The Bodyguards

Upsetting one of the overlords of Cutthroat's Den could be considered unfortunate but upsetting both Bernado the Bastard and the equally violent Adolphus von Morte is sheer stupidity! This is exactly the situation that a certain foolish trader has found himself in. Trawling through the down and outs of the settlement, he has hired himself a well-armed warband to escort him out of the settlement and out of the county. Bernado and Adolphus aren't likely to allow such an insult to go unpunished though and have sent some equally well-armed warbands in hot pursuit.

This scenario requires at least three warbands and is a multi-player game.

Terrain

The defending player (the one with the highest warband rating will have the honour of protecting the trader) gets to choose a building and designate it as the merchant's hideout. This building is then placed in the centre of the battlefield. The remaining buildings are then placed in turn, though none may be closer than 4" from the hideout. The player sequence for placement is randomly determined if not easily agreed upon by the majority of players.

Set-up

1. Deployment zones must be nominated with respect to the amount of attackers entering the battlefield. Members of the same alliance share a deployment zone. Try your best to keep things orderly using the 'Chaos on the Streets' guidelines, which can be found in *The Best of Town Cryer*.

2. Each attacking warband rolls a D6 (attackers in the same alliance roll as a group). Starting from lowest to highest, each attacking player/group chooses their deployment zone and then sets up using the 'Chaos on the Streets' guidelines.

3. The defender sets up within the hideout.

4: All players roll a D6. Starting from highest to lowest, players may now take their turn.
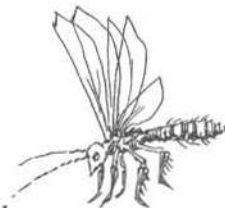
4. All players roll a D6. Starting from highest to lowest, players may now take their turn.

Warband Roles

1. The player with the highest warband rating is automatically persuaded into protecting the merchant.

2. The remaining players must randomly divide themselves up into two groups as evenly as possible (one for each overlord). It makes no difference which overlord a warband works for as their instructions are simply to bring the merchant, or his head, back to their overlord but this also puts each group of attackers up against each other.

3. Members of the same group can only work together as long as their warband alignments don't conflict (good and neutral warbands can work together, however the evil doers will only work amongst themselves). Terms of the alliance should be established before that alliance is made (recommended that you observe the employer's reward before doing so). Alliances can be made or broken amidst battle, so make sure that you trust the other player. However, it must be noted that an alliance cannot be betrayed if the merchant is still alive.

Special Rules

1. The merchant is controlled by the defending warband and has neither armour nor weapons. In close combat he's always treated as though he were knocked down (too damned frightened to fight!) and his characteristics are those of a mercenary Young Blood.

2. An attacking warrior wishing to move the Merchant must carry him as he kicks and screams (don't worry he only weighs about 100 pounds!). This can be done by charging him, except instead up busting him up, the warrior must choose to make a simple tackle. Creatures incapable of earning Experience may not do this. Once the tackle has been made (this is automatic) the warrior may carry the merchant at their regular Movement rate. If the warrior carrying the merchant is charged, wounded, or otherwise incapacitated by a spell or item, he drops the merchant

immediately, and the defending player regains control of him.

3. If the merchant is killed, an attacking warrior may take the carcass's head under the same conditions as finishing off a stunned warrior in close combat. If that warrior then becomes stunned or put Out of Action, he drops the merchant's head. Further warriors wanting do so, may come along and pick it up during their Movement phase without interruption, unless they're running or charging.

4. If an attacking warband routs, then it's also assumed that they've withdrawn from any alliances they were in. This happens regardless of the state or whereabouts of the merchant.

5. So long as the merchant's alive, the defending warband will not have to take Rout tests or be able to voluntarily rout until they've lost 50%; he's promised them too damned much!
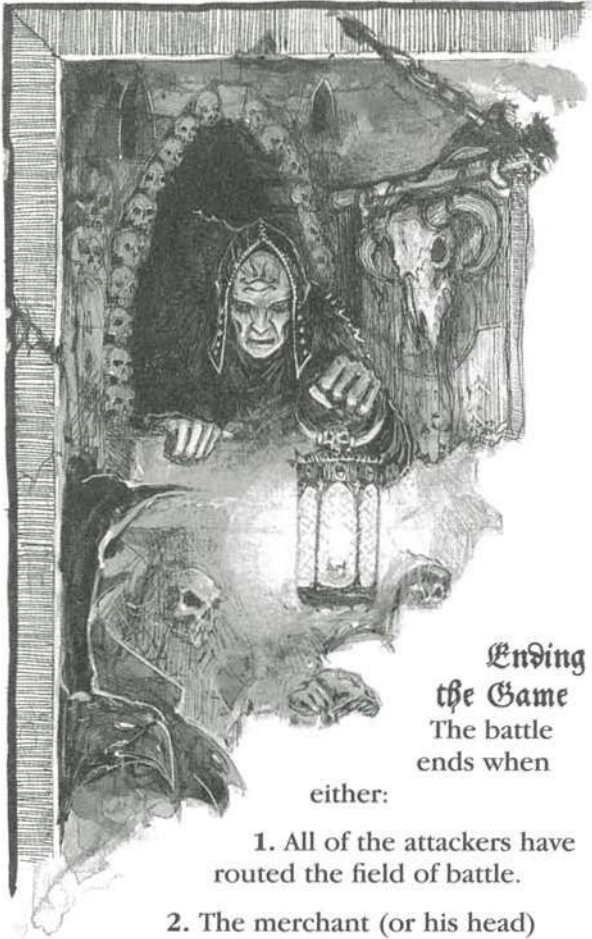
Ending the Game

