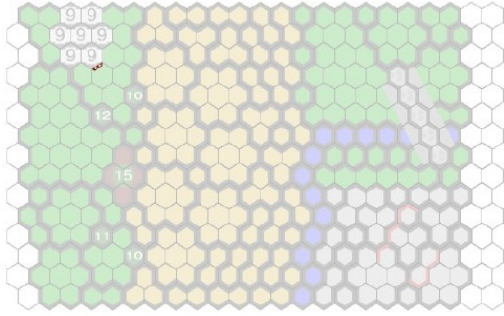
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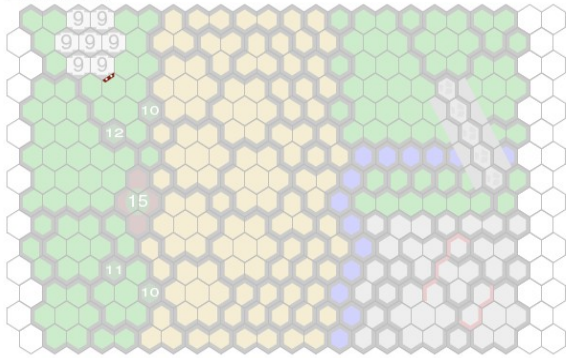
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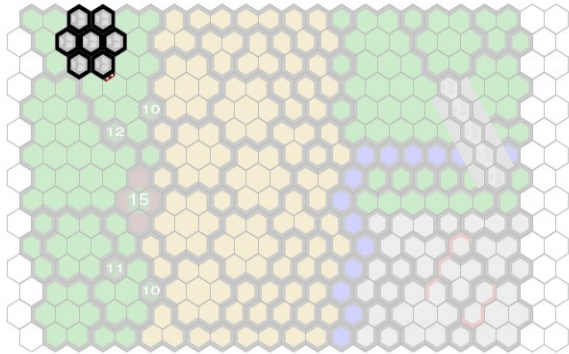
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Level : 20



Level : 21



Rise of the Undead

Preface

Heroscape is primarily a skirmish style of play, with armies being drafted for a single battle. RPG Scenarios take the concept of introducing a storyline and additional rules and victory conditions to either a single standalone scenario or a campaign of scenarios strung together, in order to add further enjoyment to the game. Because I work two jobs already, I'm looking for help from the community in each scenario I create for such things as Computer Drafts of each map, and an extended story for each - I know we have skilled map-makers and story writers on this forum, so if you are interested please PM me.

Rise of the Undead

Version Beta, still work in progress, but feel free to post feedback, comments, suggestions, etc.

Game Type: Standalone Scenario

Description

An ancient vampire couple descends into a corn field in a sleepy rural farm at dusk. Sensing the farm place was built on an old burial ground, the undead lords see a perfect opportunity for their unholy appetites. Calling dark incantations, the two vampires close their eyes and bow their heads. Immediately the ground rumbles, as long-dead corpses rip through the earth, violently up heaving themselves from the cold ground. As the decayed cadavers stagger to their feet, the vampires silently give them a single command: Feed.

The people of Alastair farm are scattered across the fields, ending another day of chores and labor. Some are in the forest chopping wood; some are on top of the corn silo harvesting; others are in the house entertaining a squad of royal soldiers passing through. However, as dusk turns into night, a low moan begins. Almost imperceptible at first, soon the noise of moaning as from dozens of people can be heard across the whole farm. It seems to be coming from the corn field... but what is it?

As the sun sets, the nightmare begins...

An overview of the map. The cornfield lies center, defined by the sand terrain hexes. The western side of the map is the forest where most of the farm forces will start. These forces will have to brave crossing the zombie-filled cornfield to the safety of the farmhouse on high ground in the east. The grain silo in the northeastern corner of the map may provide some defense from the zombies, but certainly not from the vampires.

Special Rules

Cornfields: Sand terrain serves as Cornfields in this scenario. The corn is ripe and requires harvesting, offering good protection from long range. Visibility from long range normal attacks stops at two hexes of Cornfield, i.e., if a zombie is on a cornfield hex, with a cornfield hex between it and the shooter, it cannot be targeted by normal attack. In this scenario, the Roman Archers Arrow Volley is the only ranged special attack available that can penetrate the corn fields.

Zombies Rise Again Modification: The rules for zombies turning other figures into zombies stays the same, with one exception: You can turn others into zombies above and beyond the number of zombies you start the game with.

Modified Disengage: As the zombies are particularly slow and decrepit due to their extreme age and rot, Alastair's farm forces never suffer disengagement strikes when leaving engagement with the zombies.

Forces - (Requires further play testing, may need further tweaking)

The Undead

Zombies of Morindan x 6
Cyprien Esenwein
Sonya Esenwein

Alastair's Farm

Alastair MacDirk
MacDirk Warriors x 3
Valguard
Tarn Viking Warriors
Roman Archers x 2
4th Massachusetts Line

Initial Set Up

The Undead

The two vampires should be placed roughly center of the corn field. All zombies should be randomly spread out anywhere in the corn field.

Alastair's Farm

The 4th Line should be placed inside of the farmhouse. One Macdirk Warriors squad can be randomly distributed to the east of the cornfield, preferably somewhere on the farmhouse 'island'. The rest of the forces should be randomly distributed in the forest to the west of the cornfield, including possibly a few starting on top of the grain silo.

Victory Conditions

if both vampires are killed, all zombies immediately un-animate and Alastair's Farm wins the scenario. If all of Alastair's Farm forces are destroyed, the Undead win and the zombie hoard shambles onward following their vampiric masters.

Play Strategies

Alastair's Farm

Cut off from the excellent defense the elevated farm house presents, the farm forces must decide whether to make a stand in the forest or brave running through the cornfields to safety. There are a couple of key points that should help you; Your forces suffer no disengagement from zombies, and your heroes and Vikings have relatively high defense. That being said, the MacDirk Warriors will be your biggest liability, and with their low defense they will prove to be great zombie food. Attempting to get some Roman Archers onto the top of the grain silo may be helpful to you, just make sure you are not spreading yourself too thin, and beware of the vampires being able to swoop to the top of the silo and ruin your plans.

Inevitably, a last stand will occur between the now bloated ranks of the undead and the king's militia staying at the farm house, the 4th Line. The more forces that make it there to be present for this last struggle, the better your chances for survival will be.

The Undead

Your task is clear: stop the forces from crossing the cornfield successfully, and destroy those foolish enough to stay behind in the forest. Use your vampires sparingly, perhaps only to devour those on top of the silo. Beware of the two quick heroes of the farm, Alastair and Valguard, who can quickly get to your vampiric leaders and cause damage. Once all mortals in the forest and cornfield are consumed, press onto the farmhouse in the east and finish the job.