

Scenario 173 - Assassination

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Throughout history assassination has been a key political policy. While there are little politics cluttering the streets of Mordheim, assassination is still a tool that is employed to demoralize a band or confront a band that is much larger and powerful.

Scenario Selection: Assassination can be selected when warband with the lower rating gets to choose which scenario to play. You can not perform an assassination on a normal die roll.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Setup

The warband with the lower rating selects up to three warriors to attempt the assassination. They may include leaders, heroes or henchmen. The defenders set up first with all of their models. The defenders set up 12" from any table edge, and can occupy buildings or utilize any other cover available.

Before the defender sets up his figures, the assassins need to designate a target. This can be any hero or henchman, however, more experience and wyrdstone is given for heroes than henchmen. This designation should be written down and placed some where neutral.

The assassin player needs to have 12 chits, of these one must be marked for each assassin that the attacker brings. The mark should be on the underside of the chit so that they all look identical from the top. Then the assassin player places all of the chits anywhere within 2" of a table edge. This represents noises and shadows that guards might notice and need to investigate

Special Rules

The Prisoner: The captive is handcuffed to the captors' leader. At the beginning of each turn, roll to see who has control of the pair. Each member of the pair must make a strength test, the captive at +1 and the leader at -1 (to reflect that the captive has been starved & beaten). If one model makes the test but the other doesn't, then the player that makes the test moves the pair for that turn. His model is referred to as the leader. Although this means that a model may move in the other players turn he can only charge in his own. The other model is placed adjacent to the successful model but behind the direction of movement (i.e. hanging back). If both pass or both fail their S tests then the pair remain stationary. The pair cannot climb, hide or run (but the leader may charge as normal). The leader only has one free hand while he is using the handcuffs. The captive may not attack until he frees himself.

Attacking the Captive: The captors' band may not attack the captive while he is handcuffed (they're thinking of his resale value) although if the captive should free

himself he then becomes fair game. The leader may be attacked with missiles while handcuffed although if the captive should partially obscure him then this counts as cover (i.e. -1 to hit). In this case, if the attacker rolls a 1 then the captive has been hit instead.

Treasure Chest: The chest should be treated like the treasure chest in the scenario "Hidden Treasure"; carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it. Whoever has possession of the chest at the end of the game keeps it - except in the case of a failed rout test when the non-routing side will gain it.

Starting the Game

The assassins always move first. Chips can be moved up to a maximum distance as the fastest warrior that is being used. The exception is the chips that actually represent heroes should only move up to their maximum movement. For example, the assassin brings 2 henchmen and a hero with sprint. The henchmen can only move their normal movement, while the hero and all of the remaining chips can move up to the heroes sprint movement if the player so decides.

Ending the Game

The game ends when either the target is dead, or the assassins have fled or are killed.

Experience

- +1 Winning Leader: The leader of the winning warband gains +1 Experience.
- +1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
- +1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.
- +1 Per Assassin Out Of Action: Any Hero or Henchmen earns +1 Experience for each assassin they put Out Of Action.
- +1 For Terminating a Hero Target: Any Assassin Hero or Henchmen who puts the Hero target Out Of Action earns +1 Experience.
- +2 For Terminating a Leader Target: Any Assassin Hero or Henchmen who puts the Leader target Out Of Action earns +2 Experience.
- +1 For Assassin Escapes: Each assassin who successfully manages to escape earns an additional +1 Experience.
- +1 For Surviving the Assassination: The target of the assassination, or the warband's leader in case that the target was a Henchmen, earns +1 Experience for surviving the attempt to his/her life.

Special Exploration Phase

Both sides roll for their Exploration Phase as normal, with the exception that the attacking side counts their heroes that did not participate in the battle.