



Locales

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001 INTRODUCTION

Instead of rolling on a the City or Island scenario chart over and over again, James has invented a Locale rules for the many cities, towns, and landmark in Sartosa. Why trash one city, when you can trash several?!?

Note: The Final Locale, the Skull Sands, extensively uses Ship rules (see the Ship Variation below). These rules work best in incorporated at the very beginning of your campaign (which is why we’re telling you NOW, rather than later.) If not playing with ships, alternative scenario recommendations are listed.

Rules: Running a "Locale" Campaign

A Locale Campaign moves from place to place, each Locale with its own rules and scenarios. The goal of the campaign is to gain Battle Points.

Battle Points--Battle Points(BPs) are gained by playing scenarios at a Locale. A win is worth 3 BP, a draw is worth 2 BP and a loss is worth 1 BP. (These values are borrowed from the Warpath's Animosity campaigns and WarbossKurgan's Sartosa campaigns.)

Controlling a Locale--A warband must accumulate 12 Battle Points at a Locale to control it. If 2 warbands each have 12 then no warband controls the Locale. If one warband has 13 and another 12, the Locale is controlled by the warband with the highest number of BP. A warband may control more than one Locale.

Opponents and Locales--Randomly determine which player is paired with which at the start of a gaming night. Both players choose which Locale they desire to play at: if they cannot decide on a single Locale, randomly choose which of the two Locales is used. If more than one game is played in the same day of gaming, the winners of two separate games will play each other, while the losers play losers. At the start the next night of gaming, the pairings are randomly chosen once more.

Alternating Locales: It is recommended that players alternate between City and Wilderness Locales. There are several different ways to determine this:

1. Choose randomly if a player plays in Wild or City, and then pick Locales.
2. Alternating (ex. If a player played a city game last round, he must pick an outdoor Locale for this round.)
3. Alternating Nights - for any game session, you may play entirely City games, while next round is entirely Wildness scenarios.

The alternation should be based on the preferences and terrain limitations of any given group.

Ending the campaign -- After a predetermined amount of games/weeks, the player who controls the most Locales wins the campaign. In case of a tie, the tied player with the highest Battle Point amount wins the campaign.

Ships Variant (Optional)

by James "Von Kurst" Schumacher, based on the Warhammer Ahoy Rules

If you choose, at the start of the campaign, each warband owns a ship. If using the Warhammer Ahoy! Rules (<http://spiritofthegame.org.uk/warhammerahoy/index.htm>) this is a Medium Class ship. If using the Empire in Flames rules, it counts as a Riverboat/Sloop. Each ship comes with 2 Light Cannon, 4 Cannon Crew, and a Rowboat (see below for rules on each).

Light Cannon Rules:

M	WS	BS	S	T	W	I	A	L
-	-	-	-	7	3	-	-	-

Cannon Shot: The cannon may fire one cannon shot each turn, which has a range of 36", a Strength of 7, and causes 1D3 Wounds. There is no limit to the number of cannon shots fired per game. The cannon may only be fired if one of or more Cannon Crew (see below) are in base contact with it.

Cannon Trajectory: The Cannon follows the same rules as cannons in Warhammer Fantasy: declare a range between 0-36", then add the number indicated on a thrown artillery dice. This is the distance the ball flies before bouncing. Throw the artillery dice more time: this is the deadly area of the ball's bounce, hitting all people within the artillery dice's distance. If a model or portion of the ship is hit with the cannon ball, he suffers a S7 hit that deals 1D3 wounds. If either artillery dice rolls a misfire, roll on the following chart. Note that a cannon ball will not bounce on water!

Difficult to Move: When moving a cannon, the warriors pushing it may not run or charge. If 2 models are moving it, it may move up to the slowest warrior's movement value. If one person is moving it, the model moves at half of its base movement. A cannon may never move on its own.

Hard to Aim: A Cannon that hits a ship will always hit the hull as a default.

Reload: If two friendly Cannon Crew members are working on a single cannon, the cannon may be fired during each of your Shooting Phases. If your cannon has only a single Cannon Crew devoted to it, it takes a complete Shooting phase turn to reload. A cannon that has no Cannon Crew working on it will not be reloaded.

Shipbound: A cannon may never be taken off of a ship unless the scenario specifically states otherwise.

Replaceable: A Cannon which suffer a gun destroyed result are considered replaced/repared in time for the next game.

For further optional rules on cannons, see the Warhammer Ahoy section.

