

STAGECOACH HEIST

OVERVIEW

Many warbands rent their services out for a number of reasons, some more scrupulous than others. A common way to make money is to help protect caravans, Stagecoaches, and messengers as they make their way through the dangerous city of Mordheim. Other warbands prefer to ambush the caravans and take what they want. Many times, such warbands employ a Highwayman, a rogue who makes a living robbing anyone who attempts to travel the roads.

ARMIES

Two warbands. One includes a Highwayman; the other has a Roadwarden. If either warband does not already include a Roadwarden or Highwayman, the warband does not have to pay the initial hiring fee. However, if the controlling player decides to keep these hired swords after this scenario, he must pay the upkeep fee.

BATTLEFIELD

We recommend a 4' x 4' table for this scenario. If you are running this scenario on a different sized table, you may want to adjust the sizes of the Deployment Zones accordingly.

DEPLOYMENT

The Stagecoach is placed at the table edge in the corridor, and the warband with the Roadwarden is placed in a box 18" wide and 6" up as shown on the map at left. The attacking warband (the one with the Highwayman) is deployed after the other warband is placed and may be positioned anywhere on the table no closer than 12" to any enemy model.

WHO GOES FIRST?

Both players roll a D6. The player who rolls highest may choose to go first or second.

SPECIAL RULES

The Stagecoach may move normally in the corridor. Should it leave this road, however, it will be slowed to half its normal movement.

Any number of models with a combined strength of six or more may move the barricade D6" during their Movement Phase. They may not shoot, cast spells, fight in combat, or do anything else while moving the barricade.

VICTORY CONDITIONS

The game ends when one warband fails a Rout test, or the Stagecoach leaves the table via the table edge opposite its Deployment Zone. Any warband that Routs loses automatically.

EXPERIENCE

+1 Survives. If a Hero or Henchman group survives the battle, then it gains +1 Experience.

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

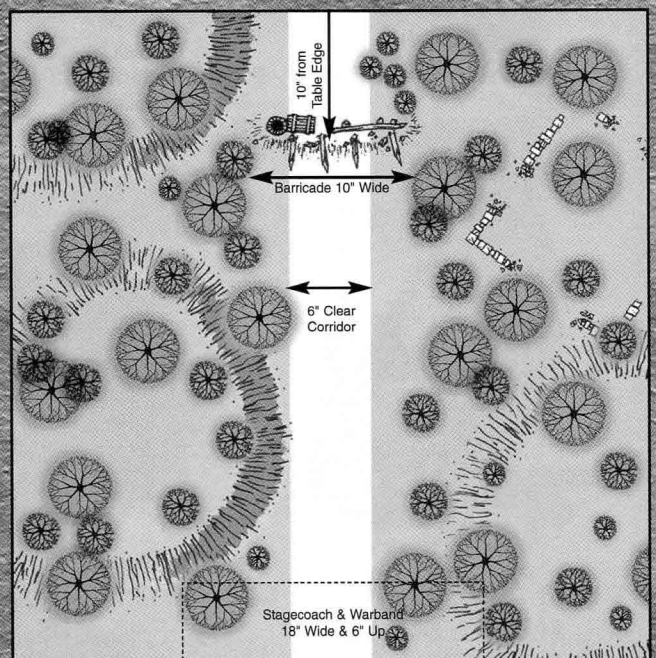
+1 Per Enemy Out of Action. Heroes earn +1 Experience for each enemy they put Out of Action.

+1 Destroying the Stagecoach. If a Hero in the attacking warband destroys the Stagecoach, he earns +1 Experience.

+2 Stagecoach Escapes. If the Stagecoach manages to survive and leaves the battlefield via its target table edge in the hands of the defending warband, the leader gains +2 Experience.

+2 Capturing the Stagecoach. If a hero in the attacking warband captures the Stagecoach intact, he earns +2 Experience.

SAMPLE SET UP



MORDHEIM HIGHWAYMEN

HIT THE STREETS OF MORDHEIM
IN STYLE WITH THIS
NEW STAGECOACH!



The rules for the Stagecoach can be found in **Town Cryer #25**.
The Highwayman and Roadwarden rules can be found in **Town Cryer #26**.

Mordheim Stagecoach Set
MO47
\$45.00 US - \$65.00 CDN



Roadwarden Mounted
110204903
\$6.00 US - \$9.00 CDN



Roadwarden on Foot Body
110204901
\$6.00 US - \$8.00 CDN



Roadwarden Arm
110204902
\$1.00 US - \$1.00 CDN



Highwayman Mounted
110204802
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Highwayman on Foot
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A Highwayman aiming at his next victim.