

# Rescue the Prince

## A D&D Miniatures Scenario

by Frank Emanuel



*Merra laid hands on the prince restoring him to health. "How much time do we have?" she questioned the warrior at her back.*

*"I think I hear them coming, we'd better go now."*

*The rescue party hastily prepared to fight its way back to the surface.*

The prince always was a bit headstrong, so it came as no surprise that he ignored the warnings about the treachery of the drow. The dark elves had been raiding into his protectorate, stealing cattle in the dead of night. He set out with five strong knights and a plan to broker peace. After defeating the knights and capturing the prince, the drow strapped one knight to his horse to trot back to the castle with the drow ultimatum -- leave us alone or your prince will die.

That is where you come in. Your party has been assembled to infiltrate the Drow Outpost and recover the prince. You started out strong, but the journey has taken its toll on your numbers. Can you get the prince back to his castle?

### Scenario

This scenario works well with two players but can also be used to hone your combat skills as a solo adventure. Your rescue party has healed up from the assault on the Drow Outpost and is ready to fight its way back to the safety of sunlight. Three waves of drow have been sent to contend with your excursion into drow territory. They will stop at nothing to see you and the prince eliminated.

The rescue party is a 200pt Lawful Good warband that must include the Valorous Prince (*Deathknell*, rare, 48pts). It is also highly recommended that you include a healer such as the Combat Medic (*War Drums*, uncommon, 28pts). This warband is not to exceed eight figures. Each figure in the rescue party gains the fearless ability -- there is no retreat and no surrender on this mission.

The drow have dispatched 300pts of opposition. Build a 300pt Chaotic Evil warband using the following constraints:

- Must contain at least three drow commanders;
- All figures must have drow in their type;
- Must contain at least 12 miniatures.

Divide the drow warband into three forces, each containing at least one commander, and make each force roughly the same number of figures (but not necessarily points). These forces are

deployed in sequence starting from three pre-determined locations on the battle map. The first force is deployed immediately; the second is deployed on the fifth round; and the final force is deployed on the tenth round. All three forces are considered a single warband. Routing drow always run toward Exit B. Once they move beyond this exit, they are eliminated from the battle.

## Setup

This scenario works best on the Drow Outpost map (from *Dragon #337*). Consider the bridge to be impassable, and add a wall as indicated below.



The rescue party sets up in the indicated corner of the map and must proceed through the outpost to Exit A. The first drow force sets up in Start Area B, the second force in Victory Area B, and the third force in Start Area A.

## Victory Condition

Get the prince out alive. The path to the surface lies beyond Exit A. Moving the prince through this exit secures victory for the rescue player. After he returns safely, perhaps the prince will listen to reason and realize that it will take more than a fancy speech to remove the threat of the drow.

## Altered Terrain Pieces

These pieces can be cut out to represent the added chasm and wall on your *Drow Outpost* map.

