

## **NEW SCENARIO: Unlocking the Tomb**

Tarrik IronHead was a noted undead fighter. The only thing he did better than kill undead was to show off, a quality which was most obviously demonstrated by his rather ostentatious clothing. Seen as rather coarse by most dwarves, Tarrik nonetheless had his followers. When Tarrik eventually died at the hands of the Ghoul King of Karak Azgal, his followers built him a tomb and interred his body within. With the passing of time, the Tomb's location was lost – until now.

The location of the Tomb of Tarrik IronHead has indeed been found. However the door is locked. It's a race to find the key and raid the tomb.

### **Terrain**

Each player takes it in turn to place a piece of scenery or lay a floor tile in a 4x4 area. Place a room with a single entry, barred by a door, within 6" of the table centre. At the beginning of the game this door is locked. There should be at least two different paths to reach this door and there should be at least 7 other rooms.

### **Warbands**

Each player rolls a dice. Whoever rolls the highest sets up first. The first player chooses which room on a table edge to set up on and his opponent must deploy in a room on the opposite edge. Neither player may set up a warrior within 15" of the tomb entrance.

### **Starting the game**

Both players roll a D6. The player who rolls the highest goes first.

### **Ending the Game**

If a warband fails a rout test or leaves the table voluntarily, the game ends.

### **Special Rules**

The warbands must search each room for a key. Only heroes know what the key looks like thus only heroes may actually search for it.

If a hero is in a room and is unengaged, he may elect to search the room to the exclusion of everything else (like shooting a missile weapon). When a hero searches, roll a D6. On a roll of 6, the key is found. Each room may only be searched once. If a warband does not find the key in a room it simply is not there. Note - once the key is found, no amount of searching will find another key – there is only one.

If a warrior carrying the key is stunned or put OOA, then any warrior in base contact may retrieve the key from that warrior, provided that there are no enemy models within 2" of the downed warrior. The key may also be voluntarily passed between warband members, but no more than one exchange per turn.

If all rooms have been searched by each warband, the key was "under the mat" all the time. The first hero to reach the door to the Tomb can open it automatically.

The Tomb is full of small boxes each containing a small trinket. Each hero that enters the room may pick up one of these boxes - see Rewards.

## Rewards

To determine what treasure a hero finds, roll 2D6 for each warrior who enters the Tomb. The first two warriors who enter the room may alter the roll by  $\pm 1$ , but do not have to.

**2-4**– Nothing. The box contained a worthless trinket.

**6-7** – A small bag containing D6 GC

**8** – A small gem worth D6+1GC

**9** – A bag of gems worth 2D6 GC

**10** – Tarrik's Medallion of Office. A Dwarf Leader who wears the medallion adds D6" to the range of his Leader ability. Roll the rage at the end of the game and note the result. This additional range is permanent.

**11** – Tarrik's Flask. Blessed by Grungni himself, Tarrik's Flask produced a single dose of Bitter Water (the dwarf equivalent of the Tears of Shallya) every day. Now it has lain abandoned for centuries, the potency of the blessing has waned. The Flask will only produce a single dose of Bitter Water on a roll of 1 or 2 on a D6. Roll at the beginning of each battle.

**12+** – Tarrik's Sceptre. The Sceptre counts as a mace in close combat but is a potent artefact. Any hits against undead cause two wounds, not one. Each wound may be saved against separately. In addition, it counts as a Holy Relic for Dwarf Warbands.

To determine the winner, total up all the treasure collected by the warbands' heroes. The warband who recovered the most treasure is considered the winner. Artefacts do not count towards this total unless it is a Dwarf warband. If a Dwarf Warband manages to recover one or more artefacts then they are automatically the winners. If two Dwarf warbands each manage to recover an artefact, both are considered to have won.

## 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 Opens the Tomb.** The hero who opens the tomb gains +1 extra Experience.

**+1 Destroys Artefact.** If an Undead or Possessed warband recovers one of Tarrik's artefacts (Medallion of Office, Flask or Sceptre) the warband's leader may destroy it. If this is the case, the warband leader gains +1 extra experience.