

Scenarios

Here are a few of the scenarios that have been specifically tailored for Khemri (see page 7 of TC 16 for the full tables).

Scenario 9 - Defend the Oasis

Your warband has found an oasis to camp at. These finds are essential to the warriors' survival. As you are taking a break you are set upon by another band that wish to steal your cache of water.

Terrain

Place terrain in centre of 4'x4' board 12" from the edges. Rocks, trees, small buildings/ruins are great for this. One item represents a well or pool.

Warbands

The warband with the lowest rating defends the oasis. If you have the same number of warriors the one with the lowest water count defends. If water counts are equal, then roll to see who defends. Interestingly Undead will defend an oasis even though they have no use for the water.



Set-Up

The defender deploys first, within 6" of the well or pool. The attacker deploys within 6" of any table edge.

Starting the game

The attacker takes the first turn.

Ending the Game

If a warband fails a Rout test the game ends. If the attacking warband has more men within 6" of the well than the defender at the end of a turn then the attacker wins.

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 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

Rewards

The winner may fill his water supply to the maximum. Remember that you cannot carry more water and treasure than your burden limit.

When trading, the winner may remain at the oasis (since they successfully defended or captured it), and rolls for a caravan (3+) as normal. Meanwhile, the defeated warband has to roll on the Exploration chart with a -1 modifier, (as finding another oasis would be considerably difficult).

Scenario 4 - Tomb Raid

The warbands have heard rumours of a tomb in the area with treasure. Each warband is trying to find it first and make it back out of the tomb alive.

Terrain

Use tiles to represent the tomb (see TC 17). Place the Burial chamber in the centre of the table and an entrance in room one of the corners of the table. If more than two warbands are playing, place as many entrance tiles as needed at the corners.

Warbands

Roll to see who has the first turn. Highest D6 score chooses the starting tile.

Starting the game

Roll to see who goes first. Highest D6 score starts.

Special Rules

Each warband is trying to get to the centre chamber to get the treasure chest. Once there they must attempt to carry it out of the tomb. A warrior must be in contact with the treasure chest for a turn to pick it up. Once carrying it, he must move at half speed. If two warriors are carrying the chest they may move at normal speed. If a warrior routs whilst carrying the chest it must be dropped immediately in the tile he is in.



Ending the Game

If a warband routs the game ends. If the treasure chest is removed from the board that warband wins.

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 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

Rewards

In the tomb the winner gets D3 items of treasure from the following chart. Roll a D6 each time to find out what you get.

D6 Item Found

- 1 Heavy armour
- 2 D3 Scimitars
- 3 D6 Jambyias (daggers)
- 4 Gem-encrusted helmet worth D6x10 gc
- 5 Shield
- 6 Monkey's paw (see TC 17)

Warbands

Half of the warbands fighting this scenario are defending the merchant's wagon from attack whilst the other half are trying to raid the wagon of the merchant. Determine who are defenders and attackers in the usual way except there may be more than one of each. If there is an odd number of warbands then there will be one more defending player.



The defenders' job is to provide enough of a distraction to the opposing warband(s) for the prince to make it safely off of the opposite edge. The attacker's job is to prevent the prince from escaping to the other side of the table by attacking and putting him out of action.

Scenario 10 - Protect the Prince

(Scenario for 2-4 players)

Many stories have been told of wealthy princes or other nobles travelling through the hot deserts of Araby and never reaching their destinations. Most of the merchants that travel the deserts are attacked by all sorts of raiders seeking to steal their riches. These stories persuade the merchants to protect themselves from whatever may happen, and hire mercenary warbands to do their



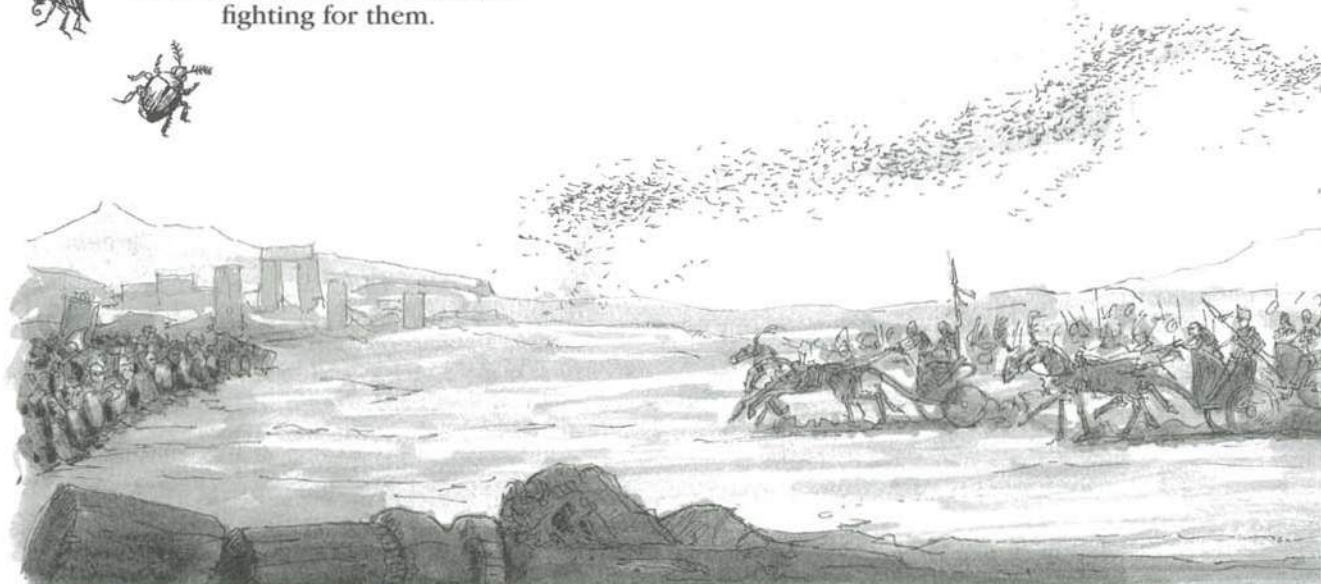
fighting for them.

Terrain

The battle takes place in the open. The scenery may consist of dunes, oases and ruined buildings. Place them as normal.

Set-Up

The defenders are set up first on one long edge of the battlefield. Next the attackers set up on either of the two short sides.



Special Rules

The prince will follow any friendly model up to the limits of his movement. If he is more than 1" from a friendly Hero at the start of the Movement phase, then he will run the maximum distance in a random direction (use a Scatter dice). If this takes him into base contact with an enemy then this counts as charging. He will not voluntarily charge an enemy.

If any unengaged enemy models are within 2" at the beginning of the movement phase he will flee directly away from the closest one. He will rally by passing a Leadership test in the usual way. If a friendly model is in base contact he may also make a Leadership test to restrain the cowardly prince.

Each defending player controls the prince in their turn. This may create some interesting conflicts in a multi-player game. His profile is as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
Prince	4	2	2	3	3	1	3	1	7

Equipment: He is equipped with a Scimitar (sword) and a Jambiya (dagger).

Ending the Game

A defender wins the game if he is in control of the prince when he makes it off the appropriate table edge. If he flees off another table edge then neither side wins. An attacker wins by killing the prince before he leaves. In a multi-player game warbands may choose to ally and share the victory and winnings.

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 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

+1 Killing the prince. Any character who puts the prince out of action gains +1 Experience.



Rewards

If the prince escapes he will reward his protectors with 4D6 gold crowns from his purse. If he is killed then the winning warband will find 2D6 gold crowns, plus jewellery equivalent to two pieces of treasure on his body.

