

THIS TOWN AIN'T BIG ENOUGH...

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 a unheared of treasurehoard, 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.

"What 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. And 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....

WARBAND:

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 citywall, or river and count as unpassable.

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:

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.

TREASURE:

After game ends, the treasure is explored. You may find out what is left, or what you managed to knik from the defender. You may roll a D6 for every Hero still standing (!) within 4" of the chest (winner and looser alike).

D6

Result

- 1** Something stings the curious character, make a strengthtest, if the character fails roll on the serious injury table (reroll robbed/captured and sold to the pits)
- 2** The box is empty.
- 3** The character finds a pouch with 2D6 GCs. (next character rolls at -1, this added to any sustained modifiers)
- 4** The character finds a small charm, which might be a lucky charm (1-3) or a rabbit's foot (4+).(next character rolls at -1, this added to any sustained modifiers)
- 5** You find sack, which contains a suite of light armour. (next character rolls at -1, this added to any sustained modifiers)
- 6** Under in the chest there is a suit of heavy armour. (next character rolls at -1, this added to any sustained modifiers)