



Scenario 6: The Flood Plain



It's summertime in the area known as the Great Confluence, where the Rivers Talabec & Delb meet. As ever, the banks have burst from the snow-melt from the distant World's Edge Mountains and the nearer Middle Mountains. The entire area is flooded except for the series of islands that were once hills.

Much flotsam and jetsam has washed up on these islands - perhaps the last remains of a cargo from a now-sunken freight barge, long ago ambushed by the bandits that dwell in the forest.

TERRAIN

The game takes place on a 4' x 4' board. The board itself represents the flooded land.

You should also place a large number of hills to represent the relatively dry islands on the plain. These hills will have various obstacles such as ruined buildings, trees, etc. Feel free to add walkways and jetties if you have something to represent this.

Trees, rocks and ruins should be placed on both the hills and within the floodwater.

A number of small, flat-bottomed boats (used by the locals) may also be placed on the board. One or two at each end should suffice.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

Flooded Land: The water here is 1'-2' deep and counts as difficult ground (half movement but running allowed, e.g. a human that runs may move up to 4").

Any model who finishes his turn stunned while in the water must pass an Initiative test or be taken Out Of

Action. However, if a friendly model is standing in base contact then this model may rescue him providing the rescuer does nothing else that turn.

Rafts: These are small rafts used by the locals and may hold up to two normal or one large model. They may be punted over the water at up to 2 x Movement rate i.e. they effectively allow the models to run. At least one model must be capable of gaining experience in order to punt. Models in the raft may only shoot if they moved less than their Movement value.

Flotsam: The players take it in turns to place D3+1 Treasures tokens on the islands. The rules for the Treasures are exactly as for Wyrystone in the "Wyrystone Hunt" scenario (p.128 of rulebook).

To pick up a Treasure, a model must stop alongside the token.

WINNING THE GAME

The winner is the player whose warband is last to rout. The routing warband must roll 4+ in order to keep each treasure held at the end of the game - otherwise it falls into the water as he flees.

REWARDS

The players may keep all of their Treasures as described above. They may also roll on the Empire In Flames Exploration Chart.

EXPERIENCE

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

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

+1 Treasure Hunter. A Hero carrying a Treasure at the end of the game gains +1 Experience.

