

# Scenario 074 – Tomb Raider

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as appeared in  
Pancreas Boy's Wyrdstone  
Shards  
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Each warband has heard of a rare item and its whereabouts, in a ruined tomb which had been flooded shortly after the disaster struck Mordheim.

## **Terrain**

Each player takes it in turns to place a piece of terrain set up within an area roughly 4'x4'. Place a square river 6"x6" in the centre of the board. A small island (about 3"x3") with a tomb will be placed in the centre of the river. Make these out of paper if need be. A 5" tall wall will need to be around the island, which cannot be destroyed.

## **Setup**

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

## **Special Rules**

Going Under The Wall: To reach the tomb any warrior must be in base contact with the river before they attempt to swim under the wall. Swimming in the murky, thick water counts as dangerous terrain and if the warrior ends their turn still swimming under the water, they will take D3 auto hits of S2 damage (no armor save)

Snakes! Why Do It Got To Be Snakes?!: Once the warrior makes it to the island, they will find it infested with venomous snakes and will take D3 hits of S2 damage with Dark Venom bites each turn on the island. If the warrior survives then they can take the chest holding the rare item from the centre of the tomb. There is no penalty to hold the chest except that it will be held by one of the warrior's arms (therefore no 2 handed weapons or 2 weapons can be used, etc by that warrior).

The Prize: The winner discovers the chest holds one rare item of their choice, that is worth under 50gc and that is smaller in size than a chest. (If there is any disagreement then roll a D6, 1-3 allowing for the item, 4-6 disallowing the item.)

## **Starting the Game**

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

## **Ending the Game**

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