



# The Merchant Square

*New Mordheim Scenario based in the Mordheim's North-East corner.*

**By Andy Tabor**

The once thriving Market Square, more commonly known as the District of the Flying Horse has become a deserted plaza. Only the exceptionally brave or downright foolhardy dare cross the open cobbles, where once thousands of merchants sole their wares. To venture into the Market Square is to expose oneself to all those who keep a close watch from the surrounding shadow. Many eyes peer from the dark alleys and ruined buildings, in search of a fresh opportunity to make a quick killing. There is still a vast quantity of precious and exotic goods lying in the broken cellars of merchant's houses for the taking.

It is said that a few of the Pegasi escaped the destruction and their cages and have made their lairs around this area. Some have mutated horribly and are twisted diabolic parodies of their former selves. The infamous of these creatures is said to be a huge Black Pegasus with several additional horribly mutated heads, that of a serpent and a ram. Hunger gnaws at the stomachs of these beasts and they will face many times their number if they catch the scent of prey.

In a terrible twist of fate, the Merchants Quarter remains the most opulent region of the accursed city. Should any adventurous soul wish to visit the ruined library or take a chance and stroll through the market place, it is highly likely that they may discover some rare goods that have survived the fall. Leaving the quarter with your life is a different matter though, for the District of the Flying Horse is also rich pickings for those who seek to spill blood.

## TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building or something similar. We suggest that the terrain is set up within an area roughly 4' x 4'. The middle area of the board should free of terrain (maybe a fountain or the like to mark the center of the square) and to have at least a 12" inch x 12" inch square open area. This will represent the Merchant's Square. The buildings placed outside of the Merchant's Square will represent the Merchant's Homes and Shoppe's.

## WARBANDS

Players use the normal warband set-up rules.

## SPECIAL RULES

Warbands will begin searching the buildings for common items. Each warband will roll 1D6 for each searchable building. If they roll a 4+ they found a common item. In the Merchant's Square, will be D3 crates per warband. The crates will be placed in the middle of the Merchant's Square. When a warband touches a crate they must roll a D6. Only one roll per crate. On a roll of a 1 on a D6, the Black Pegasus will appear. The Black Pegasus will appear 8" inches in on a Random Table edge. The Black Pegasus will go in the last turn and will attempt to fly down on the models in the Merchant's Square. The Black Pegasus will target the closest model in the Merchant's Square. Merchant's Square is the 12" x 12" area in the middle of the table as the streets and alleys would be too narrow for the Pegasus to fly into.

## Dark Pegasus

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	-	4	4	5	3	5	8

**Fear:** A Black Pegasus with three heads will cause Fear in most people.

**Flying:** The Black Pegasus can fly or charge up to 12" inches with no terrain penalties. Just like the old saying "As the Crow flies." The 12" inches is the furthest the Black Pegasus can flying, no charging or running to increase distance.

**Walking:** The Black Pegasus can only walk three inches on the ground and can not charge or run.

**Save:** The Black Pegasus has a 5+ save that is not modified by strength of attacks against it.

**Immune to Psychology:** Same stuff that is printed in the rule book.

**Skull of Iron:** The Pegasus's skull is much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any results from the Injury Table as knocked down results.

## STARTING THE GAME

Each player rolls a D6. The player with the highest has the first turn and order of play proceeds clockwise around the table (based on where the players placed their warbands).

## ENDING THE GAME

When all the crates are off the table, all but one warband has routed, or the warbands ally.

## COMMON ITEMS

Common items are found in the houses surrounding the Market's Square. They are kept no matter if you win or loose. Remember you need to roll a 4+ for each house to see if you were able to locate a common item. Only one opportunity per house. Please keep track of what homes you searched so you can take them off the list.

D6	Item
1	D3 Morning Star
2	D3 Spears
3	D3 Bows
4	D3 Crossbow
5	1 Suit of Heavy Armour
6	D3 Nets



## RARE ITEMS

Rare items can only come from the crates placed in the middle of the Merchant's Square. Rare items may only be found if the crate is taken off the table. If no crates made if off the table then no Rare Items will be found. You will be much too nervous looking out for the other warbands and a Black Pegasus to open the crate in the middle of the Merchant's Square. When the game ends, the winning warband(s) does not automatically get the crates.

Item	D6 Result Needed
D3 Repeater XBow	1
D3 Handgun	2
D3 Healing Herbs	3
1 Gromril Weapon	4
1 Dose Bugman's Ale	5
1 Eleven Cloak	6

## EXPERIENCE

**+1 Survives.** If a Hero or Henchmen group survives the battle they gain +1 Experience.

**+1 Winning Leader.** The leader of a winning warband gain +1 Experience.

**+1 Per Enemy out of Action.** Any Hero earn +1 Experience for each enemy he puts out of action.

**+1 Per each wound taken off the Black Pegasus.** Any Hero or Henchmen group earn +1 Experience for taking a wound off the Black Pegasus.

**+2 Per Black Pegasus being taken out of Action.** Any Hero earns +2 Experience for killing the Black Pegasus.

**+1 Per each crate taken off the board.** Any Hero earns +1 Experience for taking a crate off the board.

## DESIGNER NOTES

This scenario comes from TC 25: Space McQuirk and Nick Jakos, BOTC Scenario 7: Monster Hunt and any other Mordheim related article or book. The scenario is to add some spice in normal campaigns or those who have a territory based campaign. The stats on the Black Pegasus, common or rare goods can be adjusted to your gaming group's needs or desires. I did not want a winning warband to automatically gaining all the crates if there was an early route. That is why I noted the crates must be off the board when the game ends. It is assumed that once a model goes off the board with the crate they cannot come back into the current game. This also can be modified to your gaming group's style. This helps prevent one warband from getting an upper hand of supplies from someone else's bad dice rolls or bad leadership. The same goes for common items, if the warbands ally they are not allowed to go search houses that still need searched. When the game stops, it stops all searching buildings for common items and from moving crates off the table. You may want to decide if you want a Pegasus with three heads or that is just rumours. If so, adjust the attacks as needed. On the flying rules, I would go with unrestricted movement, no penalties for height, just measure the actual distance from point A to point B. The Black Pegasus is assumed to have 360 degree field of vision. You may change as needed. There are many options for a model of a Black Pegasus, Griffon and etc by Games Workshop. Just pick a suitable one and convert and paint as needed.

Special Thanks to Pancreasboy for help on this scenario and three others.

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## ABOUT THE AUTHOR

Andy Tabor still needs to finish his Araby warband and working on really great scenario for another SG game and hopes to be finished shortly.