

# Scenario 092 - Safety on the Other Side

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*Historical notes: This skirmish was fought between Ravelo's Brigands and Coastal Raiders of the Dark Elves. After the Knights of Bretonnia began to encamp around the city of Mousillon in preparation for the ensuing Errantry War, the Brigands of the Rim Wood found themselves out numbered and out fought. Their leader, the self-titled "Senator Ravelo" promised aid to them if they could cross the River Grismerie to his chateau on the other side. A warband of brigands entered the city and made for the boats moored at the riverfront wharf. Before they could reach the boats and the safety of the other side of the river, they encountered Dark Elf raiders who were searching the abandoned city for loot as well as slaves.*

## **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'. One side of the area will become the river. There should be a bridge (4" wide) and a ford (4" wide) present in the river. The fog rules are used.

## **Warbands**

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on. The opposite side of the attackers starting area will be the river. The river reaches 4" into the playing area. The attacker sets up first, within 8" of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

## **Special Rules**

Drowned Characters: Any character drowned can be found by either warband. Both players roll the dice for each drowned character. The player with the highest roll may retrieve the equipment of the warrior, after that a character makes his serious injury roll and may join his warband, if he survives.

## **Starting the Game**

The attacker has the first turn.

## **Ending the Game**

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses. If the attacker manages to move four or more standing warriors into or over the river, at the defender's table edge, they have broken through and he wins the game. There for he needs to get the characters 2" in or over the river. If he uses the bridge/ford nothing will happen. But when entering the water roll a D6 for the character on a 1 he slips and drowns. The character goes Out Of Action.

## **Experience**

- +1 Survives: If a Hero or a Henchman group survives the battle, they gain +1 Experience.
- +1 Winning Leader: The leader of the winning warband gains +1 Experience.
- +1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.
- +1 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.