

Scenario 097 - The Great Robbery

By The Mordheimer.

This is a scenario best played among two players. An arbiter is not required. One player will be the escort (defender) while the other will play the role of the robber (attacker.) Each player must attempt to get away with the booty! The players should be divided in two groups, Witch Hunters and Sisters of Sigmar. Read the following to each player.

Background

The Escort (defenders): You have been contacted by a group of wealthy Marienburger's merchants to escort the final removal of some of their property off the City of the Damned. While most of their possessions had been already moved outside the city, they were informed that a chest containing some important merchandize was unaccounted for. The mercenaries that were commissioned to recover their property had been decimated, so reinforcements are needed to safeguard the delivery of the merchandize to the docks, for its final voyage.

Your mission is to deliver the cargo to the ship, and insure that it leaves port safely. You will be handsomely rewarded for your work.

The Robbers (attackers): Unlike most rumors you have heard, there has been slight confirmation that a huge piece of wyrdstone that was recently discovered is about to leave for Marienburg. The merchants had hired an army of mercenaries to make sure the rock manages to get in one of their boats, and safely navigate out of the harms way. Anyone, including the wealthy merchants will pay handsomely for such a rare find.

Your mission is to intercept the cargo before it leaves the port, either in land or in the water. You and our group have decided is time for the Marienburgers to spread the wealth... toward your pocket!

Terrain

The terrain for this scenario should be placed in a table roughly 4' x 4'. Along one of the table edges should be a 6" water zone, immediately followed by some docks and the rest by regular ruined buildings. A merchant boat, La Luciernaga, should be large enough to accommodate several models inside, will be placed in the water edge at a later time.

Setup

Each player will roll a D6. Whoever rolls higher deploys within 8" of one of the corners (opposite side of the river). The other player will deploy within 8" of the opposite corner, in the same side of the table edge.

Special Rules

La Luciernaga: The Firefly was named for its history of burning in flames after every combat, yet somehow being repaired and submitted to even hazardous duties after. The merchant boat will always be controlled by the Escorts.

- Deployment: After the 3rd turn, La Luciernaga will arrive on roll of 4+ on D6. It should be deployed on the table edge waterfront, in the opposite corner of Escort deployment zone.

- Navigation: La Luciernaga will always move towards the opposite edge (i.e. left to right) attempting to intercept the Escort.
- Movement: The merchant ship may not move the turn it is deployed. After that, the Escort player may move the ship up to 8" per turn, with a minimum of 1". Notice that there is no way for La Luciernaga to turn back, so the Escort player must calculate and strategize with the ship's movement.
- Cannon: La Luciernaga may fire its only cannon once per game. Treat as a blunderbuss.
- Crew Defense: Only a lunatic sailor would sign up to bring a ship to Mordheim. If the crew is attacked, they will escape by jumping to the river Stir. Unknowing to them, the monstrosities in the river are as bad as the ones on the city. They will die miserably.

The Merchandize: The Escort is to carry a heavy (locked) chest to the merchant ship. Place a counter (or a terrain piece) to mark the chest location. Anyone can carry the chest, but may only move at half speed and may not run nor charge (they may defend if attacked.) Two models may carry the chest at the same time for their full movement rate. If the carrier is taken Out Of Action, then anyone in base contact with the chest may claim possession of it. Once the Escort leaves the chest on La Luciernaga's deck, and no Robber is on board, the ship leaves towards the nearest edge on the next turn and the game is finished. The Escort will disembark when is safe, outside Mordheim!

No Rout Test: Greed is a powerful motivator! No rout tests are allowed in this scenario. If a player wishes to leave combat, it must do so by moving each model to the table edge.

Starting the Game

The Escort will take the first turn.

Ending the Game

When one of the warbands manages to either eliminate the other, the Escort manages to take the chest to La Luciernaga and it leaves the table or the Robbers take the chest out of the board by the table edge opposite to the waterfront the game ends.

Experience

- +1 Survives: If a Hero or Henchman group survives they gain +1 experience.
- +1 Winning Leader: The Leader of the winning warband gains +1 experience.
- +1 per Enemy Out Of Action: A Hero earns +1 experience point for each enemy he puts Out Of Action.
- +1 for Taking the Booty!: The Heroes carrying the chest to their respective goal earns an additional +1 experience point.

Treasure

Escort: Payment after delivering the goods to safety is determined by rolling a D6:

Item	Result on D6
4D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+

Special Map :	5+
Merchant Note **	4+
Lucky Charm	3+

* One dice may be re-rolled on the next Exploration phase.

** On the next attempt to find a Rare Item, you may add +2 to the roll.

Robbers: The treasure contains “useless” paperwork, which can incriminate a powerful merchant house in a major financial scandal. You may ransom them, and your earnings can be determined by rolling a D6:

Item	Result on D6
2D6 gold crowns	Automatic
D6 Pieces of Wyrdstone	5+
Special Map :	5+
Merchant Note **	4+

* One dice may be re-rolled on the next Exploration phase.

** On the next attempt to find a Rare Item, you may add +2 to the roll.