

WITHIN THE DARKNESS v1.0

"Karak Azgal long fell to the darkness. Yet you can still hear the echoes and screams of those that perished. The air is still with whispers within the ruined halls of this ancient kingdom. I carry this burden, the knowledge of these dark caverns. What was once all is now but a memory. A burden that I carry till I pass away."

~White Hair

For 2-4 players

Terrain

Each of the players take turns placing pieces of terrain. They may place random dungeon parts on the board, until the board is complete, ruins or other similar item. We suggest that the terrain be set up within an area roughly 4'x4'

Special Rules

Because of the poor line of sight within the darkness of Karak Azgal they can only shoot at half their normal distance. So if a missile weapon with a range of 24" it would have a maximum 12" range rather than its normal range. The skill "Leadership" is reduced to half range, i.e. anyone wanting to use the LD value of the hero with Leadership must be within 3" of the model.

Also since line of sight is so poor that there is more of a chance for a member of a warband to trip over or hurt himself. At the start of each turn all players roll a D6 on a roll of a 1 a member of their warband falls over. Take an automatic injury roll.

Warbands

Each player rolls a D6. Whoever rolls the highest chooses which table edge to set up on, placing all his warriors within 8" of the table edge. His opponent then sets up on the opposite side as normal.

Starting the game

All players roll a D6, the highest goes first, second highest goes second etc.

Ending the game

The game will end when there is only one warband remaining unbroken on the table, this warband is the winner.

Experience

- +1 If a hero or henchman group survives the battle they receive +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 model he puts out of action
- +1 Artifact: For the winning warband

Lanterns & Torches

This is for The Darkness within scenario, darkness rules could be used in other future scenarios as an option or a random event.

For Heroes only

Weary adventurers readily equip themselves with fine torches or lanterns for some part of Karak Azgal tis pitch black. For tis better to be prepared than to become part of the ruin of Karak Azgal.

Lanterns

Cost: 18gc rare 8 9gc to upkeep per game

Any number of models may have a lantern. It will give you an additional +5 " line of sight and any model 5" within the lantern bearer (in the *Within The Darkness* scenario). However you cannot shoot anyone missile weapons whilst carrying a lantern and you may not carry and shield or weapon in the same hand which is carrying a lantern. Anyone model within 5" of the lantern holder is not affected by "trip over trap" rule (in the *Within the darkness* scenario).

Torches

Cost: 4 Gp Common 2gp to upkeep every game

Any number of models may have a torch. It will add an additional +2" to line of sight to the model and anyone within 2" of the model. However you cannot use any missile weapons while carrying a lantern and you may not carry and shield or weapon in the same hand which is carrying a lantern. Anyone model within 2" of the lantern holder is not affected by "trip over trap" rule (in the *Within the darkness* scenario).