

# Scenario 094 - The Battle for the Wharf

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*Historical notes: This skirmish was fought between Dark Elf Raiders and Skaven of Clan Pestilens. In the year 2412 the coast of Bretonnia was beset by one of the notorious Black Arks of the Dark Elves. The Elves were making frequent raids on small villages collecting slaves to man their galley ships. One raiding party landed at the derelict wharf of Mousillon and encountered the vile denizens of the wharf district, the plague bearing Skaven of Clan Pestilens.*

## **Terrain**

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. As last, one side is dedicated the wharf. We suggest that the terrain is set up within an area roughly 4' x 4'.

## **Warbands**

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then has then to set up on the side which is the Wharf, placing all his warriors within 10" of that edge. His opponent then sets up within 8" of the opposite edge.

## **Special Rules**

The Wharf: The wharf counts as water after the battle starts. Character may consider 6" from the edge as water. Any character entering the water will be considered drowned on D6 roll of 1-2. Searching for bodies is impossible.

## **Starting the Game**

Both players roll a D6. The higher scoring player takes the first turn.

## **Ending the Game**

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

## **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 extra Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy model he puts Out Of Action.