

HOW TO USE CAPTIVES IN SCENARIOS

by [Tommy Punk](#)

You can have lots of fun with captured warband members, especially in the hands of Chaos Cultist, or a Necromancer, who are known for their love of ritual sacrifices. Of course it will be even more fun if the warband were to try and rescue their comrade.

Set up the table with a sacrificing altar, stone, pentagram, oktagram or slab in the middle of the table. The warband must reach the altar and push the opponents leader away from their comrade IE winning a round of hand-to-hand combat against him. The opponents leader may not move from the altar during the battle and if he does the ritual fail. The ritual take some time to be completed so the warband have time to rescue their friend. At the start of the opponents turn look at the chart and check what you need to roll on a D6 to finish the ritual. The ritual will not be completed before turn 5. You should add or subtract 1-2 turns depending on the size of the table, with a large table or a slow moving rescue warband add a few turns and with a smaller table or fast moving rescue warband reduce the number of turns.

Turn	D6 Roll	Turn	D6 Roll
1	-	6	5+
2	-	7	4+
3	-	8	3+
4	-	9+	2+
5	6+		

A Necromancer could ritually slay and animate a captive to turn him into a wight. The wight may be a bit tough so you could animate him as a Skeletal Champion instead. The Champion or Wight will follow all rules for undeads, EG cause Fear, not be able to run and be very dead. The Skeletal Champion will use the captives equipment and weapon.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Skel. Champ	4	3	3	4	3	1	3	2	5
Wight	4	3	0	3	4	3	3	1	8

A Chaos leader could sacrifice the captive to give him one roll on the Personal Chaos Attributes table or use the body as a host for a possessing Daemon or even summon a Lesser Daemon. A summoned Lesser Daemon may be a bit much so to make a Possessee take the stats of the captive and add WS, S and A +1 and let it cause Fear in its old warband. Another way is to add the captives and Daemons stats together and divide by two, rounding fractions down EG a human with a WS of 3 possessed by a Plaguebearer

with WS 5 would be $3+5/2=4$. The Possessee will use the captives equipment and weapon or fight without weapon at no penalties. The Possessee retain its Daemonic Aura 4+ save and non-item special rules such as Plaguebearers cloud of flies, but not the Bloodletters Hellblade as its an item.

Another interesting idea is for a Witch Hunter to burn the captive at the stake as a chaos worshipper. In this case the time it takes is not for a ritual but for the fire to burn the captive to crisps. If the Witch Hunters succed in burning the captive the LD of the Witch Hunters leader is increased by +1 as his reputation grow. If the model is rescued he must roll on the Injury chart treating dead as non-impressive scars, you dont stand in a fire for a couple of turns without getting burned!

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