Cannon Crew: Each boat comes with 2 Cannon Crew members per cannon. These gunners do not need to be purchased as part of the warband, and are chosen from the most appropriate unit from the warband. (Pick a unit that could believable man a cannon, such as a Human Gunner or Marksmen, a Ghost Pirate Skeleton Mates or Cursed, a Dwarf Thunderer, etc.) These models do NOT count towards your warband maximum warband size, the maximum number of each henchmen type you're allowed to buy, or towards selling treasure. Cannon Crew use the following rules:

Shipbound: Cannon Crew will never leave the ship except during boarding action scenarios.

Single-Minded: Cannon Crew never gain experience.

Press-gang: Cannon Crew may be pressed by enemy Pirate or Navy warbands if taken OOA.

Boat: The ship includes a rowboat. This boat follows the rules for small boats given in the Sartosa rules pack. The ship's rowboat may be used in any scenario that includes small boats as an option. Alternatively, it may be hoisted up with the boat at the start of the scenario, and lowered at any Movement phase.

Replacement: If a gunner is stolen or killed, the warband must pay purchase a replacement using the normal cost for a crewman of that type (gunner, skeleton, etc). If not, the cannon will be undermanned in the next battle.

Equipment: A gunner starts with a dagger. He may be given additional equipment purchased from the appropriate Equipment list. Note, however, that a Gunner may not shoot a missile weapon in the same turn that he is shooting or reloading a cannon.

Losing a Ship: If the ship is lost, it is automatically replaced next game. (Or, as an Optional twist, make the player do the “King of the Hull” scenario, to represent him stealing another ship!)

Locales:

There are 15 different Locales, in 3 Categories.

PORT TOWNS	INLAND TOWNS	WILDERNESS
Sartosa	Caprio	Osso Hills
Roba	Ragil	The Cave of the Damned
Vercuso	Ossonmunte	The Skull Sands
Beffardo		Pirate Current
Senelite		
Slayer Hold		
Caragio		
Vermunte		

002 Locales Part 1: Cities and Towns

Each Locale is broken up into several parts:

Name – the Name of the Port or Ports

Flavor: A brief Description about the Locales.

Type: The type of Locale it is. These are divided into Port Town, Inland Town, and Wilderness.

Day: Rules the Locale uses during Day time games. Normal rules for visibility apply.

Night: Rules the Locale uses during Night time games. See the “005 In-Game Rules & Unwanted Company” section for details.

Determining Night & Day: We recommend that the player with the lowest warband rating chooses whether it is night or day. Certain scenarios automatically determine the time automatically.

Scenarios: A 2D6 table with all of the Scenarios for this Locale. The player with the Lowest Warband rating rolls.

Trading in Port Town / Inland Town / Wilderness: After playing a game in this Locale, players use these general rules for trading. This may increase or decrease the availability of items you can buy. This based on the Type of Locale.

Trading in [Name of Locale]: After playing a game in the specific Locale, players use these specific rules for trading. This may increase or decrease the availability of items you can buy.

Controlling the [Name of Locale]: The bonus granted to any player that controls the Locale. (Reminder: you control the Locale is you have 12 or more Battle Points.)

Sartosa City, Roba, Vercuso, Beffardo & Senelite

The prominent port towns of Sartosa City, Roba, Vercuso, Beffardo and Senelite are as bustling as the fine cities of the Empire, and the streets are regularly filled with illegal traders.

Type: Port town

Day: Apply the following rules: Crowded (see In-Game Rules & Unwanted Company section for details.)

Night: Apply the following rules: Darkness (see In-Game Rules & Unwanted Company section for details.) Note: Sartosa City itself never uses the rules for Night. It is filled all hours with sinners and drinkers, and there is no rest for the wicked.

	Sartosa City, Roba, Vercuso, Beffardo & Senelite Scenario List
2	Your choice of scenarios 3 through 11.
3	The Long Pier (Street Fight Variant – see Sartosa PDF 5)
4	The Great Gun (See Sartosa Add-On PDF)
5	Down on the Docks (TC 25)
6	Press Gang (Sartosa PDF 5, See Sartosa Errata for corrections)
7	Skirmish
8	Breakthrough*
9	Chance Encounter**
10	Last Orders (Sartosa PDF 5)
11	Defend the Find
12	Your choice of scenarios 3 through 11

*Breakthrough variant-“Sneaking In/Out of Town”. (Sartosa PDF 5)

**Chance Encounter variant - Roll D6 1-3 “Guards! Guards!” 4-6 “Fancy Meetin’ YOU ‘ere!” (Sartosa PDF 5)

Trading in Port Towns

As Port Towns, Sartosa City, Roba, Vercuso, Beffardo & Senelite are stocked with the loot of the Old World. All equipment on the campaign list is available here. Heroes and Henchmen may be recruited as normal, as may Hired Swords and Dramatis Personae.

