

# The Rescue of Molto Perduto

Player created scenarios and rules to give you more choices for your campaigns.

Remember, submissions are always welcome for playtesting!

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## *The Story*

Intent on gaining the funds to continue his mission, Molto Perduto had agreed to the price of 175 gold crowns that Ash had offered him. The job was simple; help them clear out a graveyard of undead nearby. Ash had a hearty group of warriors, and the Galloper Gun was simply there to help out, with its area shots and distance attacks. "Easiest money we will earn here boys..." was Molto's encouragement to his crew, as they moved the Galloper on its way.

When Molto stared at the shocked face of Ash, who had only four surviving warriors beside him except for Bash, and the hoard of undead all around, Molto then knew that if they were to survive, then some intervention by Sigmar or some other deity would be needed. That was when the scout of the Galloper pointed, spotting something moving nearby. "Undead?" Molto asked, wondering how those slow yet unrelenting zombies could have flanked them.

"No, not undead, looks like that miracle we were all looking for..." the scout reported, as a warband stepped from the shadows.

Your warband has stumbled upon a battle already in place. The graveyard was supposed to be easy pickings, with rumors of a treasure laden crypt, yet this would turn out to be more than you had bargained for. As you survey the scene, you spy a small band of warriors, along with a large cannon-like gun. Looks like you weren't the only ones to have this place on your map for tonight's excursion. Movement across the way alerts you that another warband has made their move, and it was time to see who would walk away from here victorious.

## *The Scenario*

**Setup:** Terrain is set up on a 4 X 6 board. The center should be graveyard scene at least 12-inch X 12-inch square. This should be a fenced in area with 3 entrances. The main entrance is a gate and is locked. The other entrances are small 1-inch-wide openings on the left and right sides of the graveyard. The back of the graveyard has no entry, and this is where the Crypt is located, near the center back wall. Treat the sides and front of the graveyard as fenced in, while the back wall is a 4" high impassable wall.

**Deployment and Turn:** Deployment and setup should follow the same rules. Molto and his crew will go after all players have gone. Undead will go last in round. This

scenario is meant to have another player controlling the Undead, but players can alternate turns with this if no other player can do so. The Dire wolves protect the left entryway, and the ghouls protect the right entryway. The Zombies are in front of Count Draken and Blacktongue who stand near the crypt entryway, and the dregs are split. One is at each entryway to assist.

**Rules:** The main objective of this game is twofold. Warbands can choose to try and rescue Molto and his crew by opening the gate. The other objective is to try and obtain the treasure in the Crypt and take it off of the board. The back wall is not climbable.

The gate can be opened in two ways. 2 warriors may try to pry it open with brute strength. Roll 2D6 and the result must be lower than the highest strength of the 2 warriors. Both models must be touching the gate at the beginning of their turn. If they succeed, then they may move their normal distance afterwards, but may not charge. Shooting and spells are acceptable. The other option for the gate is to destroy it. It is a solid iron gate. Treat as an enemy with Toughness 7 and 3 wounds with a non-modifiable armour save of 6+. Once destroyed, the way is open for all to follow.

**Ending the Game:** The game ends when all Undead are dispatched and one warband remains. If more than one warband remains and the Undead are disposed of, they can nominate to ally if there are no racial tensions disallowing this. Discuss the distribution of the treasure at this time.

## **Experience:**

+1 Surviving: If a Hero or Henchman group survives, then they gain 1 Experience Point

+1 Winning Leader: The Leader of the Winning Warband gains 1 Experience Point

+1 Per Enemy OOA: Any Hero gains +1 Experience Point for each enemy he puts OOA. This includes the Undead

+2 Killing Count Draken: Any Hero or Henchman group that takes Count Draken OOA gains 2 Experience Points

+1 Opening the Gate: Any Hero or Henchman group that succeeds in opening the gate gains 1 Experience Point

## Undead Stats and Tactics

The Undead host has the following warriors. Count Draken, Blacktongue, 3 Dire Wolves, 2 Dregs, 5 Ghouls, and 10 Zombies. Here is their info.

Count Draken is an evil Vampire that is revered as one of the most deadly of enemies. His long life has gained him some skills that draw ice into the veins of even the greatest of warriors. His stats are as follows:

Profile	M	WS	BS	S	T	W	I	A	LD
Count Draken	6	5	4	4	4	3	5	2	8

He also has acquired some **Skills**: Leader, Cause Fear, Immune to Psychology, Immune to Poison, No Pain, Step Aside, and Expert Swordsman.

