

Call to Arms - Scenario Winner 'The Caravan'

Hear Ye! Hear Ye!

Our small office on the outskirts of thrice-cursed Mordheim where this splendiforous tome is mayde has recently been bombarded with correspondence. This loyal response to his excellency - Ye Grand Duke of Ostermark's 'Call to Arms' has been most overwhelming and we have received over sixty submissions. Fear ye not faithful servants for if ye failed to win the grand prize of our most generous lord your hard work will not go unnoticed for the best of your submissions will no doubt make the pages of a future issue and other treasures are sure to be yours.

Our Kislev friends have even downloaded their winning scenario on that accursed magical device the internet. See it and much more here:

<http://www.espace.cz/People/Honza/Gaming/Mordheim/Caravan.zip>.

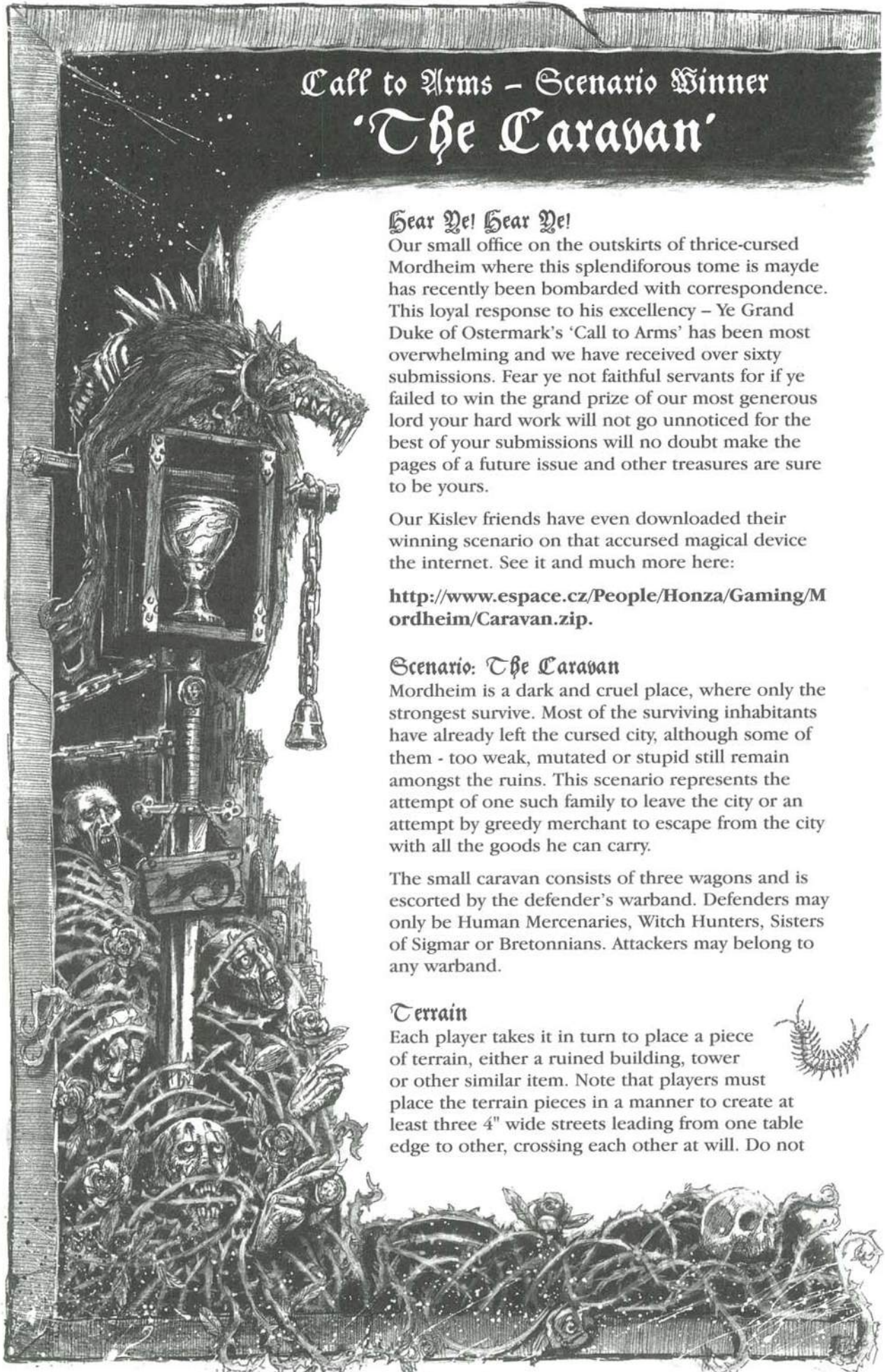
Scenario: The Caravan

Mordheim is a dark and cruel place, where only the strongest survive. Most of the surviving inhabitants have already left the cursed city, although some of them - too weak, mutated or stupid still remain amongst the ruins. This scenario represents the attempt of one such family to leave the city or an attempt by greedy merchant to escape from the city with all the goods he can carry.

