

Scenario 020 - Rescue

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Your enemy has captured a member, or members, of your warband and you need to rescue them before they can be sacrificed, turned into slaves, or forced to watch Teletubbies, you choose.

Terrain

The center of the board should be set up to represent the hide out of the defender's gang. This should only be 1' square at most. The rest of the table can be set up normally.

Setup

The defender may nominate one member of the attacker's warband (not the leader) to be their prisoner. The defender must set up inside his base and have a warrior in base contact with the captured prisoner at all times. The attacker may set up within 8" of the edge of the table.

Special Rules

None.

Starting the Game

Each player rolls a D6, the highest scorer goes first.

Ending the Game

The battle ends when either the attacker loses half his models or manages to get the prisoner off the board, resulting in a win for the defender or the attacker respectively, or the defender loses three-quarters of his models.

Experience

+1 Survives: If a Hero or a Henchman 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. A Hero earns +1 Experience for each enemy he puts Out Of Action.