THE GATES OF MORR

HISTORICAL NOTES:

This skirmish was fought between Knights Errant and the Blood Dragons. The first foray into Mousillon brought the impetuous young Knights into immediate conflict with the dangerous Knights of Undeath. Just inside the "Lions Gate" is the Grand Cemetery of Mousillon. The Crypts of the nobility are ornate and spacious and the Temple of Morr stands along the Main Road as it traverses the city. Here the Blood Dragons attempted to stop the Errantry War before it had even begun.

TERRAIN:

On a 4x4 battlefield designate a length of road that runs across the center of the table. This represents the main road through the city of Mousillon. At one end of the road is the Lions Gate. This is the west end of the battlefield. On the north side of the road is the graveyard and the temple of Morr. The Temple is the objective for this scenario. Other appropriate terrain should include ruined buildings and rubble in the "shanty camp", a graveyard north of the temple, and other buildings in the Merchants District.

SETUP:

One player, who will be the defender, sets up all his models within 12" of the Northeast corner of the battlefield. The other player, who will be the attacker, then sets up all his models within 12" of the Southwest corner of the battlefield.

STARTING THE GAME:

The defender takes the first turn.

ENDING THE GAME:

The game ends when one warband occupies the temple, at the end of his opponent's turn, and there are no enemy models within 6" of the Temple. Alternately, when one of the warbands fails its Rout test the game ends. The routing warband loses.

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:

Use the "Fog in Mousillon" rules.

If neither of the warbands is "Undead" the "Ghost" special character is recommended as a wandering monster, to be placed in the Cemetery at the start of the game.