Specific Post-Game Locale Rules

Trading in the Port of Sartosa.

See “Trading in Port Towns” (above). Also, any non-human warband except Undead may add +1 to finding their race specific Rare items and may subtract 2D6 gc from the cost of any Race specific equipment or race specific Hired Sword.

Controlling the Port of Sartosa.

The warband that controls the Port of Sartosa may add +2 to finding Rare items and may subtract 2D6 gc from the cost or hire fee of any equipment, Hired Sword or Dramatis Personae.

Trading in the Port of Roba.

See “Trading in Port Towns” (above). Also, Sartosan Pirates may add +2 to finding Rare items and may subtract 2D6 gc from the cost of any equipment or human Hired Sword purchased or hired here.

Controlling the Port of Roba.

The warband that controls the Port of Roba may add +1 to finding Rare items and may subtract 2D6 gc from the cost or hire fee of any equipment, Hired Sword or Dramatis Personae.

Trading in the Port of Vercuso.

See “Trading in Port Towns” (above). Also, Bretonnian pirates may add +1 to finding Rare items and may subtract 2D6 gc from the cost of any equipment or human Hired Sword purchased or hired here.

Controlling the Port of Vercuso.

The warband that controls the Port of Roba may add +1 to finding Rare items and may subtract 2D6 gc from the cost or hire fee of any equipment, Hired Sword or Dramatis Personae.

Trading in the Port of Beffardo.

See “Trading in Port Towns” (above). Also, Estalian pirates may add +1 to finding Rare items and may subtract 2D6 gc from the cost of any equipment or human Hired Sword purchased or hired here.

Controlling the Port of Beffardo.

The warband that controls the Port of Beffardo may add +1 to finding Rare items and may subtract 2D6 gc from the cost or hire fee of any equipment, Hired Sword or Dramatis Personae.

Trading in the Port of Senelite.

See “Trading in Port Towns” (above). Also, Wasteland Privateers may add +1 to finding Rare items and may subtract 2D6 gc from the cost of any equipment or human Hired Sword purchased or hired here.

Controlling the Port of Senelite.

The warband that controls the Port of Senelite gains 3D6 gc in each Exploration phase from docking fees charged by the port.

The Haunted Harbor of Vermunte

In the long, bloody history of Sartosa Isle, Vermunte seems to be the most seeped in gore. Night falls quickly amongst the crumbling buildings, and fresh corpses seem to wash up with every tide.

Type: Port town

Day: Apply the following rules: Stormy Weather (see below), Unwanted Company (see “In-Game Rules & Unwanted Company” section for details.)

Night: Apply the following rules: Stormy Weather (see below), Darkness, Unwanted Company (see “In-Game Rules & Unwanted Company” section for details.)

Bestiary: 1-Nothing. 2- 1D3 Vermin Swarms. 3-2D3 Thieves. 4-D6 Skeleton Pirates. 5-Djinn. 6-Ghost Captain. (see “In-Game Rules & Unwanted Company” section)

	Vermunte Scenario List
2	Your choice of scenarios 3 through 11.
3	The Long Pier (Street Fight Variant)
4	Cry of the Banshee *** (TC 18)
5	Down on the Docks
6	X Marks the Spot (Hidden Treasure Variant)
7	Skirmish
8	Breakthrough *
9	The Pool **
10	Dark Ritual *** (See Sartosa Add-On PDF)
11	Fell Cargo *** (See Sartosa Add-On PDF)
12	Your choice of scenarios 3 through 11

*Breakthrough variant-“Sneaking In/Out of Town”

**Slippery Jack variant. (See Sartosa Add-On PDF)

***The scenario always takes place at night.

Stormy Weather: Vermunte’s weather is particularly foul, roll twice on the Weather Table and apply the worst result. (In this case ‘worst’ is defined as the result with the most modifiers.) In addition at the beginning of the 4th game turn, roll a D6. On a roll of a 6 the weather has possibly changed, roll twice on the Weather Table again and apply the worst result as above. If the D6 roll is 1-5 the weather remains the

same, but at the beginning of the 5th turn it will change on a roll of 5+. On the 6th turn if it has not yet changed it will change on a roll of 4+, etc.

Trading in the Haunted Port.

