

Scenario 044 – Defend The Tomb

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as appeared in
Khemri, Land of the Dead
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Your warband has headed through a tomb and found the main burial chamber. After plundering it you hear the sounds of another warband entering the tomb. You must make it out with out getting caught.

Terrain

Use tiles to show the tomb. Place the Burial chamber in the center of the table and an entrance 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.

Setup

Roll to see who starts in the tomb. Highest roll chooses. Whoever starts at the entrance of the tomb is the attacker.

Warbands

Defender: Deploys inside the Burial chamber, and may place a hall tile off any side of the chamber on their first turn.

Attacker: Deploys within the entrance room.

Special Rules

Carrying the Treasure: One figure is nominated to carry the treasure chest. He may only walk with it - no running or charging unless attacking someone in walking distance. The person with the chest may not use 2 handed weapons. When the person carrying the chest is taken Out Of Action another figure may pick up the chest by standing next to it for one turn without doing any thing.

Starting the Game

The Attacker starts.

Ending the Game

If a warband fails a rout test the game ends. If the attacking warband takes the treasure chest from the defenders and escapes they win. If the defenders get the treasure out of the tomb they win.

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.

Rewards

The winner gets treasure of the following chart:

Item	Result on D6
D6x10 gold crowns	Automatic
D3 Gems (worth D6x5 gc each)	Automatic

Random - roll 3 times on table below	-
Heavy Armor	1
D3 Scimitars	2
D6 Jambiyas *	3
Gem Encrusted Helmet (worth D6x10 gc)	4
Shield	5
Monkey's Paw *	6
Magic Lamp **	7

* See description below.

** See description below. Try to figure out how to roll a 7 on a D6 ;o)

Jambiya: The common curved dagger of Arabs.

Range	Strength	Special Rules
Close Combat	As User	+1 Enemy Armor Save

Special Rules:

- +1 Enemy Armor Save: Daggers are not the best weapons to use for penetrating an enemy model's armor. An enemy wounded by a dagger gains a +1 bonus to his armor save, and a 6+ armor save if he has none normally.

Monkey's Paw – grants wishes per Lamp but have to roll once on the bad side. If you roll this item you must take it. Every two games you have it and don't use it you have to roll on the bad side of the chart. You may not get rid of it unless you use it three times or roll "lose the paw". After the third use it disappears.

D6	Good	Bad
1	Gain D6 experience points	Lose D6 experience points
2	Gain one skill from your skill list	Lose one skill from your skill list
3	Gain D6x10 gc	Lose D6x10 gc
4	Gain an extra Hero (Even if it is above your maximum)	Lose a Hero
5	Gain an extra Henchman	Lose a Henchman
6	Roll twice more on this chart	Lose the Monkey's Paw

Magic Lamp grants three wishes roll D6 on each chart. Each time you roll on the good side you have to roll on the bad side. You may also use your wishes to have the Jinn fight for you. Each time you do this you lose d3 x10 gc. If you can't pay him, he takes one warrior at random for his slave.

D6	Good	Bad
1	Gain D6 experience points	Nothing happens
2	Gain one skill from your skill list	Nothing happens
3	Gain D6x10 gc	Lose D6x10 gc
4	Gain an extra Hero (Even if it is above your maximum)	Lose D6 weapons
5	Gain an extra Henchman	Lose the Lamp
6	Roll twice more on this chart	Nothing happens