# Race to the Stash

*Scenario Competition runner-up*
**By Jace Proctor**

"Race to the Stash" is a fast-paced scenario for the Mordheim game system published by Games Workshop. It is designed for 2 players, but could possibly accommodate more with some fine tuning. This scenario is also set in Mordheim, but could be adapted to a variety of other settings with minimal adjustments. Normal models and terrain are used for this scenario with the optional addition of the treasure horde piece of scenery, which is described later in the article. What follows is background information, rules for playing, and finally advice on building some of the custom terrain that is featured in this encounter.

## INTRODUCTION

In the aftermath of the comet's fall, Mordheim has become a labyrinth of ruined buildings, decaying streets, abandoned catacombs, and treacherous alleyways. Some even say that the city itself is alive, and has the power to reorder its chaotic innards in order to confuse or destroy the imposing warbands who plunder the city for precious wyrdstone. It is not uncommon for a warband to find a safe haven or a stash of treasure only to find it completely vanished the next day, replaced by a completely different structure. It is for this reason that warbands will often assail a place of worth as quickly as possible, to ensure that they can plunder its riches before it is never seen again. Sometimes two or more warbands will hear of the same location at the same time, and in these situations a deadly race can ensue through the streets of Mordheim, with the victor claiming lordship over the area and defending it from any attackers.

## RULES

Through your network of informants and spies, you have learned of a large stash of treasure deep within the city's rich quarter, which once housed the affluent and often corrupt upper class of citizens. According to your informant, this find has only just been discovered, and the riches are ripe for the taking! Finds like this are rare, but a find in the rich quarter is almost unheard of, as this area of the city is trafficked often by the warbands seeking wyrdstone and riches. Immediately gathering your warriors and gear, you quickly embark towards the location of the rumored find. As you quietly make your way across the remaining bridge and through the streets of Mordheim, you catch sight of an opposing warband who is traveling in the same direction as you. A row of ruined, but still standing buildings separate you from your rivals, who have also spotted you. The both of you quicken your pace, and suddenly you hear the crack of a crossbow bolt whizzing through the air and striking a wall behind you. Your warband returns fire in kind, still racing through the mottled, uneven streets of the former rich quarter. Through the gaps in the buildings you exchange shots, speeding through the twists and turns of the city, approaching the stash of treasure at breakneck speed. Whoever is to reach the horde first will have a marked advantage, as they will be able to take covered positions and defend the find against the attackers.

## TERRAIN

Set up the terrain so that there are two lanes or streets, one for each warband, with both lanes eventually leading to a building or other structure that represents the treasure horde. The lanes should be segregated by a row of buildings or other such terrain

that is impassable on foot, but can be shot through. These lanes should be as similar as possible with respect to length and distance from the goal, but do not have to be perfectly straight or symmetrical. A slightly longer table or playing area than normal is recommended for this scenario; something roughly 5' x 2' or larger would do nicely.

## SET-UP

Roll a D6 for each player. The player with the highest score can choose which lane he or she wants to set up in. The opposing player must set up in the other lane. All models must be deployed within 6" of the closest table edge and inside the lanes. Because the warbands are racing toward the goal as fast as possible, no models may be deployed on high ground at the start of the game.

## STARTING THE GAME

Each player rolls a D6 and adds the normal Initiative value of their leader. The player with the highest total result goes first.

## SPECIAL RULES

Breakneck Speed - The warbands in this scenario are navigating their way through the city as fast as possible, and will not stop until they can see the horde of treasure they are searching for. All models in this scenario must run the maximum distance allowed every turn until they are within line of sight of the goal, at which point they will slow down. However the warbands are aware of their competition, and will occasionally shoot toward each other in a desperate attempt to slow the other band down. Because of this, models armed with a shooting weapon may shoot while running, with a -1 "to hit" penalty conferred for doing so. This penalty is added to any other penalties as normal, such as over half distance or being behind cover. This penalty will also replace any "move or shoot" rules that a weapon would normally be subject to: for example, a model armed with a handgun may shoot his handgun while moving during this scenario, but will suffer a -1 to hit for doing so. Reloading rules apply as normal.

If a model moving at breakneck speed is brought into base-to-base contact with another model, the model will not count as charging for purposes of striking first, or gain +1 attack; the combat will be played out normally using initiative value. This is to represent the model's reckless speed, which is not the same as a well-planned charge into combat, which would allow them to strike first and gain +1 attack.

Models are considered to be moving at breakneck speed only while they are approaching the goal. Once they have line of sight to the goal they will not be compelled to move as quickly or fire as recklessly, and as such the rules for movement, shooting, etc. will return to normal on their next turn.

## ENDING THE GAME
The battle ends when one warband fails a Rout test.

## EXPERIENCE
**+1 Survives.** If a Hero or Henchmen 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.
**+1 Race Winners.** All heroes in the warband that reaches the stash of treasure first gain +1 Experience.

## REWARDS
The winning warband may plunder the treasure horde after the battle, keeping anything it finds. Roll a D6 for each item on the following table, with the exception of the gold crowns, which the warband always finds.