Sartosa Island's ports are stocked with the loot of the Old World. All equipment on the campaign list is available here. Heroes and Henchmen may be recruited as normal, as may Hired Swords. However of the Dramatis Personae available, only Jeremiah Bane (Sartosa PDF 05) and the Brothers Razig (Sartosa Add-On) calls in this port. Undead warbands of any type may add +2 to finding their race specific Rare items and may subtract 2D6 gc from the cost of any such equipment or any Hired Sword or Dramatis Personae's Hire fee.

Controlling the Haunted Port.

The warband that controls the Haunted Port is used to dealing with the bizarre and the supernatural. All Heroes become Immune to Fear. In addition the fell reputation of the place means that the warband gains +2 to finding all rare items and will pay 2D6 less for them.

The Slayer Hold & Caragio

The Slayer Hold is the home away from home for the Slayer Pirates of Barak Vorn. Here they drink, count their gold, and anticipate the next unbeatable opponent they will face. This spirit is matched by the neighboring town of Caragio, which is filled with fishers of the sternest metal, who hunt the seas for whales, leviathans, and other profitable monsters.

Type: Port Town

Day: Apply the following rules: Banned (see below), Crowded (see "In-Game Rules & Unwanted Company" section for details)

Night: Apply the following rules: Darkness (see "In-Game Rules & Unwanted Company" section)

	Slayer Hold and Caragio Scenario List
2	Your choice of scenarios 3 through 11.
3	Here There Be Monsters (Sartosa PDF 5)
4	The Great Gun (See Sartosa Add-On PDF)
5	Down on the Docks (TC 25)
6	Press Gang (Sartosa PDF 5, See Sartosa Errata for corrections)
7	Skirmish
8	Breakthrough
9	Chance Encounter
10	Last Orders (Sartosa PDF 5)
11	The Engineer's Workshop (Sartosa Add On PDF)
12	Your choice of scenarios 3 through 11

Banned: Orcs, Goblins, Skaven, Undead and Chaos worshipper are not tolerated in the Slayer Port or Caragio. At the start of the first Banned player turn roll a D6. The result is the number of turns it will take for 1D3 outraged Troll Slayers to make their way to this part of town. The Slayers will enter on the appointed turn as per the rules from Surprise Attack. They will always move toward the nearest Banned model, no line of sight is needed. The Troll Slayers will charge a Banned model if in range. They will ignore the other warband(s) unless attacked by them. The Slayers will remain until the Banned warband has routed or the Slayers are all OOA. For the rules and stats for the Troll Slayers, see the Troll Slayer hired sword from the Main Rule Book (or, as an alternative, the Troll Slayer Pirate Hired Sword by Myntokk).

Trading in Port Towns.

Sartosa Island's ports, such as the Slayer Hold and Caragio, are stocked with the loot of the Old World. All equipment on the campaign list is available here. Heroes and Henchmen may be recruited as normal, as may Hired Swords and Dramatis Personae. (With the exception of Elves or Greenskins, see below.)

Trading in the Slayer Port

See "Trading in Port Towns" (above). Also, any Dwarf warband may add +2 to finding their race specific Rare items and may subtract 2D6 gc from the cost of any such equipment or race specific Hired Sword. Any Greenskin or Elven warband will find such items Hired Swords unavailable.

Controlling the Slayer Port.

The warband that controls the Slayer Port receives 1D6 Grog during every Exploration phase. On a roll of 1 the warband receives 1D3 Bugman's Ale instead. Also the warband may hire a Dwarf Trollslayer or a Slayer Pirate Hired Sword for his Upkeep fee not his Hire fee. The Slayer will require the usual Upkeep fee thereafter.

Trading in Caragio.

See "Trading in Port Towns" (above). Also, any Human or Dwarf warband may purchase Rafts as if they were common, and receive +2 to rarity rolls for boats and Whalebone Charms.

Controlling Caragio

The warband that controls Caragio may purchase rafts or rowboats with +1 Toughness for no additional cost. Also the warband may hire a Leviathan Hunter for his Upkeep fee not his Hire fee. The Hunter will require the usual Upkeep fee thereafter.

003 Locales Pt 2: Inland Towns

Towns of Caprio & Ragil

Caprio and Ragil are lesser towns in Sartosa, devoid of the sea ports. They have managed to survive by serving a symbiotic function to other towns: Caprio overlooks the Southern Side of the island, and thus works as a perfect look-out point for Wreckers. Ragil is nestled in the volcanic rocks on the East side of the island, and is provides the town with rich soil and a supply of sulfur (an important ingredient in gunpowder.)

