

M

## 6 ORCS

M

Wounds: 3

Move: 4

Weapon Skill: 3

Strength: 3

Toughness: 4

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	3	4	4	4	4	5	5	5	6

To Hit



EVENT



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M

# ID6 ORCS & ID6 ORC ARCHERS

M

Wounds: 3

Move: 4

Weapon Skill: 3

Strength: 3

Toughness: 4

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	3	4	4	4	4	5	5	5	6

To Hit

## Special Rules

When shooting with their bows, Orc archers need to roll 4 or more to hit. An Orc's bow has Strength 3, and causes 1D6+3 Wounds.



VALUE  
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EACH

EVENT



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## 6 GOBLIN ARCHERS

M

Wounds: 2  
 Move: 4  
 Weapon Skill: 2  
 Strength: 3  
 Toughness: 3  
 Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Goblins	3	4	4	4	5	5	6	6	6	6

## Special Rules

When shooting with their bows, Night Goblin archers need to roll 5 or more to hit. A Goblin's bow has Strength 1, and causes 1D6+1 Wounds.

Before fighting the Night Goblin archers, take another Event card.



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M

## 2D6 GIANT SPIDERS

M

Wounds: 1

Move: 6

Weapon Skill: 2

Strength: Special

Toughness: 2

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	3	4	4	4	5	5	6	6	6	6

**Special Rules – Web Attack**

If a Spider attacks a Warrior who is already webbed, the Spider automatically bites him inflicting 1D3 Wounds with no modifiers for Toughness or armour.

If the Warrior wasn't already webbed, make a roll to hit. If the Spider hits, the Warrior is now webbed and may do nothing until he gets free. Put a Webbed counter next to him.

At the start of each turn roll 1D6 for each webbed Warrior and add his Strength. If the total is 7 or more, he frees himself and may act normally.

VALUE  
15G  
EACH

EVENT



EVENT

M

## 1 MINOTAUR

M

Wounds: 15

Move: 6

Weapon Skill: 4

Strength: 4

Toughness: 4

Attacks: 2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Minotaur	2	3	3	4	4	4	4	4	5	5

## Special Rules

When a Minotaur hits a Warrior, roll 2 dice to see how many Wounds it causes, adding its Strength of 4 to the total.

Before fighting the Minotaur, take another Event card. If this is an Event, resolve it before fighting the Minotaur. If it reveals more Monsters, fight them all at once.



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# PORTCULLIS

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Once all the Warriors have entered this board section, a portcullis slams shut behind them, cutting them off. They can only retrace their steps if they have the key.

Place the portcullis marker across the doorway the Warriors entered by to show that it is blocked.



Draw another Event Card immediately.

**NO TREASURE CARD FOR COMPLETING EVENT**

# EVENT



# EVENT

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## 2D6 SNOTLINGS

M

Wounds: 1

Move: 4

Weapon Skill: 1

Strength: 1 (Special)

Toughness: 1

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	4	4	5	6	6	6	6	6	6	6

Snotlings make an immediate attack as soon as they are placed on the board and then attack as normal in the Monsters' Phase.

Draw a Warrior counter and place as many Snotlings as you can around that Warrior. Repeat until all the Snotlings have been placed.

For each Snotling above one in contact with a Warrior, add +1 to their to hit roll and increase their Strength by +1: e.g., 4 Snotlings make a single Strength 4 attack with +3 on the to hit roll.

Snotlings do not switch attacks unless their target dies, and will fight until killed.



EVENT



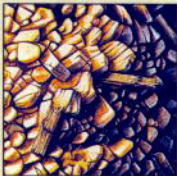
EVENT

**E**

## CAVE-IN

**E**

Place the Cave-in marker in the board section where this card was triggered to show that all exits except the one the Warriors entered by are now blocked.



Any Warriors still in this board section at the end of the next turn are crushed by rubble and killed. Any Monsters in the room are crushed by falling masonry.

Warriors attempting to escape are not subject to the rules for pinning whilst in this room.

The room is now impassable and may not be re-entered.

If this card is drawn in the first room in the dungeon, ignore it and draw another Event Card immediately.

**NO TREASURE CARD FOR COMPLETING EVENT**

# EVENT



# EVENT



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# OLD BONES

E

The floor of this room is littered with bones and skulls, with the glint of gold underneath. As the Warriors collect the gold, roll 1D6:

- 1 Trap! Cackling laughter echoes around the room and lightning flashes. Take a Warrior Counter to determine which Warrior is hit by a magical bolt that inflicts 1D6 Wounds, with no modifiers for Toughness or armour.
- 2-3 Illusion. In a bright flash of light, the bones and gold vanish. Draw another Event Card immediately.
- 4-5 Each Warrior on this board section finds  $(1D6 \times 10)$  Gold. Draw another Event Card immediately.
- 6 Each Warrior on this board section finds  $(2D6 \times 10)$  Gold. In addition, draw one Treasure Card.

