



The Rescue

New Mordheim Scenario

By Pete Rejowski

Malaggar Fey'Roth, chosen Noble of a powerful Druchii warband based in Mordheim, approached the Dreg with glee written on his features; with a gesture, he stopped the physical torture of the Dreg for a moment in order to inflict a bit of the mental variety. Speaking in the tongue of humans, he coldly stated:

"I've finished negotiations with your unliving leader; he seemed most uncaring regarding your capture, and offered a paltry sum for your return. I, of course, declined, as both he and you have been a bother to me in the past; the slavers will pay well for you, and if not, I can at least profit a bit by selling your equipment. Enjoy these last few days in this wretched city, for soon you will be bound for my home of Har Ganeth, where you may toil for the rest of your days." With that, Malaggar chuckled as he walked away, leaving Imra, the sadistic Beast Mistress, to her play.

However, the words of Malaggar did not have the effect he wanted on Brill the Dreg. Though the physical torture was starting to annoy him (he had suffered worse, especially when the comet originally fell), he was not further dismayed by the Noble's promise of eternal slavery; instead, he was quite joyful. A smile crept onto his face, as he thought,

"Master is coming for me."

There are times when your most experienced Heroes are slain, and you mourn them greatly; however, it is often worse for them to be captured by the enemy, as not only will it be likely that you cannot get them back, but your enemy will also greatly profit from it. As the basic number of scenarios in the Mordheim rulebook does not include a Rescue mission, negotiations are the only way to go, and, to put it simply, there are too many reasons for negotiations to fail (the leader wants to sacrifice the Hero and gain experience, too much money to pay for the equipment, the player doesn't ever want to fight that Hero again, etc). This scenario addresses that flaw and allows a warband to attempt to regain their lost companion.

If such a situation arises, the warband that had a Hero captured may opt to play the next scenario as a Rescue Mission; this cannot be superceded by anything, nor can the warband who captured the Hero deny the Rescue Mission. But if the mission is failed, the attacking warband cannot play another Rescue Mission immediately after, even if the option to choose the scenario comes up in the game after (or even if he had a different Hero captured!). A warband with the Mordheim map that allows it to "automatically choose the next scenario" may instead choose the scenario played after the Rescue Mission (that is, an attempted rescue does not ruin the potential gain of the Mordheim map for either player).

My take on the scenario: This scenario plays like a combination of Defend the Find and Surprise Attack combined with the Rescue Mission from Necromunda. It borrows certain elements from the Necromunda scenario (namely the movement of the sentries, as seen below), but plays out a bit differently due to the altered spotting rules and the lack of loud firearms. Those who have access to the Necromunda version can easily draw comparisons between the two, but a few things have changed to keep it more in line with standard Mordheim scenarios.

TERRAIN

Each player takes a turn to place a piece of terrain, either a ruined building, tower, or other similar item. It is suggested that the terrain is set up within an area roughly 4' by 4'. The first building should be placed in the center of the table, as the objective of the scenario (the captured Hero and his gear) will be placed within.

WARBANDS

The warband that captured the Hero is automatically the defender, and sets up his warband as follows:

1) The defending player rolls a D6 for each Hero and Henchman group in his warband in any order that he chooses. On a 1-3, they are elsewhere (patrolling a wider perimeter), and may turn up if the alarm is sounded (as detailed below). On a 4-6 they are deployed at the start of the game. Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.

2) The defender deploys his available troops on the table. No model may be closer than 6" to another model, as the warband is spread out to keep a careful lookout. No model may be deployed closer than 8" to a table edge. The defender also places the captured model anywhere in the center building, and also places a treasure chest (representing his gear) in the same building. Note that the defender cannot use any special set-up rules, such as Infiltration.

3) The attacker deploys his whole warband within 8" of a random table edge, as shown in the diagram for the Surprise Attack scenario. He may choose which edge to nominate as "1" before rolling to see where he deploys. The attacker can use special set-up rules (such as Infiltration) as normal. However, the attacker cannot use any mounted figures in this battle, as they are far too noisy; the mounts will be left at their encampment.

THE PRISONER

The prisoner and his gear are set up in the central building as described above. The prisoner may not act until he is freed. The defender is not allowed to attack or "execute" his prisoner, but must attempt to drive off the rescuers. Once the captive is freed, however, he is fair game.

A prisoner is free to move and fight once cut free by a friendly fighter. The friend moves into base contact with him and spends the rest of the turn cutting him free; he may not shoot, cast spells, and fight in hand-to-hand or anything else at all. Once freed, the prisoner may move and attack normally. Note that the captive has no weapons or other equipment until he reclaims his own (or if the friendly fighter gives him something).

