

## LOOK AT THAT STASH!

*A warband has come accross what appears to have once been a large military establishment, the local barracks. Could this house the legendary stockpile of the Mousillon garrison? While exploring the weed-choked grounds, they meet unexpected resistance as they run into another warband searching the region! What began as a frugal exploration quickly erupts into a aurprised skirmish, as they vie for control for the fabled stash!*

### TERRAIN:

On a board 4' x 4' set up a cluster of at least two buildings in the centre of the board. Place at least 12" of forrest along 1 table edge,. representing the borders of Rim Wood. Other suitable terrain should be used; overgrown buildings, training equipment and such. Include at least 12 smaller obstacles that provide cover, but offer no movement penalty. Players should take it in turn to place such items.

### WARBAND:

Each player rolls a dice. Whoever rolls highest chooses who sets up first. Their opponent may then choose which side to deploy on. The two warbands come across this while searching the ruins. To stimulate this, warbands must be divided up into groups of 3 models. Each group member must be set up within 2" of each other. Groups may be no closer than 6" to each other. Warbands must be setup within 8" of the table edge. Note that the groups may be any combination of heroes/henchmen you choose. After the game begins, you are free to move models as normal.

### STARTING THE GAME:

Both players roll a D6 The higher scoring player takes the first turn.

### ENDING THE GAME:

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

### EXPERIENCE:

**Surviving:** If a Hero or a Henchmen group survives the battle they gain +1 experience.

**Winning:** The leader of the winning warband gains +1 experience.

**Take down:** For each enemy model taken "out of action", heroes receive +1 experience.

### SPECIAL RULES:

The winning warband finds the legendary stash! Roll a d6 for each item:

D3 Daggers - 3+

D3 Swords - 5+

Note: You also find a cache of longbows, spears, halberds and greatswords. Unfortunately, they all lie broken, rusted and ruined! Such is the way of Mousillon!

### HISTORICAL NOTES:

*This skirmish was fought between Maldred's Disciples and Ravelo's Brigands. The Rim Wood wraps around the North East corner of Mousillon, where the local barracks were once sited. The barracks had lain overgrown for many years since the soldiers of Maldred abandoned it as the city fell into decay. Rumoured to hold a formidable stash of weapons: swords, spears, lances and shields, Knights of the "False Grail" discovered this site at about the same time as an "Outlaw" warband from the Rim Wood. Fierce battle erupted as they sought to gain control of the extensive stockpile, with great carnage dealt on both sides. In retrospect, the fight over the trove of carefully preserved weapons may not have been worth the effort and loss of life.*