Scenario: Mule Train

A Mordheim Scenario by Robert J Walker

They come from far and wide; mule-trains are still the most economical way of transporting goods to Mordheim. The hardy mules make excellent time over the gorse-laden hills surrounding the Damned City. This route has the additional advantage of avoiding the many bandits that roam the roads leading to Mordheim, at least until recently...

Now, traders have to hire warbands to defend their mule-trains, to run the gauntlet against the increasingly bold thieves and opportunistic warbands.

Terrain

Set up ruined buildings as normal along one table edge, extending no further than 12" onto the table, 8" in from the opposite table edge. The rest of the table should be covered by hills, woods and hedges with a road down the centre; each player takes it in turn to place a piece of terrain in a 4'x4' playing area.

Warbands

The warband with the lowest rating is automatically defending the mule train. If both sides are equal, the warband with the fewer warriors is the defender.

The mule-train should consist of between 3 and 6 mules and no more than one mule for every two defending warriors (use normal horse models if you have no models of mules). The mules should be set up within 4" of the road up to 12" onto the table. The attackers can set up anywhere more than 24" away from the closest enemy model.

Starting the Game

The attacker has the first turn.

Ending the Game

The game ends when all the mules have left the opposite table edge from where they started. Alternatively, the game ends when one of the warbands fails its rout test. Note: any model that leaves the table cannot return.

Experience

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

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

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

+1 Led Mule off the Table. If a Hero leads one or more mules off the table, he gains +1 Experience.

Special Rules

Riding

In this scenario, the mules are laden with goods and cannot be ridden. There are otherwise no restrictions on riding animals.

Rewards

If the attackers recover one or more mules, they may keep it or it may be sold. In addition, the goods on the back of the mule(s) should be determined as if the warband found a Slaughtered Warband in the exploration phase (4 4 4 4 4 4). Add +1 to the dice roll for every mule recovered over the first. Recovered mounts are those being led by a member of the attacking warband as they leave the table.

The defenders gain 2D6GC for each mule they lead off the table.

Routing

If a warband routs, it abandons any mules in its possession. The opposing warband can only lead mules off the table it has in its possession as the enemy routs; abandoned mules are assumed to wander off and get eaten (probably).

Exploration.

At the end of this scenario, both warbands may explore as normal.