

# Scenario 171 - Tug Of War

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This scenario is designed for those times when one of a warband's warriors has been captured by rolling 61 on the Serious Injuries Chart. The captured warrior's warband has a chance of rescuing their colleague although the captors will increase their ill-gotten gains if the rescue attempt fails.

A warband has managed to capture one of their opponent's warriors. The captive's colleagues decide to mount a rescue operation. They would also like to retrieve a chest containing the captive's equipment but must decide how much of their resources to allocate on this secondary task.

## **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'. The rescuers may set up anywhere on the board but not within charge range of the enemy.

## **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 player's 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 rescuers go first. As the rescuers have surprised the captors, each captor model must make an Initiative test or fail to act during their own first turn.

### **Ending the Game**

The captive player must take the opposing leader Out Of Action. As soon as this happens the captive may free himself. If he can get to the edge of the board alive that player has won. If the captor manages to get the pair off the board while still handcuffed then he has won.

### **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 or Henchmen earns +1 experience for each enemy he puts Out Of Action. For Henchman groups take the number of warriors taken Out Of Action by the members of that particular group and divide them by the number of members in that group & round to the nearest whole number. Example: a group of 4 Swordsmen take 3 models Out Of Action, then the group earns 1 Experience point ( 3 divided by 4 equals 0.75, rounded to 1.)

### **Treasure**

If the captors win they gain D6\*5 gc and D6+1 shards of wyrdstone. Also they may deal with the captive as *Strangler* (reproduced below). The losers gain D6 shards of wyrdstone.

*Strangler*: Skaven warbands can sell the straggler to agents of Clan Eshin (who will use the man for food or slavery) and gain 2D6 gc. Possessed warbands can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience. Undead warbands can kill the man and gain a Zombie for no cost. Any other warband can interrogate the man and gain insight into the city. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three). Reference - Main Rulebook, page 95.

If the rescuers win they gain D6+1 shards of wyrdstone + they have their warrior back. The losers gain D6 shards of wyrdstone.

Whoever has possession of the chest at the end of the game keeps it unless the game ends with a rout test in which case the non-routing side keep it.