**NO TREASURE CARD FOR COMPLETING EVENT**

# EVENT



# EVENT

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## TRAP

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Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a trap. Roll 1D6 on the following table:

- 1 There is a loud explosion and the room is filled with fire and smoke. Every model on this board section takes 1D6 Wounds, with no modifiers for Toughness or armour.
- 2-5 A pit opens in the floor and your Warrior plummets onto the rocky floor below. He takes 2D6 Wounds, and can only escape if the party has the rope or a Levitation spell.
- 6 A stone slab slides back in the wall, revealing the glint of gems and gold. Draw one Treasure Card.

Roll 1D6. On a 1,2 or 3 draw another Event Card immediately.

**NO TREASURE CARD FOR COMPLETING EVENT**

## EVENT



## EVENT

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## 6 GOBLIN SPEARMEN

M

Wounds: 2

Move: 4

Weapon Skill: 2

Strength: 3

Toughness: 3

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	3	4	4	4	5	5	6	6	6	6

To Hit	3	4	4	4	5	5	6	6	6	6
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**Special Rules**

Goblins armed with spears may attack from 2 squares away, even past intervening Monsters or Warriors.



VALUE  
20G  
EACH

EVENT



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## 2D6 GIANT BATS

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Wounds: 1

Move: 8

Weapon Skill: 2

Strength: 2

Toughness: 2

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Fo	3	4	4	4	5	5	6	6	6	6

Giant Bats make an immediate attack as soon as they are placed on the board and then attack as normal in the Monsters' Phase.

After the first Turn, the combat sequence returns to normal.

Bats are never pinned and will change target each turn if possible.



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EVENT

M

## 2D6 GIANT RATS

M

Wounds: 1

Move: 6

Weapon Skill: 2

Strength: 2

Toughness: 3

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	3	4	4	4	5	5	6	6	6	6

**Special Rules – Deathleap**

When a Giant Rat hits your Warrior, roll 2 dice to see how many Wounds it causes, and add its Strength (2) to the score.

Once a Giant Rat has attacked your Warrior, roll 1D6. On a 3+ the Giant Rat's suicidal, frenzied attack has opened it up to your Warrior's attacks and he kills it automatically.



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EVENT



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## DEAD BODY

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Before the Warriors lies a dead Barbarian, lying in a pool of blood. Clutched tightly to his chest is a bag. Roll 1D6 for each Warrior. The Warrior with the lowest score must take the bag. Roll 1D6 on the following table to see what happens when he does:

- 1 Poison Gas! Every model on this board section takes 1D6 Wounds with no modifiers for Toughness or armour. The bag is empty.
- 2-3 Trap! A spear shoots out of the wall and inflicts 2D6 Wounds on the Warrior who took the bag. The bag turns out to be empty.
- 4-6 Treasure. The bag contains  $(1D6 \times 100)$  Gold, to be given to the Warrior who took it.

Draw another Event Card immediately.

**NO TREASURE CARD FOR COMPLETING EVENT**

# EVENT



# EVENT

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# SCORPIONS

E

A scorpion swarm is a special form of Monster and its attack is resolved immediately. Randomly determine which Warrior is attacked by the swarm.

There are 12 scorpions in the swarm, but they are very small, and are not represented by miniatures on the board.

Roll your Warrior's normal damage dice ( $1D6 + \text{Strength}$ ) to see how many scorpions he kills with his attack – the number rolled is the number of scorpions he kills. Each scorpion killed is worth 5 Gold.

Any scorpions that are left inflict 1 Wound each, with no modifiers for Toughness or armour.

The scorpion swarm then scuttles away and this card is discarded.

Roll 1D6. On a 1, 2 or 3 draw another Event Card immediately.

**NO TREASURE CARD FOR COMPLETING EVENT**

# EVENT



# EVENT

M

## 2D6 SKAVEN

M

Wounds: 3

Move: 5

Weapon Skill: 3

Strength: 3

Toughness: 3

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	4	4	4	4	5	5	5	6



EVENT



EVENT

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## ENCOUNTER

E

Slumped against the wall the Warriors find a dying Dwarf prospector, riddled with Orc arrows. As they approach he growls a warning, threatening them with a huge axe. When he sees that they are not Orcs or evil creatures he calms down and gives them a key. With his dying breath he says:

*"This is the key to the portcullis.  
Without it you will never get  
through."*

One of the players should keep this card to remind you that his Warrior has the key.

Draw another Event Card immediately.

**NO TREASURE CARD FOR COMPLETING EVENT**

## EVENT



## EVENT

**M**

# ID6 GOBLIN SPEARMEN & ID6 GOBLIN ARCHERS

**M****Wounds:** 2**Move:** 4**Weapon Skill:** 2**Strength:** 3**Toughness:** 3**Attacks:** 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	3	4	4	4	5	5	6	6	6	6

## Special Rules

When shooting with their bows, Night Goblin archers need to roll 5 or more to hit. A Goblin's bow has Strength 1, and causes 1D6+1 Wounds.

Goblins armed with spears may attack from 2 squares away, even past intervening Monsters and Warriors.



# EVENT



# EVENT



M

## ID3 MINOTAURS

M

Wounds: 15

Move: 6

Weapon Skill: 4

Strength: 4

Toughness: 4

Attacks: 2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	3	3	4	4	4	4	4	5	5

## Special Rules

When a Minotaur hits a Warrior, roll 2 dice to see how many Wounds it causes, adding its Strength of 4 to the total.



EVENT



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