The attacking warband can reclaim the captive's gear by moving into base contact with the chest. As above, it takes an entire turn to open the chest. If the model who opens the chest later comes in contact with the prisoner, he may give him all of his old gear; however, the prisoner may not put on any armour, as a quick escape is desired (he may use a shield as normal).

STARTING THE GAME

The attacker always gets the first turn.

SPECIAL RULES

Sentries: Until the alarm is sounded (see below), the defender's models are moving about in a somewhat random pattern, keeping a look out. Each sentry moves d6-3 inches per turn; roll separately for each model. If the distance is negative, then the attacking player is allowed to move that model. After moving each sentry, roll the Scatter dice and turn the model to face the direction indicated. Models with Stupidity move like this until the alarm is sounded (effectively ignoring their Stupidity for now).

Sounding the alarm: Until the alarm is sounded, sentries move as described above. In addition, their Weapon Skill is halved (rounding fractions up), and they may not shoot or cast spells. After the alarm is sounded, the sentries may move and attack freely. In addition, the defender may be able to bring on reinforcements as described below. The alarm can be sounded in a number of ways:

Spotting: Roll 2d6 at the end of the defender's turn; this, plus an individual model's detection range (the range used to detect Hidden models; usually their Initiative value), is the distance at which a model can try to spot the enemy. They must be within the front 90° arc of the model. This represents that the swirling fog and lingering smoke that fills Mordheim is somewhat distracting when an enemy does not clearly present itself; as well, it shows that the attacker is attempting to move more stealthily than normal.

Attackers in the open will be spotted on a d6 roll of 2+.

Attackers in cover will be spotted on a d6 roll of 4+.

Attackers out of sight of a sentry and not in their frontal arc, but within the detection range of the sentry will be "spotted" (more like heard) on a roll of 6.

Sentries will spot any attacker within their detection range and their front arc on a 4+, whether the attacker is visible or not; if such an attacker is visible at all (including if in cover), this chance increases to a 2+.

Raiders are also spotted if they move within sight of a sentry during their own turn. The spotting range is as rolled in the defender's turn, and the same dice rolls are required. Remember, sentries can only see within their frontal arc until the alarm is sounded.

If a sentry spots a raider, he sounds the alarm. However, he can only give the alarm if he survives the attacker's turn. If he is taken Out of Action, then he cannot sound the alarm.

Shooting: If an attacker shoots a black powder weapon, roll d6 and add the weapon's Strength to the score. If the result is over 8, the alarm is sounded. Note that firing a black powder weapon can sound the alarm even if there are no sentries left.

Fighting: A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn (even if Knocked Down or Stunned). Remember that the sentry's Weapon skill is halved until the alarm is sounded. If the raider shoots a black powder weapon in hand-to-hand, then you must roll as described above to see whether the shots sound the alarm even if the enemy is killed.

In addition, the noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a d6; if the score is not more than the number of attackers fighting in the hand-to-hand combat, then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three attackers slaughter a single sentry, then you must roll 4 or more on the d6 for this to go unnoticed.

REINFORCEMENTS

Once the alarm has been sounded, the defender may attempt to bring on the rest of his warband. For each Hero or Henchmen group not on the table, roll a d6, and on a 4+, they move on in the movement phase from a random table edge as shown in the diagram for Surprise Attack. All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

ENDING THE GAME

The game ends if the captive is freed and makes his escape by moving off any table edge. The game also ends if all the attackers are taken Out of Action. Due to the high tension and stress of the situation, neither warband is forced to take Rout Tests until they have lost half of their warband (instead of the usual 25%).

EXPERIENCE

+1 Survives. If a Hero or a Henchmen group survives the battle they gain +1 Experience.

+1 per enemy Out of Action. A hero earns +1 Experience for each enemy he puts Out of Action.

+1 Escapes. The captured model gains +1 Experience if he successfully exits the board.

+1 Winning Leader (Attacker). The leader of the attacking warband gains +1 Experience if victorious.

+2 Winning Leader (Defender). The leader of the defending warband gains +2 Experience if victorious.

FINAL NOTES

Note that even if a Rescue Mission is failed, the attacker can still attempt to negotiate for the release of his Hero. However, given the fact that he just attacked the rival warband, this will undoubtedly drive up the price! Of course, it is quite possible that the attacker could have Captured one of the defender's models, making a trade viable; also, the attacker will likely have a bit more money to offer, as he gets a second game worth of exploration (assuming any of his Heroes survived).

ABOUT THE AUTHOR

Pete Rejowski is a self-certified gaming geek. An avid player of various RPGs, miniature games, and more video games than he can count, he has been playing Mordheim since it appeared in White Dwarf. He currently plays Dark Elves, Beastmen, and Sisters of Sigmar, and it was his Dark Elf warband capturing an opposing Undead Dreg that prompted the creation of this mission and the prelude for it.