

Scenario 041 – Blood Shrine

By Sam Sedghi, as appeared in
 Khemri, Land of the Dead
 Transcribed by Graeme "WO2"
 Walker.
 Edited by The Mordheimer.

In the Lands of Khemri, there are many forgotten ruins and shrines. Many seek after these shrines and ruins. The undead seek to strengthen their power by unlocking the secrets of these old relics. Meanwhile, humanity seeks to destroy or bless the ruins. One such ruin is the Blood Shrines, not much is known about these relics and only a few stumble across them.

Terrain

Each player takes it in turn to place a piece of Terrain, rocks, sand dune (hills), or other similar item (make sure that there is allot of terrain). Place a shrine in the middle of the board. I suggest that the terrain is set up within an area of 4'x4'.

Setup

Each Player rolls a dice. Whoever scores higher decides which table edge they set up on & who goes first

Warbands

Warbands have an 8' set up from the table edge.

Special Rules

Undead Victory: The game lasts for 6 turns, there are three artifacts within the shrine. The warbands must take and hold the Shrine. If an Undead player achieves victory then roll on this table. The three artifacts are included in the table below:

2D6	Results
2-6	The Blood Shrine has already been defiled.
7-8	Sacrificial Dagger (3d6 +4 GC)
9-11	Sword of Unholy Turning
12	3D6 GC

Sword of Unholy Turning

Range	Strength	Special Rules
Close Combat	As User	Parry, Unholy Turning

Special Rules:

- *Parry*: The user may parry blows may parry blows normally.
- *Unholy Turning*: If the wielder takes an enemy Out Of Action, and its dies as the result of their rolls on the Injury Tables after the game, that unit is turned into a zombie following the rules of the Necromancy spell Re-Animation (reproduced below.)

Re-Animation: At the spoken command of the Necromancer, the dead rise to fight again. One Zombie that went out of action during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

Looting The Shrine: If any player except Undead achieves victory, your warband loots the shrine earning 4d6 +6 GC.

Starting the Game

.

Ending the Game

The warband with the most models standing within 4" of the Shrine at the end of the sixth turn wins or if one of the players route.

If playing multiplayer: The warband with the most models standing within 4" of the Shrine at the end of the sixth turn, or if all warbands route, except for the last one.

Experience

+1 Survives: If a Hero or Henchman 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.