

Scenario 019 - Rawhide

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"Rollin' , rollin', rollin', keep them wagons rollin'"

Teamster's song

After the humiliating defeat of the Merchant's play for power by supporting that damn woman, Lady Magritta, for Emperor, the Merchant's guild have decided that money really is the only way to gain power, so they have made a play for a controlling factor in Mordheim. Merchants, being merchants, can't help but have huge teams of wagons transporting things back and forth...mainly food and supplies, but on occasion wagons are sent back to their safe houses around the Empire containing their latest haul of Wyrdstone to sell. What better targets for a raid than a convoy of these wagons.

After a while, the merchants grew wise to what was causing their wagons to go missing and sent out three or four teams at once. Only one contained any wyrdstone, the rest contained a similar amount of rock to make them look as similar as possible. That way the raiders had to choose between the wagons because it was unlikely that all of them would be stopped, or even noticed. After all... the countryside is a vast place.

Terrain

As this scenario is based outside of Mordheim there aren't any ruins I'm afraid. All there is a road going across the table with sparse forest on either side, with any hills you desire. Bear in mind that people will have likely removed any obstacles from near the road to prevent ambushes by raiders.

Setup

The raiders may set up anywhere within their half of the board. The wagons and their outriders must enter from the opposite side along the road.

Before the game starts the Marienburger player (merchant) has a choice. He can either put his wyrdstone and remaining gold into one wagon of his choice and gains vast profits at the end of the mission if it gets through (losing it all if it doesn't), or having all the wagons empty and gain nothing extra at the end. It's up to the Marienburger. Do not tell your opponent until after the game though. This could be a good way to draw your opponent out during a campaign and use it to deal some damage to him.

Special Rules

Wagons: This scenario uses the rules for wagons and horses from the Mounted Warrior rules [wagon rules from [Wyrdstone Archive](#) or the updates rules from [Empire in Flames](#) supplement. Due to the marshy nature of the ground any wagon moving on the grass instead of the road gains a -3M.

The Merchants: (Marienburgers) have four wagons, each drawn by two horses and three warhorses for outriders for this mission only. This means that the Marienburgers are allowed to take 7 gang members. Those mounted on the warhorses have been equipped with spears for this mission.

The Ambushing Party: They are allowed to take all of their gang members should they wish. The ambushers may spend any money they have left on horses before this mission. They do not get a discount on, or free, horses.

Starting the Game

The aim of the Merchants is to get the wagon containing the wyrdstone off the table edge, preferably all the others too, to cut down on employee and stock losses. After all loss means less profit as you find replacements. The aim of their opponent is to stop these wagons, hopefully picking the right one.

Ending the Game

If the ambushers stop the wyrdstone leaving the table they gain whatever amount the Marienburg player placed into the wagon (be honest with this... decide before the game and stick to it!!). If the Marienburgers get the wyrdstone off the table they gain 30% of whatever was in the wagon as they made a real killing in the sale of it, i.e. if there was 100gc worth of wyrdstone in the wagon you would now have 130 gold. Got it? Good.

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 Experience.
- +1 Per Enemy Out Of Action. A Hero earns +1 Experience for each enemy he puts Out Of Action.
- +1 Saving the Wyrldstone: The Marienburger leader earns +1 Experience if he escapes off the boards with the Wyrldstone.
- +1 Successful Ambush: The leader of the ambusher party earns +1 Experience if they stop the Wyrldstone from leaving the board.
- +1 Getting Away: Each driver that gets off the board with their wagon earns +1 Experience.
- +1 Stopping a Wagon: Each warrior that stops a wagon earns +1 Experience.