

# Great treasure makes great plunder

## Cart Chase scenario on the Steppes and Plains

A new Border Town Burning supplement by Eliazar and Ezekiel

The road to Cathay is a dangerous one. Many an innocent (or not so innocent) traveller has been ambushed, slain and robbed before he could safely reach one of the Border Towns along the edge of the Northern Wastes. Especially merchant caravans are singled out by highwaymen, ogres or even warbands of fearsome marauders due to the wealth they promise the successful ambusher. And even if a caravan is not ambushed, many dangers lie hidden in the high grass of the steppe, first amongst them the fearsome Warhounds of Chaos, whose vicious jaws will tear everything apart that is not fast enough to escape...

It will be your role in this new Mordheim mini-game for the Border Town Burning supplement to either save the merchant's coach from doom or to hunt it down and devour it.

### Terrain

The Chase is played over the course of 6 2"x2" tiles, which can be 2 tiles which are constantly replaced as the cart races over the road, or the whole road could be laid out before the players. These tiles need to feature a road, which should have some bends. Also, the finishing section needs a gate through which the cart can drive to safety. Apart from that, the sections may feature anything you want (trees, large boulders, city walls, farms, etc.). However, make sure that there are some obstacles against which the cart could crash should it get out of control.

This mini-game is played with a fixed number of models. On the merchant players side, these are a coach pulled by two horses and accompanied by a driver and two marksmen. The profiles are as follows:

### Trade Wagon

	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	7	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Draft Horse	8	1	-	3	3	1	3	1	5

### Driver

	M	WS	BS	S	T	W	I	A	Ld
Driver	4	2	2	3	3	1	3	1	7

Equipment: Dagger, Club, Whip

### Marksman

	M	WS	BS	S	T	W	I	A	Ld
Marksman	4	3	4	3	3	1	3	1	7

Equipment: Dagger, Club, Crossbow

### Movement

The cart has a base movement of 8", and the driver may always apply the lash, which adds another D6" to the movement. While moving, the cart may only turn up to 45°. If in dire need, the driver may pull the reins, deducting D6" from its base movement, and allowing him to turn up to 90°. Gaining more manoeuvrability, but allowing his pursuers to come dangerously close

### Shooting

The marksmen may shoot at the pursuers every turn, even if the attackers charged the cart. However, they will always suffer a -1 to hit if they fire due to moving.

### Close Combat

If the attackers managed to charge the cart, they will fight in close combat using the normal rules detailed in the Mordheim rulebook. With the following exceptions:

- Due to the haphazard nature of attacking moving wagons, the attackers must first allocate their attacks using the Wagon Location Chart.
- Wheels and Cart are hit automatically, and only need wounds to be resolved.
- Crew count as defending an obstacle, and are only hit on 6's regardless of Weapon Skill before wounds can be resolved
- If a mount is hit by any attack, roll on the Out of Control table, even if it is not wounded.
- Moving wagons are never pinned in combat, they will keep moving, and therefore break from combat on the end of every turn, free to move along their normal route.



## Wagon Location

### D6 Result

**1-2 Draft creature** – Roll to wound and injure as normal – see loss of draft creature below for effects.

**3 Crew** – Select the nearest crew member and roll to wound and injure as normal – see Loss of Driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.

**4-5 Chassis** – Roll to damage the vehicle using the stat line above

**6 Wheel** – Roll to damage the wheel using the stat-line below.

## Wheel Damage

### D6 Result

**1-4 Wheel damaged** – The wagon's speed is permanently reduced by -2".

**5-6 Wheel flies off!** – The wagon immediately swerves (see the swerve result on the Out of Control table) and then comes to a halt. The wagon is now immobile. Roll a D6, on the score of 5-6 the wagon goes into a roll (see the roll result on the Out of Control table above).

## Collisions

Whenever a cart collides, horrible damage may be done, and therefore, the player should at all times attempt to avoid a collision. If a collision does happen, work it out as follows.

Firstly, even though only draft animals, they are not that stupid, so if a collision is about to unfold, they have one chance of their own to avoid damage: Make one initiative test on the initiative of the draft animal (regardless of the number of mounts) if failed, work out the rest of the collision, if passed, they may try to turn away from the obstacle using what is left of their regular turn radius, so if 45° was the starting radius, and 20° has been used during the movement, they have 25° left. If this is not enough to steer clear of the object, they still collide. They make this test, even if they are out of control! If the driver lost control, that doesn't mean the horses suddenly became stupid.

