Scenario 172 - Capture The Flag

By Kilgs,
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Transcribed Peter Ward Edited by The Mordheimer.

My group and I like to do spur of the moment games from time to time. So in a Halo-induced fit of inspiration, I created the "Capture the Flag" game. Remember that this is just for fun and should have no bearing on XP and campaigns - it's unbalancing if that is the case. In addition, it has only been play-tested twice; both times with 2 teams of 2 warbands each.

Terrain
The terrain will be set up by the GM.

Setup
Two opposing teams composed of two players each. The lowest scoring player chooses which table edge he wishes to set up on and places all of his warband fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Warband Rules

- Each player has a warband created with 500GC
- Tournament advances to be used
- Each Hero may purchase (for standard cost) 1 Special Item without having to roll. This is the only special item allowed for that Hero.
- Hired Swords are 2x listed price (advances are not available)
- Animals are unavailable
- Sprint Skill is unavailable

Special Rules
Goal: To capture the enemy's flag and bring it safely back to your base.

Bases: Each team's base will be situated at opposite ends of the table. This base can not be moved. The team's flag will be at this base. Indicated by poker chips.

Flags: Flags will be present in each base. The flag cannot be moved except by enemy forces. Picking up a flag does require an action. An enemy carrying the flag moves at normal speed. However, they suffer a −1 to WS when defending with the flag and are only able to use one-handed weapons. A model carrying the flag may drop it without penalty during their turn. Note the flag can not be dropped during the Hand to Hand phase of the enemy. Flags that are not in the enemy's possession for one full round return to the base. Note that any enemy model attempting to pick up a dropped flag (not in the base) approaches it as charging. The model does not get charging movement but is susceptible to Interception by a guarding model. A model may climb, jump and run without penalty while carrying the flag. A model that is stunned is considered to have dropped the flag.

Scoring: To score, a model must carry the enemy's flag back to its own base. The scoring model's flag must be present at its base for the model to score. If the scoring team's flag is not there, then the model must wait until it has been recovered.

Re-spawn: A model that is rendered Out Of Action has the ability to re-spawn. Each warband receives 50GC as a "Spawn Pool". This amount is provided at the beginning of the warband's Recovery Phase. This amount may be used to re-spawn Out Of Action models. Note a model may not re-spawn in the same round that they were taken Out Of Action. (Team A takes out Hero from Team B in their turn, next turn is Team B's-Hero may not re-spawn). Any unused "Spawn Pool" GC's are stored in the warband's treasury and are carried over. Spawn Points are not provided until AFTER the first round. After being rendered Out Of Action, the model is removed from the table. In the Recovery phase of the next round, the model is placed in their base. All re-spawned models are revived with all original weapons and armor except Special Items. A Hero's Special Items are lost whether used or not. The value of the Item is removed from the re-spawn cost of the model. A model may not purchase additional equipment while Out Of Action. A model re-spawns in the Recovery stage of the round and may act normally for that round. If an enemy model is within 4" of the base, no models may re-spawn there. This enemy model must not be Knocked Down, Stunned or engaged in HtH with another model.

Starting the Game
Both players roll D6. The lowest scoring player takes the first turn.

Ending the Game
The game ends when a model manages to capture the enemy's flag and bring it safely back to their base.

Experience
Not Applicable