

Scenario 072 – The General's Daughter

By Ross "Pancreas Boy" Franks,
as appeared in
Pancreas Boy's Wyrdstone
Shards
Transcribed by Graeme "WO2"
Walker.
Edited by The Mordheimer.

A well-respected General has put a bounty on the thugs who have kidnapped his daughter and whisked her off into the streets of Mordheim. Many have heard the screams of the woman and seen her being chained by two large Minotaurs onto a post. Both warbands have come together, both in desperation for the reward and to fight what looks to be a formidable foe.

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'. The post with the distraught daughter is placed in the centre of the board, as are the two Minotaurs.

Setup

Both warbands begin on the same table edge, but must be at least 8" away from each other.

Special Rules

Freeing the Captive: Both warbands will not attack each other until the General's daughter has been taken from the post. A member of the attacking warband may attempt to break the chains of the General's daughter by charging directly next to the model. Treat this as a charge against the chains. Hits made in close combat with the chains are made automatically. Treat them as an object with 1 wound and a toughness of 4. Once a wound is scored against the chains, they are considered shattered and the daughter will stay in base contact with her rescuer.

Trouble, With Horns: Both Minotaurs will charge towards the nearest enemy and will return the daughter back to the post if they come into base contact with her. Use the stats for the Minotaurs from the Beastmen warband, reproduced below for convenience.

2 Minotaurs

M	WS	BS	S	T	W	I	A	Ld	Sv
6	4	3	4	4	3	4	3	8	5+

Weapons/Armor: Each Minotaur is equipped with 2 Battle Axes and Heavy Armor.

Special Rules:

- *Fear*: Minotaurs are huge, bellowing monsters and cause Fear. See Psychology section for details.
- *Large Target*: Minotaurs are Large Targets as defined in the shooting rules.
- *Bloodgreed*: If a Minotaur puts all of its enemies Out Of Action in Hand-To-Hand combat, it becomes *Frenzied* on a D6 roll of 4+.

Starting the Game

Both players roll a D6. The higher scoring player takes the first turn. The Minotaurs always go last.

Ending the Game

When the General's daughter has been carried off the board or when one warband fails a rout test. The routing warband loses.

Experience

+1 Survives: If a Hero or 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: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+3 For Rescuing the General's Daughter: The General will personally train the Hero who returns his daughter off the board.