If a collision is a fact, there are 2 options:

If it is a collision with a big obstacle (wall, wagon, tree etc.) both the cart and the obstacle take D3 strength 7 hits (allocate as normal)

If it is a collision with a smaller obstacle (warband members, animals, crates etc.) the obstacle takes a S4 hit, and the cart player rolls a D6. On a roll of 1, Rolls on the Out of Control table.

## Regaining Control

In the next turn, the driver must test on his own leadership to regain control over the mounts. If he passes this test, he regains control and may move as normal again. If he fails this test, Roll again on the Out of Control table.

Even if the cart or horses get hit multiple times during one turn, you only Roll on the Out of Control table once per turn.

## Out of Control

### D6 Result

**1-3 Swerve** – The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:

1-3 – Swerves 45 degrees to the left.

4-6 – Swerves 45 degrees to the right.

The wagon then moves another 6" in the predetermined direction.

**4-5 Runaway** – The steeds bolt and the driver loses control of them. Each turn randomly determine the direction that the wagon goes in. Roll a D6:

1-2 – Swerves 45 degrees to the left.

3-4 – Swerves 45 degrees to the right.

5-6 – moves straight ahead.

The wagon will always move at full speed and roll for applying the lash discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds.

The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway as they are trying to hold on for dear life.

**6 Loss of control** – The wagon goes wildly out of control. Roll a D6:

1 – The wagon swerves to the right (see above).

2 – The wagon swerves to the left (see above).

3-4 – The wagon comes to an immediate halt.

5 – The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move.

6 – The wagon either jackknives or hits a rock or a depression in the road and goes into a roll! The wagon moves D6" in a random direction determined by the Artillery Scatter dice. Any warriors/beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked.

In the case of a warhound attack, that player has an infinite number of Warhounds of Chaos with the following profile:

### Warhound

M	WS	BS	S	T	W	I	A	Ld
7	4	-	4	3	1	3	1	4

#### Special Rules:

**Leaping Attack:** Everytime a warhound is able to charge the cart head on from the front, it may decide to leap over it and try to snatch a marksman from the roof.

To do this, declare that the hound is trying a leaping attack. Move it in front of the cart and make an Initiative check. If the test is passed, the hound leaps over the cart, and on a roll of a 6, manages to snatch one of the marksmen off.

It will land 2" behind the cart. Either with its victim, in which case the marksman takes an automatic S3 hit falling damage and is locked in combat with the hound thereafter. Or without it's victim, after which the hound can participate in the battle as normal on the next turn.

If the test is failed, the hound is run over and takes a S4 hit.

In this case, the cart player rolls a D6, and on a 1, makes an Out of Control test as described above.

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In this example we only included the warhounds, but countless other pursuers might be thought up for instance the Kurgan marauders may try and chase the cart to loot it, or perhaps the protectorate is chasing them to retrieve a stolen relic... Whatever fits best in your campaign.

## Set up

The wagon starts on road on the edge of the first tile.

Everytime the cart passes over the middle of a tile, D3 Warhounds of chaos appear randomly as shown in the image above. However, all warhounds which did not make it onto that tile when the cart passes over to the next tile are too far behind to catch up and removed from the game.

## Starting the Game

The player who controls the cart always gets the first turn.

## Ending the Game

The game end if the cart reaches the safety of the Border Town (i.e. Passes through the gate on the last tile). It also ends if the cart crashed or is not able to move anymore (i.e. It grinded to a halt and the warhounds killed or scared off all the draft animals or warband members).

## Experience

If the cart player won, then the leader of that warband gains +1 Experience, and the driver of the cart gains +D3 Experience. The marksmen gain +1 Experience.

If the Other player wins their leader gets +1 Experience and each parttaking member gets +1 Experience. Animals are excluded from gaining experience, even if only warhounds took part in this scenario.

If warbandmembers took part, the cart may be looted. roll to see if the stack is still useable. Roll for each Item in the cart. on a roll of 4+, the Item may be taken by the winning warband. The cart contains 2D6 gc, and any items stored in it by the warband.

