Rescue The Prisoner

A experimental scenario for 2 players, 350 to 400 points.

This is the last chance for your forces to rescue the daughter of Lord Nakan, all other attempts have failed so far.

Forces

Prisoner Escort

Pick a 350 points Prisoner Escort force (A Delgon or Dhogu force is suitable, a rogue Empire force would work too. The Devanu do not take prisoners…).

Rescuers

Pick a 400 points Rescuers force (Split the force into up to four units, each worth between 50 and 150 points.).

Set Up

The game is played on a medium (4 x 4 feet) playing area. Place a single piece of terrain about 16 inches long and up to 12 inches wide diagonally in the centre of the board. This will be impassable to all models and block Line of Sight. Place additional terrain on the rest of the board as you see fit.

The prisoner escort: The prisoner escort starts up to 12 inches from a board corner.

The rescuer: Take two markers per unit in the force and place them face down on the board, each at least 15 inches away from the Prisoner Escort. Each pair of markers should have one with a blank face, and the other with a marked face.

Victory Conditions

The prisoner escort wins if it gets the wounded prisoner to within 8 inches of the corner opposite to the one they started in.

The rescuers win if they get the prisoner to within 8 inches of the other two corners.

Special Rules

Moving the markers: The rescuer player can use an Activation to move a single marker up to 6 inches.

Revealing a marker: markers are turned over whenever a model from the Prisoner Escort gets within 8 inches of them. If the marker is a marked one, the rescuer places one of her units on the table, overlapping the marker. The unit can activate normally when the Rescuer draws one of their Activation Counters.

The prisoner: The prisoner has been weakened by her ordeal, her stats are: Movement: d3+3", Attack: 0, Support: 1, Toughness save: 5+.

Moving the prisoner: As long as the prisoner is in base contact with a member of the escort, it can be moved alongside it, up to its Movement value for that Activation.
If the prisoner leaves base contact, the rescue player can use an Activation to move her. The escort player can recapture the prisoner by having one of his models come into base contact with her.

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