

Scenario 157 - Guard The Dredgers

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Whoever1's Mordheim Section.
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Some bright lads from Nuln have come up with the idea that lots of wyrdstone is being washed down the sewers into the river that flows through Mordheim. A few hours raking the river bottom from a boat can bring in more wyrdstone than days searching the streets. Unfortunately, some other lads have noted that the same number of shards can be had in only a few minutes by beating lads from Nuln about their heads with clubs. It's lucky for the dredgers that there are some warbands willing to provide protection, for a slight fee.

Terrain

On a 4' x 4' table designate one side to belong to the defender, and the other to the attacker. Stretch a 5" wide strip of blue paper (or whatever) from one end to the other across the middle to represent a river separating the attacker's edge from the defender's edge. Across it place two bridges 36" from each other. The bridges can also be made of paper, and should be about 3" wide. In the middle of the river place a boat, about 1.5" x 3". Place two figures on the boat to represent the lads from Nuln, who should be considered to have cover. The area for 3" on either side of the river is very difficult ground (not counting the ground leading up to the bridges), so you might want to indicate this in some way as well. After all that, the two sides take turns placing pieces of terrain, starting with the attacker. However, no buildings should be placed within 5" of the river.

Setup

The defender sets up first. The attacker may set up his warband within 8" of his edge, and the defender may set up his warband anywhere he wishes on his side of the river. He may also place one character on the boat.

Special Rules

Dredgers: The two dredgers have the same stats as Youngbloods, reproduced below for convenience. On any given turn they can either choose to shoot their crossbows, or pole their boat. If one is poling the boat it will move 4", and if both are it will move 6". It takes 4" of movement to turn the boat around. The lads can even pole when they are in hiding (though, of course, they cannot shoot from hiding), or if they have just recovered from being knocked down. They can shoot their crossbows even if the boat has moved. No character from the defending warband can assist with poling the boat.

2 Dredgers

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons/Armor: The Dredgers are wearing helmets, and are armed with a crossbow and a dagger.

The Bridge: This structure counts as being 2" high. The river is not very deep, but muddy and thick with vegetation. If someone gets into the water (as by attempting to charge from shore or the bridge into the boat), movement counts as being in very difficult terrain (one-fourth movement), but they are unhurt and count as having cover. If they successfully charge the boat from the water or the bridge they can

engage whatever character the defender placed there from their warband, but the attacker will strike last on the first turn. The dredgers themselves will surrender unless protected by a defending warband member on their boat; otherwise they may also attack the attacker.

Unwilling to Pass: If the attackers are in sole possession of a bridge the boatmen will refuse to pass under the bridge. To completely own the bridge, the attackers must at least have one non-animal warrior on the bridge who is neither Knocked Down, Stunned, broken or engaged in Hand-To-Hand combat, and the defenders have no one on the bridge who is neither Knocked Down or Stunned.

Starting the Game

Both players roll a D6. The higher player takes the first turn.

Ending the Game

If either side fails a rout test, then the other side wins. Also, if the boat manages to cross over the table edge, the defending side wins. Or if an attacker gets on the boat and forces the dredgers to surrender, the attackers win.

Experience

+1 Survives: If a Hero or 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: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+2 Forcing the Dredgers to Surrender: Any attacking hero who gets on the boat and forces the dredgers to surrender or takes the last boatmen Out Of Action gains +2 Experience.

Wyrdstone

If either side wins by causing the other side to rout, or if the defending side wins by moving the boat off the table, they earn 2 shards of wyrdstone. If the attackers win by boarding the boat, they gain 2+d3 shards.