**Equipment**: Blood Armour (Heavy Armour), Sword of the Counts (+1 to Injury Roll), Bow of Blood (+1 to Injury Roll) and Dagger of Darkness (+1 to Injury Roll)

Count Draken will try and isolate warriors and assist where needed. He will not leave the graveyard unless need be. He will charge the nearest enemy model unless he can shoot at it without any penalties for distance or cover. If not, then he charges forth. The rest of the Undead that are not in CC will assist him in his fight and try to follow him into battle. After all, he is their master.

Blacktongue is a skilled Necromancer, having served many years with Count Draken. He has the following stats:

Profile	M	WS	BS	S	T	W	I	A	LD
Blacktongue	4	4	4	3	4	2	5	2	8

He also has been rewarded with special **Skills** in the art of Necromantic Magic: Lifestealer, Re-Animation, Spell of Awakening, and Spell of Doom are his spells. He also has Sorcery.

**Equipment**: Staff of Awakening (Allows him +1 Re-Animation spell per round), and Dagger of Ages (Treat as Normal Dagger)

He will assist in the battle solely by calling forth more Zombies. If he dies, then the Zombies that were re-animated continue fighting, as they now are under the control of Count Draken.

The rest of the warband is normal, as they have just been awoken. Use base stats for the Undead for the rest of the Henchmen and Dregs from Page 88 and 89 of the Rulebook.

**Dregs Equipment**: Bow, Spear, Sword, Light Armour, Shield

## Molto's Stats and Tactics

Molto and Ash are a little apprehensive at the appearance of more warriors, but know that in the heat of battle, any help is welcome. They will do their best to fend off the Undead but will not rush into battle rashly. They will wait for reinforcements.

They will try and fortify their position until help arrives. They will shoot the nearest enemy model and only the Undead are treated as the enemy unless a warband attacks one of their models. Molto will issue orders to his guys to take aim at the Necromancer for now. Pigno and his men will be trying just this. They will continue to attack the Necromancer until they knock him down or stun him, at which point the crew will then start aiming for the Undead, randomizing the targets.

Once the gate is opened, whatever remnants of Ash's warband are left will try and run out to safety. If they are in combat, then they resolve that round and try to run away, taking one automatic hit if in CC. If they survive, they can run directly towards the gate. If they make it to the gate, they can try to rally and turn to fight with numbers. Molto will go back to assist his crew and possibly set them up somewhere else to aid any other warriors of ANY warband in battle.

Each gun has a crew of three, one crewman rides a warhorse.

Profile	M	WS	BS	S	T	W	I	A	LD
Perduto	4	5	5	4	5	2	5	2	8
Warhorse	8	3	0	3	3	1	3	1	5
Crew	4	3	3	3	3	1	3	1	7
Galloper Gun	-	-	-	6	4	2	-	-	-

**Equipment**: Perduto is equipped with a sword and Heavy Armor. He also rides a warhorse. One crew member carries a torch, one carries a double-handed loader (treat as +1strength), and the crew member on the horse holds a whip.

### Galloper Gun Rules

When firing a Galloper Gun treat it exactly as you would a Cannon. Point the Galloper Gun at a suitable target, nominate distance, roll the Artillery dice and determine the distance of the bounce. Galloper Guns can use Grapeshot as normal. The Galloper Gun has the following profile:

Profile	Range	Strength	Damage	Armour Saves
Galloper Gun	30"	6	D3	Nones

## *Asb and Bash Stats and Tactics*

**Rapid Movement:** The galloper gun is harnessed to a warhorse ridden by one of the gunners. This enables the gun and its entire crew to move 8" (the remaining crew are assumed to jump on the harness and hitch a lift). This allows Perduto and his crew to safely get out of the way of any declared charges. To represent this, Perduto must roll a 2+ on a D6 to safely get out of the way of the charge and set up his gun again. If the Galloper Gun is charged, the crew may hold or flee. If they flee, the gun is assumed to be limbered up immediately without any movement penalty. On a 1, Perduto and his crew must stand and fight. The crew can run with the Galloper Gun at any time with no penalty for enemies within Initiative distance.

The Galloper Guns has a maximum movement of 16 inches per round, so this allows them to safely flee two times per turn.

**Close Combat:** The crew fights in hand to hand with Hatred; the mounted gunner fights with Hatred also from horseback. They fight with Hatred while defending their Galloper Gun as this is their only source of income and need the gun to support themselves.

<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>
Ash the Captain	4	4	4	3	4	2	5	2	8

**Equipment:** Heavy Armour, Sword, Shield, Dagger, Helmet, Longbow

**Skills:** Expert Swordsman, Mighty Blow

Bash the Ogre Bodyguard

For his stats, please refer to Page 148 in the Rulebook.

**Equipment:** Sword, Club, Light Armour

The other 4 henchmen left are treated as one henchman group

<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>
Henchmen	4	3	3	4	3	1	4	1	8

**Equipment:** Dagger, Bow, Sword, Light Armour, Shield