

Treasure grab Scenario

Setup: There are ten chests. Each player places a chest near the centre of the table until they are all placed.. No chest can be more than six inches from the centre of the table but may begin the game in a building.

Story: A wealthy merchant had his caravan ambushed. Due to reasons not completely understood at the time the merchant chose not to flee after the thieves. It was only after the thieves had attempted to open the chests did they find out why he was so lax in his pursuit. Understanding that one of his own would betray him he put dangerous traps on each chest. So, when opened without the proper tool they would release a ferocious blast that would render the unfortunate recipient incapable of enjoying his spoils. All the thieves were killed during their attempts to open the chests. Now that the location of the chests has been discovered and the traitor dealt with the merchant is eager to see how his cargo fared their during their fiery opening. The merchant has put a 25 GC reward for each chest that is returned to him. Unfortunately the booby traps were too effective and not all the chests were opened so some may still be trapped and because they have moved around so much the traps have become extremely unstable.

Rules: the game ends when all the chests have been taken off the table or all but one warband has routed. The winners is last warband after all the others have routed, or if all the chests are off the board the warband with the most chests returned to the merchant. (If there is a tie for chests roll a d6 the highest wins).

Any non animal model (hero or henchman) can get a chest by moving into contact with it. Once gotten the chest can be carried the model M distance or it may be moved marching distance if two models carry it. Both must be non animal model and not restricted from moving double their movement by interfering enemy models. The two models move at the slowest models rate.

Chests may still be booby trapped and the movement may set them off. At the end of the movement phase when a model comes into contact with an unclaimed treasure chest roll a d6. On a roll of 3-6 nothing happens, the trap has already gone off and the chest is safe to carry. However, on a roll of 1 or 2 the model has set off the trap and it goes off. The traps are fire traps so roll a d6 to determine if the model has caught fire. On a result of 4+ the model is on fire and may do nothing in the next turn except put himself out. Next, roll to determine the extent of the explosion. A model in base to base contact with the chest takes a d6 strength wound. Randomize if more than one model is in base to base contact with the chest. If an injury results than roll as normal.

The chests may be taken off any board edge and once off are safe. The models that take the chests off the edge are out of the game and count as OOA for purposes of rout test but do not need to roll on the injury chart after the game.

If your warband routs they drop any chests they were carrying where they were last positioned but the ones successfully removed from the table count towards your warbands total. If you are the last warband to rout you can keep any chest that any of your models are carrying, but any unclaimed chests are lost. Any models taken OOA while carrying a chest drop the chest where they were taken OOA.

Rewards: The winning warband receives 25 GC for each chest successfully gathered. If a warband successfully returns five chests to the merchant then using the rules for the Arabian Merchant they may explore the markets available to him. Other warbands that managed to remove chests from the table may roll to see what the contents are.

Treasure list: roll 4d6

- 4- Medicine chest, can be used as D6 doses of Healing Herbs or as a one off to allow a re-roll on the Hero serious injury table (unless the result was pit fight, captured, etc)
- 5- D2 elven boots
- 6- Suit of heavy armour + d3 helmets
- 7- Elven cloak
- 8- D6 bows
- 9- D6 shields, and a d6 swords
- 10- 11-Gems worth 60 GC (sell for 30)
- 12-16- Fancy clothes worth 2d6 per crate and on a d6 roll of 6 there is a hidden order of free traders medallion.
- 17-18- 3d6 gold and if you roll a 3 you also find a lucky charm.
- 19- Drugs! Roll a d6. 1- Madcap Mushrooms(2 doses)-2 Dark Venom (2 doses) 3-4 Black Lotus (2 doses) 5-6 Crimson Shade (2 doses).
- 20- 3d6 GC's, and blunderbuss, and one dose of superior black powder.
- 21- D3 sets of hunting arrows
- 22- One set of Ithilmir Armour
- 23- Hochland Hunting rifle
- 24- One set of Gromril armour, a helmet and a shield.

Experience:

- + 1 for the winner of the scenario
- + 1 for each hero who survives a booby trapped chest
- + 1 for each hero or henchman group that survives

Black Market

A den of thieves and underworld brigands the black markets of Mordbeim sell and procure all manner of illicit substances and are regularly frequented by the infamous members of the Assassins guild...

D6	Items
1	Nothing available.
2	Dark Venom or Black Lotus (D3 doses)
3	Crimson Shade (D3 doses)
4	Mandrake Root or Madcap Mushrooms (D3 doses)
5	Stiletto Blade (need 'Weapons Training' to use) +1 attack per turn at -1 strength.
6	Blow Pipe (need 'Weapons Training' to use)

Fencer

Fencers have an eclectic range of items 'procured' from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often 'flawed'...

D6	Items
1	Halfling Cook Book
2	Ithilmar Weapon
3	Gromril Weapon
4	Tome of Magic
5	Hunting Rifle or Elven Bow
6	Brace of Duelling Pistols

All the items purchased through the Merchant's market contacts are at their base price (ie, do not add the random gold modifier for items). All items bought from the Fencer are also at half price but after the item is used once roll a D6. On a roll of 1, the item breaks and is useless – an elaborate fake!

Foreign Wares

Traders from across the seas can be found in the shady taverns and street corners on the outskirts of Mordbeim. They have many exotic and wondrous items for sale, but at a hefty price...

D6	Items
1	Nothing available.
2	Venom Ring (see TC 18)
3	Lamp of the Djinn or Monkey's Paw (see TC 17)
4	Magic Carpet or Tufenk (see TC 17)
5	Elven Cloak
6	Cathayan Silks