The small caravan consists of three wagons and is escorted by the defender's warband. Defenders may only be Human Mercenaries, Witch Hunters, Sisters of Sigmar or Bretonnians. Attackers may belong to any warband.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower or other similar item. Note that players must place the terrain pieces in a manner to create at least three 4" wide streets leading from one table edge to other, crossing each other at will. Do not



A fync report on an ambush of heavily layden wagons by bandit chief Honza Skypala and partner in crime Stepan Stepanov

clutter the table with too many ruins as there needs to be enough room for the wagons to move. We suggest that the terrain is set up within an area at least 4' x 4'.

Set-up

Place three wagons in a column roughly to the middle of the table edge. The Defender sets up first, within 8" of the caravan. The Attacker sets up second within 20" of the opposite table edge. All the Attacker's models start the game *Hidden*.

Special Rules

Wagons: Each wagon is crewed by one man and is pulled by two horses. The wagon has the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	4	3	-	-	-
Horse	8	-	-	3	3	1	2	-	-
Driver	4	2	2	3	3	1	2	1	6

Wagons are moved during the Compulsory Move phase. Each of them must move their full movement allowance of 8" towards the opposite table edge. Note that this does not mean that the wagons must move in a straight line, they may try to avoid conflict by choosing a different street and so on, but they cannot move towards their own table edge. Their only aim is to leave the city as fast as possible via the opposite table edge to the edge where they started the game.

Wagons cannot charge, climb, hide, run or flee. In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending Warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal their Initiative or suffer a S3 hit with all of the consequences.

If a wagon is charged then it must stop until all of the foes are Knocked Down, Stunned or Taken-Out-of-Action or it is destroyed. A wagon cannot be Knocked Down or Stunned although the driver or the horses may be. If a wagon loses its

last Wound, then it is destroyed, looted, overturned and removed from the table followed by the war cries of the attacking warband.

If the driver fails a *Fear* test he must do exactly as is explained in the rules. However, he does not need to take a *Man Alone* and never breaks from the combat or flees.

Wagons are counted as large targets for the purpose of shooting.

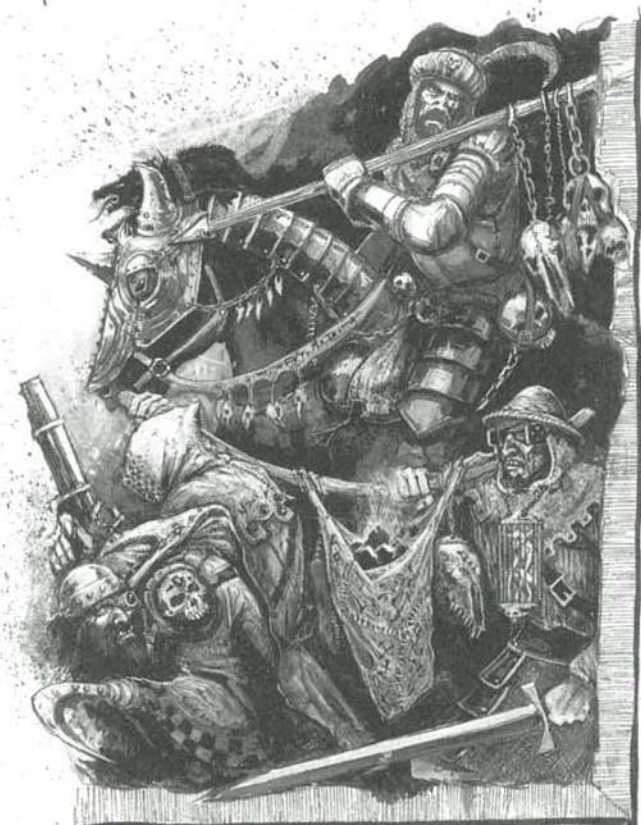
Wagons never suffer from critical hits.

