

Scenario 095 - The Bridal Run

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This will be a feast! Fred (fill in the name of the defending warband leader) will go and pick up the bride, she will be the main attraction for the feast. Fred will bring along a lot of goods and guests. All in all it is so much that he probably will need three transport wagons. A road fit for wagons follows a route across a ruined territory. (Ruins 2'x3', with a slow bending road roughly through the middle). Fred has also a Best Man in his party (Pitfighter) who finds it a great honor he is chosen.

Across the ruins his bride is waiting for...

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. As last, one side is dedicated the wharf. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup

Defenders: The Defenders start on one end of the road. The Baggage train must start on the absolute edge of the road, and all other models must be within 6" of the road. The goal is to get them off-board, either on the opposite side or to his north or south, but on the opposite side of the playing area.

Attackers: After the Defenders have set up, it's time to set up the Attackers. The Attackers may set up anywhere on the table, but not within 6" of any Defenders, unless it's behind an impassable obstacle. They have to stay away at least 6" from friendly warbands.

Warbands

Defenders: one warband with a three wagons these will be armed according to the number of opposing warbands. Two opposing warbands means shooters in 2 carts. Being in the cart counts as having cover, none of the passenger or drivers are armored.

Extra models: Pitfighter, wagons consisting of a cart with driver (cannot leave, will not fight) and 2 passengers (cannot leave but will shoot BS3) armed accordingly; Roll D6 per passenger: 1-3 bow, 4 longbow, 5 crossbow (max 2), 6 blunderbuss (max 1).

Attackers: Warbands as is.

Special Rules

Rout Tests: The Defenders are fully aware of the vast importance of their mission. They have resolved themselves to a do-or-die situation. Therefore, they do not suffer from All Alone, and will not take a Rout Test until they have sustained 50% casualties. The Attackers will take Rout Tests as normal at 25%.

Moving the baggage train: Regardless of the caravan's mode of transport (slaves pulling carts, pony-driven, pushed by Rat Ogres), they will move up to 6" per turn on the road. They cannot run or march. Off-road the caravan moves at half rate (up to 3" per turn).

Shooting at the baggage train: Roll to hit, then, for each hit, roll a D6: 1-4 hits the cart, 5-6 hits the beast. Each beast, regardless of what it is, has the following statistics: Weapon Skill 2, Toughness 3 with 1 Wound and no armor save. Even though this is Mordheim, do not use the Injury chart for the beast. It is removed from battle as soon as it's wounded. If the cart is rolled then there is a 5+ chance you hit a passenger, if wounded they will be 1-4 Knocked down, 5-6, Stunned. Or use a D8, 1-5, the cart, 6-7 the beasts, 8 the passengers.

Baggage train in Hand to Hand combat: In combat, treat baggage trains as two separate targets, the cart itself or the beast that pulls it. Any model in contact with both cart and beast may decide which to attack. The carts are automatically hit and have Toughness 5 with 3 Wounds. The cart has no hand to hand offensive capabilities and causes NO impact hits. The Baggage Train is not pinned by hand-to-hand and may move out of combat. This represents the panicking beast surging forward!

Moving the baggage train without beasts: If the beast is killed, the Defenders may use models on foot to move the cart (this may be the passengers, but then they cannot shoot anymore, they count as having normal mercenary warrior stats and do not fight back). At least three models are needed to attain half the normal speed for the models carrying it, with no marching. Two models may lug the cart half speed -1". One model may not move a cart at all. He's just not strong enough.

Starting the Game

The Attackers go first, but they may not charge during the first turn. This represents the hidden Attackers springing out of concealment and ambushing the caravan.

Ending the Game

The game ends when either the defender gets a set number of carts of the table (see Goals (i.e. defender gets two carts of the table and then wants to quit, he could go for three, but does not need to). Routing of one side does end the game also, then look to the goals Table for Rewards below.

Experience

+1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy model he puts Out Of Action.

Table for Rewards

Goals	Rewards
All carts exit the table: Win for defender	Defender gains 2 magic item Rolls. One major one minor. He also gets his bride and she will be sacrificed (evil warband) or married (good warband) for +1 Experience for the leader.
Two carts exit the table: Win for defender	Defender gains 1 magic item roll (minor). He also gets his bride and she will be sacrificed (evil warband) or married (good warband) for +1 Experience for the leader.

One cart exits the table: Game is a draw no points	Attackers get one minor magic item roll, but defending leader also gets his bride and she will be sacrificed (evil warband) or married (good warband) for +1 Experience for the leader.
No carts exit the table: Win for the attackers	Attackers have a full victory and will all gain a major magic item. Defender still gets a minor item.