The battle ends when either:

1. All of the attackers have routed the field of battle.

2. The merchant (or his head) has been carried off of the battlefield by an attacker. In this event the attacking warband in possession of the merchant or his head are the sole winners (in alliances there are no points for coming in second!).

Rewards

If the merchant survives, he'll give the defender 7D6 + 20 gold pieces, plus roll 2D6 and consult the following table:

2D6	Result
2	Holy or Unholy Relic
3-5	Cathayan Silk Clothes
6-8	Ithilmar Armour
9-10	Elven Cloak
11-12	Gromril Armour

If one of the attacking warbands manages to snatch the merchant or his head and return it to his overlord they receive the following: 4D6 + 15 gold pieces, plus roll 2D6 and consult the table below:
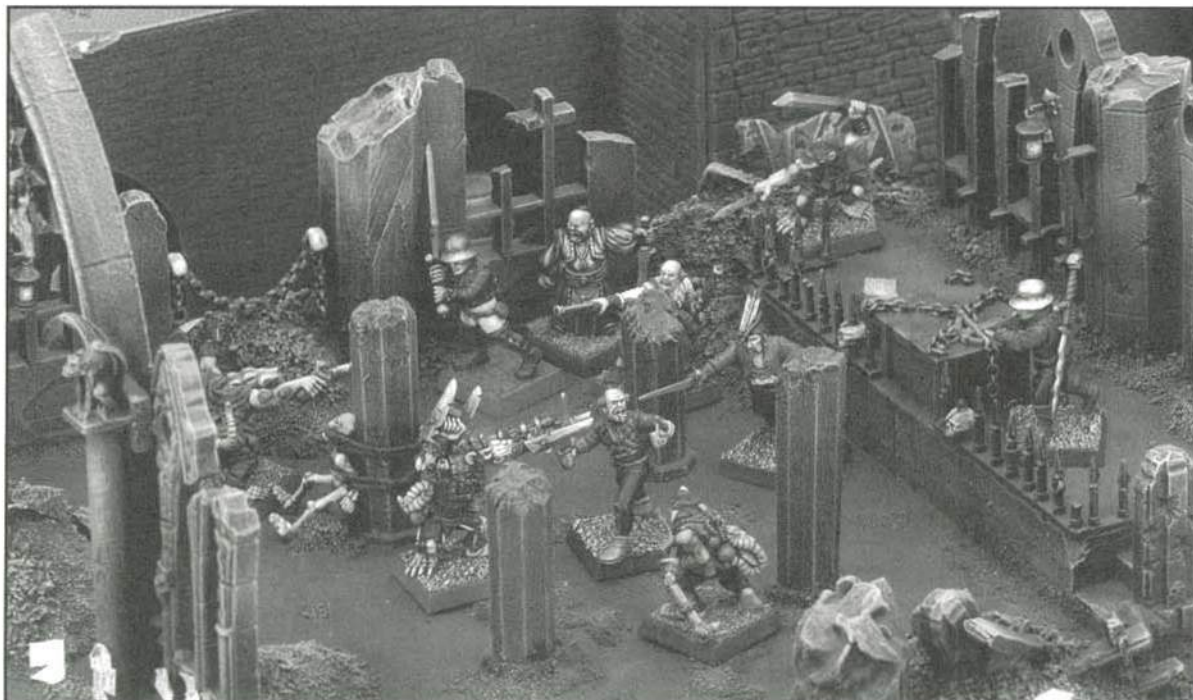
2D6	Result
2	Throwing Knives
3-5	Crossbow Pistol
6-8	Hunting Arrows
9-10	Repeater Crossbow
11-12	Hunting Rifle

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 put Out of Action. Any Hero earns +1 Experience for each enemy he puts *Out of Action*.

The Reiklanders attempt to extricate the Merchant from his dire position!

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