

Scenario 165 - Now Keep Me Safe, You Hear!?

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Mordheimer.

As it so happens, one foolhardy merchant has put himself in quite the predicament having let down two of the most influential statesmen controlling the area around the city of Mordheim. For him, nothing but a disastrous fate awaits him in the country, so he's immediately sent out for the most notorious of warbands to come and look after him until allies from east are able to safely escort him out of the kingdom. The statesmen, having heard of the news, proceed to form contracts with other warbands currently available in the city, though as it turns out, they have separate arrangements. One man's sick temperament compels him towards demanding that the merchant's head be delivered to him in jar containing preservatives laced with only the finest of wines. The other simply implores that merchant is safely transported back to him so that he may be suitably defiled in accordance to his crimes.

Terrain

The defending player gets to choose whichever building he/she prefers as the merchants' hideout. This building is then centered on the gaming table. The remaining buildings are then placed in turn, though all of them must be at least 4" away from the hideout. The player sequence for placement is randomly determined if not easily agreed upon by the majority of players.

Setup

The player with the highest warband rating is automatically persuaded into protecting the merchant. The remaining players must randomly divvy themselves up into groups as evenly as possible. Both groups roll a D6 and the group with the highest number gets to pick whichever statesman they want to work for.

Members of the same group can only work together so long as their warband alignments don't conflict (good and neutral warbands can work together, however the evildoers will work amongst themselves). Terms of the alliance should be established before that alliance is made (recommended that you observe the employer's reward before doing so). Alliances can be made or broken amidst battle, so make sure that you trust the other player. However it must be noted that an alliance cannot be betrayed unless the merchant is alive and stationed in his original hideaway - this would result in an even bloodier retaliation not yet illustrated by my scenario. Since undoubtedly, one or more warbands would be chasing their betrayers throughout the whole city if the gits backstabbed them on the turn that they ran off the board with the merchant or maybe his head!

Deployment zones must be nominated with respect to the amount of attackers entering the battlefield. Members of the same alliance share a deployment zone. Try your best to keep things orderly using the "Chaos on the Streets" guidelines, which can be found in "The Best of Town Cryer". Each attacker roles a D6 (attackers in the same alliance role as a group). Starting from lowest to highest, each attacking player/group chooses their deployment zone and then sets up using the "Chaos on the Streets" guidelines.

The defender sets up within the hideaway.

Special Rules

The Merchant: The merchant is controlled by the defending player and has neither armor nor weapons. In close combat he's always treated as though he were knocked down (too damned frightened to stand up) and his characteristics are those of a mercenary young blood. An attacking unit wishing to move the merchant must carry him as he kicks and screams (don't worry, he only weighs 100 pounds)! This can be done by charging him, except instead of up busting him up, the unit must choose to make a simple tackle. Creatures incapable of earning experience may not do this. Once the tackle has been made (automatic) the unit may carry the merchant at his/her regular movement rate. If the warrior is charged, wounded, or otherwise incapacitated by a spell or item, he/she drops the merchant immediately, and the defending player once again regains control of him.

If the merchant is killed, an attacking unit may take the carcass's head under the same conditions as finishing off a stunned unit in close combat. If that unit then becomes stunned or put Out Of Action, he/she drops the merchant's head. Further units wanting do so, may come along pick it up during their movement phase without interruption unless they're running or charging.

Alliances: If an attacking warband routs, then it's also assumed that they've withdrawn from any alliances they were in. This happens regardless of the state or whereabouts of the merchant. So long as the merchant's alive, the defending warband will not have to take rout tests or be able to voluntarily rout until they've lost 50%; he's promised them too damn much!

Starting the Game

All players role a D6. Starting from highest to lowest, players may now take their turn.

Ending the Game

All of the attackers has either gone Out of Action or fled, or the merchant has been carried off of the map by an attacker or the merchant's head has been severed and taken off the map.

Experience

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

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

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

Rewards

If the merchant safely survives, he'll give the defenders 7D6 + 20 gold pieces, plus roll 2D6 on the prize chart below:

2D6	Item
2	Holy or Unholy Relic
3-5	Cathayan Silk Clothes

6-8	Ithilmar Armor
9-10	Elven Cloak
11-12	Gromril Armor

If one of the attacking players manages to retrieve the merchant's head, and provided their warband had a contract with the matching statesman, that player may approach their employer to make a trade for $4D6 + 15$ gold pieces, plus roll 2D6 on the prize chart below:

2D6	Item
2	Throwing Knives
3-5	Crossbow Pistol
6-8	Hunting Arrows
9-10	Repeater Crossbow
11-12	Hunting Rifle

If any of the players manage to retrieve the merchant's head but lack the appropriate contract, that play may still make a trade for $2D6 + 10$ gold pieces, plus roll 2D6 on the prize chart below:

2D6	Item
2	Black Lotus
3-5	Dark Venom
6-8	Mad Cap Mushrooms
9-10	Dark Venom
11-12	Superior Blackpowder

If one of the attacking players manages to escape with the merchant in custody, and provided their warband has a contract with the matching statesman, that player may approach their employer to make a trade for $8D6 + 25$ gold pieces, plus roll 2D6 on the prize chart below:

2D6	Item
2	Healing Herbs
3-5	Halfling Cookbook
6-8	Wyrdstone Pendulum
9-10	Opulent Coach
11-12	Tome of Magic