Wagons that move through their opponent's table edge are removed and count as escaped.

Rout Tests

The Defender does not need to take Rout tests, but he can *Rout* voluntarily if he wishes to after suffering enough casualties. After all, he will receive his payment only after his escort duty is done.

The Attacker is pumped up with greed and anger seeing his prey is leaving the city. He must take Rout tests only after



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suffering 50% casualties. If the Attacking Warband is routed, then all of the survived wagons successfully escape.

Payment and Looting

The Defender receives 5D6gc as a starting payment and 5D6gc for each wagon that escapes. If all three wagons escape, the defender receives an additional bonus of 5D6gc.

The Attacker receives 3D6gc for each wagon that he loots. The Defender receives more money for each wagon because he receives his payment from the merchant or the family members after the battle and not all of the goods can be looted immediately or can be sold (some of them have personal meaning for the owner, but nobody else will be willing to pay a single gold crown for them).

Banditry

The Defender may treacherously attack the caravan he was hired to protect. In this case the wagons still try to escape through the opponent's table edge but are moved by the attacker. For each wagon looted the Defender receives 3D6gc. If the Defender deliberately attacks the caravan, then continue to play the scenario as a Skirmish with normal Rout tests.

In addition, the traitorous Defender can never escort a caravan again (in this campaign), nobody will trust them enough to feel in need of their service. The Warband suffers a -1 modifier when attempting to find rare items for the next D6 games, because nobody likes to trade with the one who is so untrustworthy.

Starting the Game

The Defender takes the first turn.

Ending the Game

The battle continues until all of the wagons escape, are destroyed or one of the Warbands is routed.

Experience

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

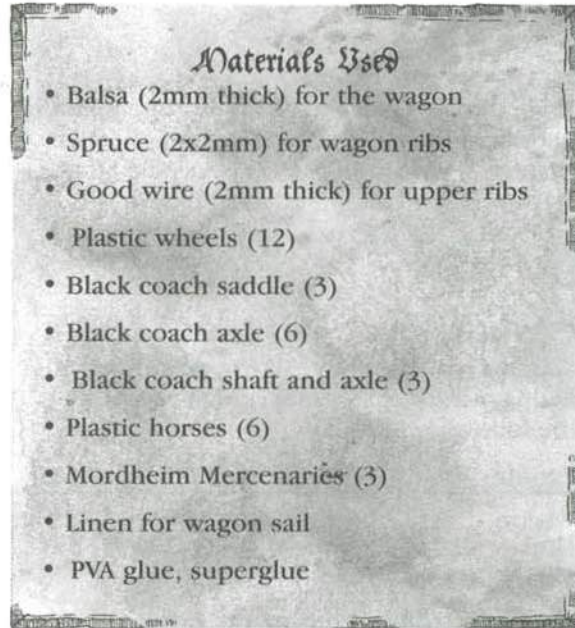
+1 Per Enemy or Wagon Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

+1 Winning Leader. If at least 2 wagons escape then the defender wins the game otherwise attacker wins. Note that the bonus does not depend on routing from the game.

Paint per Wagons

(Check out the inside cover for a view of this superb model)

This scenario requires three wagon models to represent the caravan itself – so there is something that can be looted on the table! I decided to make the caravan look as much like those wagon trains from western movies.



The Wagon Chassis

I made the wagon chassis out of balsa wood. First cut out of balsa rectangle that will make the bottom of the wagon chassis. I made it slightly narrower than the axle so it would fit in between. Finally I have found that by adding the sides and ribs it wouldn't fit in between the wheels and the wagon chassis had to be positioned over the wheels.

Ok, as I said, cut out the bottom of the wagon chassis, now you have to cut the sides and glue it to the bottom so it makes a nice bottom of a box. To make it look better make the front and back side a trapezium – bottom edge slightly smaller than the top one.

For gluing I used PVA glue, as it glues balsa nicely. So now we have the bottom of the wagon and we want to make it look cool! If you watch any western movie take a good look at the wagons! Yes, they have nice ribs on their side to hold up the canvass roof. So to make the ribs I have bought thin sprue stick (they sell them in hobby shops), I bought one that is 2x2mm thin, 1m long. I cut out parts that would make good ribs on the sides of the wagon body and glued it (using PVA glue) on that part I already had.



Now we need to put the chassis on wheels! Glue the wheels to the axle and the shaft to the axle. Now we want to glue the front wheels to the chassis of the wagon. Well, you will realise that it doesn't touch as there is space in between. So you have to put something there – cut small rectangles out of balsa and glue the front wheels to the body.

