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as appeared in
Pancreas Boy's Wyrdstone Shards

Scenario 061 – Jumunji

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A heavy thumping nearby has caught the attention of the warbands. Each warband is seeking the noise out of curiosity; will this be a fateful error?

Terrain

Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'.

Setup

All players rolls a D6 and whoever rolls highest chooses which warband sets up first.

Special Rules

Special rules are the same as the Hidden Treasure scenario (reproduced below for convenience) except that if the chest is dropped players must follow the Dropping The Chest special rule (below.)

Searching for the Chest: All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once. If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge.

Carrying the Chest: Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put Out Of Action, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Chest Contents: Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any wyrdstone – you need a 5+ to find it. Then roll to see if you find the armor, and so on. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

Item	Result on D6
3D6 gold crowns	Automatic
D3 Pieces of Wyrdstone	5+
Suit of Light Armour	4+
Sword	3+
D3 Gems (worth 10 gc each)	5+

Dropping The Chest: If the chest is dropped players must at any point of the game, the player must roll a D6 on the following table:

D6	Results
1-4	D3 Warhounds mystically jump out of the chest and attack the nearest models.
5	D6 Giant Spiders lunge out of the chest at the nearest models, they have the stats of a Giant Rat but with Dark Venom bites.
6	A Rat Ogre emerges and immediately attacks the nearest figure.

If any creatures appear their turns will follow after other player's turns have finished, except for when they first appear.

Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the treasure chest.

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.

+2 For Finding the Chest. If a hero finds the treasure chest he earns +2 Experience.