

Scenario 022 - The Caravan

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The lure of wyrdstone draws all kinds to Mordheim. A wealthy merchant and his hired guards are traveling through the city, bearing a cargo of Wyrdstone; they are a tempting target for robbery.

Terrain

Set up all the buildings in a single street with no outlets, similar to the "Street Fight" scenario in the Mordheim rulebook. Place the merchant model at one end of the street, facing towards the other end.

Setup

Both players roll a D6, whoever rolls highest chooses whether to guard the merchant or try to rob him. The guarding player sets up first within 6" of the caravan. The robbers may set up anywhere on the street as long as all of his models are at least 14" from the caravan and its guards.

Special Rules

The Merchant:

The Merchant

M	WS	BS	S	T	W	I	A	Ld	Sv
*	2	2	3	3	1	3	1	10	5+

Weapons/Armor: A Mercenary Captain may be equipped with weapons and armor chosen from the Mercenary Equipment list.

Special Rules:

- *Fly:* The gargoyle can fly as if it has the Lesser Spell, *Flight of Zimmerman*, without the need to roll vs. the spells difficulty.

At the beginning of each player's movement phase, move the Merchant D3" inches along the road. His mind is occupied with the hefty profit he'll take for his cargo and he wants to reach a suitable buyer as soon as possible. He takes the easiest path, scorning cover and ignoring attackers (Note that the merchant moves forward even if he was engaged in close combat the previous turn). He never charges other models and passes all psychology tests automatically. The only way to stop his movement is to knock him down, stun him or take him out of action. The Merchant wears no armor and is armed with a single dagger.

The Cargo: The merchant carries a small chest that contains D3+1 shards of wyrdstone. If he is taken out of action place the appropriate number of wyrdstone counters in the space he used to occupy. A warrior may pick up the wyrdstone by moving into contact with it.

Starting the Game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

Ending the Game

MISSING INFO

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.