Well, now we want to glue the back wheels to the chassis. We need to make the part holding the wheels from balsa – cut out two small trapeziums and a few rectangles (that you will put in between the trapeziums) and glue it all together. Then glue it to the body and the wheels to it. Take the saddle from the Black Coach model and glue it to the front side of wagon so that the coachman has something to sit on.

Now we want to make the upper ribs holding the canvas roof. We'll make it from wire – cut pieces (measure on the chassis how long), bend them and glue them to the wagon. OK, that's it, you have the wagon ready for painting.

The Horses

I used standard unbarbed GW horses but I didn't want them to have saddles. So I took the needle file, design knife and removed the saddles from the horses. Then I modelled a simple yoke from greenstuff and added the rest of the harness, so the wagon gets more of a realistic look.

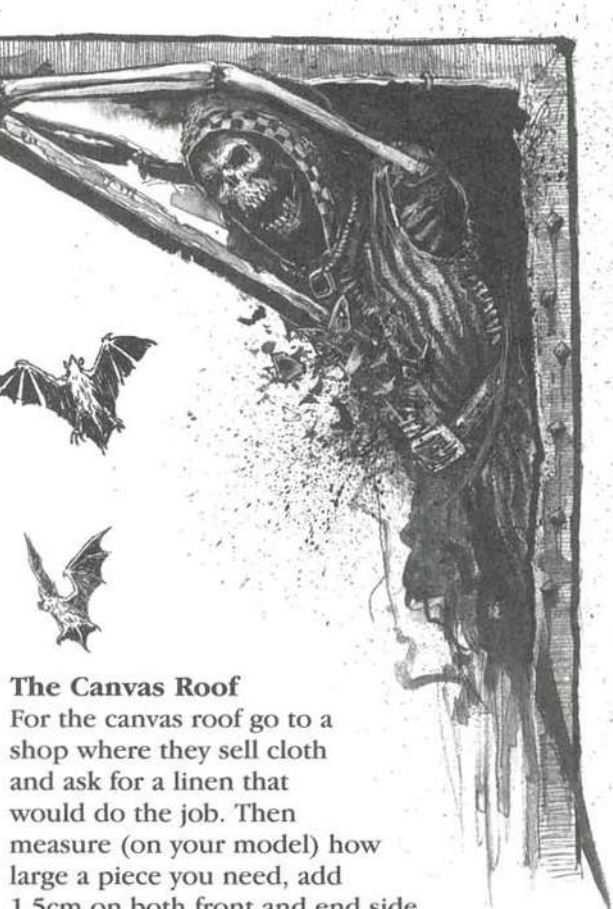
Driver

For the driver I used mercenaries miniatures from Mordheim. They are perfect for doing such a conversion – they are made of several parts that you can glue together in different ways and because they are made from plastic they are easy to cut.

So I cut the legs at the knees and bent the plastic here and there to get the correct sitting position. I tried to choose the hands that would hold the reins after cutting off the weapons first. I filled the holes with green stuff, glued the mini to a base (just for painting), painted it, cut off the bases and glued the mini to the wagon.



Models used for the driver conversion



The Canvas Roof

For the canvas roof go to a shop where they sell cloth and ask for a linen that would do the job. Then measure (on your model) how large a piece you need, add 1.5cm on both front and end side and cut it. Now comes the needlework! On the front and end side of the linen piece stretch thread through several points. Glue the canvass to the wires that form the ribs on the wagon. Now pull the ends of the thread so the sail will wrap around the front and end wire.

Finishing

OK, we're near the end. Make a base, paint the base, glue wagon and horses on the base, optionally add rein and there you have it. And of course, if you didn't work on all three models at once, now you have to repeat this for two more wagons.

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Designer Notes

As dedicated gamers of Necromunda we loved the Caravan scenario that is in the Necromunda campaign rules. We just missed something that would represent the caravan itself. When Mordheim came out, we expected to find a similar scenario but there wasn't one. So we had the impulse to create one.

But, we were still missing something that would represent the caravan itself. In Mordheim we immediately thought of wagons like the ones from western-movies. These

would be excellent for the caravan in our scenario. But how many wagons? With What profiles?

After a few days of brainstorming Stepan started to playtest the scenario in our club (using proxies for the wagons temporarily) and Honza started to plan on how to build the wagon models. It took two weeks to make them at which point we had the scenario finely tuned.

