

Scenario 098 - The Marsh is Alive

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Historical notes: This skirmish was fought between Skaven of Clan Pestilens and Knights Errant. After the disastrous battle before the Temple of Morr, the Knights Errant decided to try entering Mousillon through the "Griffons Gate" which lies beside the River Grismerie. Coming through the gate on the Gisoreux Road the walls of the Palace District loom up on the right and the marshes are treacherous footing for any who stray from the road. Fortunately the road is wide and is elevated above grassy ditches on each side. But safety is not provided anywhere in this City of the Damned. The warbands of Clan Pestilens constantly patrol the marshes, for it is here that the gates to the under ways provide them any support and supplies that they need. And so the "Ratmen" of the marshes beset the Knights.

The defending warband has recently discovered a rather well preserved building. The storeroom still had plenty of edible things. But more important the Noble who owned the big house had forgotten his treasure chest. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x4' (or 6' if playing multiplayer). The centre of the board needs to be consisting of two rather big buildings.

Warbands

All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warband may set up on 2 sides if he wants to, in multiplayer set up as normal.

Special Rules

Defenders: One player is the defender, determined by rolling the dice. Three of the defending warband's Heroes carry 4D6 pieces of gold (his part of the treasure) in a purse. If a Hero carrying money is taken Out Of Action, place a counter, representing the purse he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up this money. The money is in a purse and will be determined after the battle has ended. Only when playing multiplayer all heroes of the defending warband carry a purse.

Injuries: After the battle you may roll serious injuries as normal, any *Dead* results will require an additional roll on the Red Pox table (below).

Red Pox Infection Table: Roll 2D6 (+2 if the model was infected by someone who has died from a *Violent Death*).

Die Roll	Effect
1-2	<u>Death:</u> While the character is infected with the Red Pox, his combat wounds are to severe and the disease does not gets a chance to bloom on its victim. No further results.
2-4	<u>Violent Death:</u> The character dies horribly from a combination of his

	combat wounds and the Red Pox. After his death, his virulent condition has infected a random warband member, that warband member roll on this table with +2 to the roll.
5-6	<u>Weakened Survivor</u> : The character fights the Red Pox successfully and survives. The internal battle has been intense and the disease has debilitated the character heavily. The character will be -1T and loses a wound, only if he has more than one.
7-8	<u>Tainted</u> : The Red Pox has left the character tainted; he will cause <i>Fear</i> now (as if <i>Horribly Scarred</i>) and suffers the permanent injury <i>Old Battle Wound</i> .
9-10	<u>Psychologically Wounded</u> : The character survives the ordeal with the disease, but he becomes mentally unstable. The character needs some time to recover and must miss one game and suffer a <i>Nervous Condition</i> .
11	<u>Survival</u> : The character recovers from the Red Pox without any lasting ailments.
12	<u>Full Recovery</u> : The character not only recovers from his ordeal with the Red Pox, but feels hardened by the effect. Roll a D6, 1-4 character becomes Hardened, 5-6 character will gain +1T (this does not raise the race's max for T).

Starting the Game

Each player rolls a D6. The player rolling highest has the first, turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there. So if the defending player has not the highest roll he will be automatically last.

Ending the Game

Do not roll for Rout tests during this game. Instead, the game will last 8 turns or until all the purses have been carried off the board, whichever comes first, in multiplayer use 10 turns. The warband that gets the most purses off the table (or held by its Heroes when the game ends) is considered the winner.

Experience

- +1 Winning Leader: The leader of the winning warband gains +1 Experience.
- +1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
- +1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.
- +1 Per Purse: If a Hero is carrying a purse at the end of the battle he receives +1 Experience per purse he carries.