

# Watery Grave

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The River is overburdened. It has been raining for weeks. As you were hunting for Wyrystone in a low quarter of the city, a dike, that holds the river back bursts; the water rushes toward you with the force of a waterfall. There is a cluster of buildings nearby that you think might shield your warband. Unfortunately, one of your old enemies thinks the same. As the torrent rushes through the lower stories of the buildings, you fight to keep your warband high and dry, for below is a watery grave.

## Terrain

Place a large house or similar building in the center of the table. Then each player takes it in turn to place a ruined building, small tower, or a similar item around the first one. Connect this terrain with ropes, walkways, ladders, or similar items so that you may get from one to the other without touching the ground. We suggest the terrain should be set up on a board roughly 2x2'

## Special Rules

**Rushin' Water:** (no not Vodka) A dike has burst along the river and this lower part of the city is flooding. As the water rushes through the city, all in its path clamber for higher ground. The ones who don't are washed away. The entire tabletop and the ground floors of all buildings are considered impassable terrain. If a model falls onto it, the water rushes him away, off the board. He is counted as lost when calculating rout tests. After the game roll a toughness test. If failed, he counts as out of action - roll for serious injury.

**Pea Soup:** The heavens have opened and it is raining thicker than pea soup. You can't even see a hand in front of your face. Due to this downpour, visibility is reduced. Before each player's turn roll D6 x 3" for visibility. You cannot see models outside of this area.

## Warbands

Number six buildings 1- 6 starting with the ones closest to the table edge. Each player rolls a D6. Your warband starts within 4" of the building whose number you roll. Roll another D6 the highest scoring player deploys first. You may not deploy within 8" of an enemy.

## **Starting the Game**

**Each player rolls a D6. The highest scoring player takes the first turn.**

## **Ending the Game**

**The game ends when one player routs.**

## **Experience**

**+1 Surviving.** If a hero or henchmen 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.