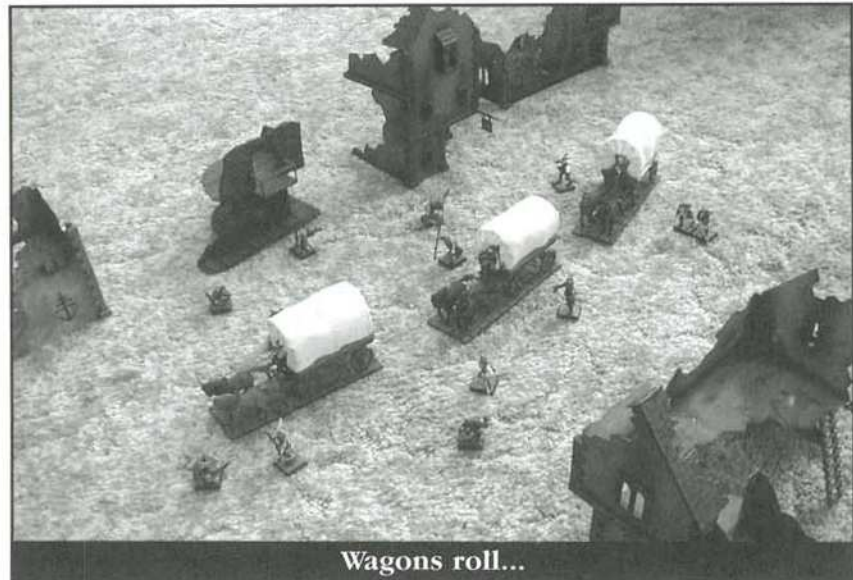
We use the scenario as choose-only option in



our campaign (i.e. if the scenario roll ends in 2 or 12 and one of the players is permitted to choose the scenario, he can choose the Caravan scenario in addition to other scenarios.)

From playing the scenario you'll discover that there is a slightly higher chance of the attacker winning, which is compensated by the fact that the attacker usually has higher losses. We think that this makes up for the advantage.

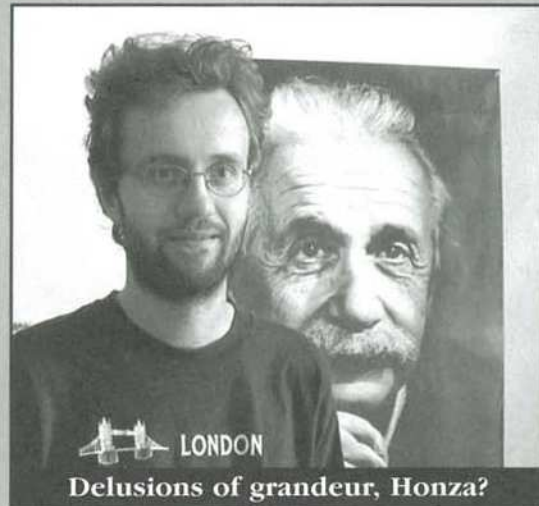
So take care and enjoy the scenario.



A Bit About The Scribes...

Honza: I'm 27 years old and work as a computer analyst and programmer at small company developing GIS solutions. I started playing GW games in 1991 (Advanced Heroquest), in 1996, with my brother. I started a Warhammer club in my hometown and in 1999, with Stepan. I started club in the city where I live now, Olomouc, playing Necromunda and Mordheim and preparing boys for big games of Warhammer and Warhammer 40,000.

I met Stepan in 1997 at University, during my last year of studies. Over the school mailing list he asked if there was anybody playing Warhammer and I answered him. From that time on we have been good friends.



Delusions of grandeur, Honza?



Stepan, a true Kislevite!

Stepan: As my name suggests I have something to do with Russia – yes, I was born there! But now I study computer science in Olomouc, Czech Republic. I'm 22, male, single... Also a fanatical High Elf in the world of Warhammer, Orlock in Necromunda, Eldar in Gothic and Witch Hunter in Mordheim. Honza didn't tell you, but this was how we met at University: I asked him in e-mail 'How do I recognise you?' And he answered: 'Easy, I have green hair!' Ah well, it was a long time ago and now, at least, he looks more human.

While Honza is a big fan of painting miniatures, converting this and that, I prefer to play the games. This was reflected whilst developing the scenario, I was doing the large part of scenario design (Honza helped me with a lot of ideas!), he did the models of wagons and then we playtested the scenario at our club.