

Scenario 091 - Not Enough Room...

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Historical notes: This skirmish was first fought between the rival Vampire warbands; the Blood Dragons and the Strigoi in the Grand Cemetery of Mousillon. Later, after the Vampire Knights had driven the Strigoi and their ghouls into the burial grounds just outside the city walls, the Blood Dragons would face off with a human enemy, the Brigands of the Rim Wood. Ravelo has long believed that he should rule, as "Senator" of a Republican City State, like that of his home city of Remas. But since embarking first on a career as a pirate and successfully stealing much wealth from the merchants of Tilea his chances of a political career in his homeland are nil. After amassing a fortune and establishing connections with peasant outlaw bands in Bretonnia, he acquired a grand chateau near the abandoned city of Mousillon. Seeing the opportunity to build a "Pirates Republic" in a city with a wharf and an empty bay to anchor his ships, Ravelo attempted to occupy the merchants' district with outlaws from the Rim Woods, who owed him much after he saved them from Dark Elf Raiders. The Blood Dragons looked upon these new occupants with the eye of a predator and battle soon commenced.

Often a warband finds a spot with an unheard of treasure hoard, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the wealth easily.

"How explicit the timing", as the old Count was quoted..

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' x 4'.

In the centre of the table there should be the coveted feature, either a building or something like a old graveyard with some walls. The objective of the scenario is the treasure in there, the item everyone wants. There should be a small treasure chest present. It is placed in the middle of the table. It is way to heavy to move...

Warbands

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide. The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish. One random determined edge should be made a city wall, or river and count as impassable.

Starting the Game

The attacker has the first turn.

Ending the Game

If at the end of the defender's turn the attacker has more standing models within 4" of the treasure chest than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.