**1+** 4D6 + 10 gold crowns.

**2+** A plain brown chest containing D3 helmets.

**3+** A small, unmarked, black chest containing D3 vials of poison. You may choose whichever poison you wish, and may choose more than one type of poison. Each vial is enough for one application.

**4+** A worn, well-traveled wooden shipping crate filled with weapons from far off lands. Roll a D3. On a roll of 1, you have found a dwarf axe. On a roll of 2, you have found a hochland long rifle. On a roll of 3, you have found an elf bow. Note that you may need the weapons training skill to use these weapons, but you may sell them for the normal price (half their retail value).

**5+** A gallantly decorated military crate, locked and branded with the royal seal of Bretonnia. Inside you find a knight's lance, and on a roll of 5+, a suit of gromril armor.

**6+** An ornately carved and decorated armoire, inside which hangs a randomly generated magical artifact. Roll on the magical artefact's table, re-rolling for any artifacts that have already been discovered during this campaign.

## MAKING A TREASURE HORDE
To make the treasure horde that this scenario is centered around I constructing a ruined building and filled it with gold, jewels, treasure chests, and other such valuables. For purposes of brevity I will not go into the fine details of constructing a ruined building - there are many guides devoted to this purpose, both on the Internet and in print, readily available and published by Games Workshop. I will assume that readers of this section are familiar with the techniques and details of making a building in general, and I will only focus on the details of making the specific building used in this scenario.

I decided to make my building two stories tall, with a bricked off room on the first floor to represent the vault. I built my main structure, using foamcore for the building walls, 1/2" x 1/2" balsa wood strips for the timbers, a 1/16" sheet of balsa wood for the second floor, and an old file folder for the roof's shingles. I used a combination of super glue and PVA glue as adhesives. I made the building wider than it was tall, and purposefully cut one side of the building so that it looked like the wall had been blown out. I also cut windows in the walls of the building, and lined the windows with thinner pieces of balsa wood to represent the trim.

I envisioned the vault as being bricked off on the inside of the building - when the comet hit the weaker bricks and mortar that had been used to seal off the vault gave way, and the contents of the vault would have spilled out through the opening into the building itself. To accomplish this visually I cut two pieces of foamcore that would represent the two walls of the vault. Along the sides of the walls that would come together at the corner I cut a hole, making the edges of the hole jagged as if they were pieces of brick. These holes went down to the floor. I cut these holes rather high, so I could have the mound of treasure that came out be pretty big. Once the walls were ready I glued them into place inside the building. They ran up to the balsa wood second floor, but the hole in the bottom left a nice space for treasure to spill out. I then painted the building as normal, giving the timbers a lighter color than the walls and coloring the shingles a mottled blue. I then cut out a base from tagboard, and attached the building to it.

To make the mound of gold coins I used a piece of PVA foam, cut on one side to fit snugly into the corner of the vault, and on the other side sloping down like a mound of sand. I had to make sure the piece of foam was small enough to fit through the hole I made in the vault walls, but still large enough to look impressive.

Once I had my piece of foam cut out, I put together one of the plastic treasure chests from the Mordheim accessories sprue. I cut a little piece of the foam mound away and glued the chest into place here. I also took a few other things from the Mordheim sprue and attached them here and there - the curved flamberge sword, one half of the magical book, and the lantern that I clipped off of the rod it was attached to. This made the mound a bit more three-dimensional and added some variety to it. I also used some rhinestones (also called sequins) from the craft store to represent big jewels, which I glued into place as well.

Finally I took a plasticard rod, with the smallest diameter I could find, and I cut it into tiny little slivers that would look like gold coins. I ended up with a pile of these. To attach the coins to the mound I put a generous amount of PVA glue onto the top of the mound, and once I covered all the bare PVA foam, I dumped my pile of coins onto it like glitter. I did this a couple of times to make sure I had used as many of my coins as possible. Once I was satisfied I set the whole thing aside to dry.

Once this was dry I sprayed the thing with white primer, then base-coated the gold parts with fiery orange. I then put a coat of shining gold on for the metallic effect. From here I drybrushed golden yellow, then bad moon yellow, then a 1:1 bad moon yellow : skull white mix. Once I was done I washed the gold down with a 1:1 yellow ink : water mixture to make it look a little more shiny. I can't emphasize the term drybrush enough here - if there's any paint left on your brush you'll transfer enough onto the model to lose the metallic effect of the shining gold coat. You shouldn't really have any paint left on your brush when you drybrush these highlights on - in fact, you should probably have trouble seeing the results of your drybrushing until you've went over the thing 3-4 times. The effect should be subtle, but once you've gone through the 3 different drybrush highlights, you should see a good effect.

Once the paint was dry I glued the mound of treasure into the already-painted building, and it was done!

## ABOUT THE AUTHOR
Jace Proctor has been playing Games Workshops games since he was 12 years old. Over the years he's collected armies for Warhammer 40,000, Warhammer Fantasy Battles, Mordheim, Gorkamorka, and Inquisitor. Currently he's 21 years old, attends college in Reno, Nevada, and hopes to one day visit the GW HQ in Glen Burnie, Maryland.