Type: Inland town

Day: Apply the following rules: Crowded! (see “In-Game Rules & Unwanted Company” section)

Night: Apply the following rules: Darkness (see “In-Game Rules & Unwanted Company” section)

	Caprio & Ragil Scenario List
2	Your choice of scenarios 3 through 11.
3	Street Fight
4	Chance Encounter*
5	Gunpowder Plot (Fanatic Online – Available at Tabletop Geeks)
6	Sirrah, you lie! (See Sartosa Add-On PDF)
7	Skirmish.
8	Press Gang (Sartosa PDF 5, See Sartosa Errata for corrections)
9	Breakthrough
10	Last Orders (Sartosa PDF 5)
11	Knives in the Dark* (See Sartosa Add-On PDF)
12	Your choice of scenarios 3 through 11

*The scenario must be played with the Darkness rules.

Trading in Inland Towns.

Sartosa Island’s inland towns, like Caprio and Ragil, are less well stocked with the loot. Rare equipment with a finding value above 10 may not be found in their market places. Heroes and Henchmen may be recruited as normal, as may Hired Swords and Dramatis Personae.

Post-Game Locale Rules

Trading in the Town of Caprio.

See “Trading in Inland Towns” (above). No additional rules.

Controlling the Town of Caprio.

The warband that controls the Town of Caprio may add +1 to any rolls for determining who sets up first in a scenario and who has the first turn (if allowed by the scenario).

Trading in the Town of Ragil.

See "Trading in Inland Towns." No additional rules.

Controlling the Town of Ragil.

The warband that controls the Town of Ragil will be well supplied with food. It always counts as one size smaller for the purposes of selling cargo.

Ossonmunte

The inland town of Ossonmunte is one of the most nefarious places on Sartosa, where the most despicable of criminals live. These black-hearted souls are bad even by pirate standards- they are double-crossers, rapists, and breakers of the pirate code.

Type: Inland town

Day: Apply the following rules: Unwanted Company (See "In-Game Rules & Unwanted Company" section)

Night: Darkness, Unwanted Company (see "In-Game Rules & Unwanted Company" section)

Bestiary: 1-Nothing. 2-Dog Pack. 3-Press Gang. 4-Rowdy Drunks. 5-Unhinged Sentry. 6-Ghost Captain.

(See Sartosa Random Encounters or "In-Game Rules & Unwanted Company" section below for stats and rules)

	Town of Ossonmunte scenario list
2	Your choice of scenarios 3 through 11.
3	Assassins! (Sartosa Add-On PDF)
4	The Eaters of the Dead* (See Sartosa Add-On PDF)
5	Bodyguards (TC 23)
6	Press Gang (Sartosa PDF 5, See Sartosa Errata for corrections)
7	Last Orders (Sartosa PDF 5)
8	Dark Ritual* (See Sartosa Add-On PDF)
9	Knives in the Dark* (See Sartosa Add-On PDF)
10	Protect the Prince** (Khemri PDF 4 or TC 19)
11	X Marks the Spot (Hidden Treasure variant - Sartosa PDF 5)
12	Your choice of scenarios 3 through 11

*The scenario must be played with the Darkness rules.

**The scenario is set in the streets of the town not in the countryside.

*The following scenarios DO NOT roll for Unwanted Company: Eaters of the Dead and Last Orders.

Post-Game Locale Rules

Trading in Ossumunte.

Ossomunte is home to the most desperate of outlaws, as such trade does not flourish there. Rare equipment with a finding value above 8 may not be found in their market places. Khorne and Greenskin warbands may add +1 to finding Rare items and may subtract 2D6 gc from the cost of any equipment Henchman, Hero or human Hired Sword purchased or hired at the town. Other warbands Heroes and Henchmen may be recruited as normal, as may Hired Swords, but of the Dramatis Personae only Kromwell the Blackhearted ever ventures here.

Controlling the Town of Ossumunte.

The warband that controls the Town of Ossumunte may hire an Imperial Assassin, Dark Elf Assassin or Crimashin for his upkeep fee not his Hire fee. Upkeep will be charged as normal thereafter.

004 Locales Pt 3: Wilderness

Osso Hills

The rough hills near Ossomunte hide dozens of small greenskin tribes. No matter how many orcs are struck down, they always seem to come back, ready to rob from robbers.

Type: Wilderness

Day: Apply the following rules: *Unwanted Company* (see “In-Game Rules & Unwanted Company” section)

Night: *Darkness, Difficult Ground, Unwanted Company* (see “In-Game Rules & Unwanted Company” section)

Bestiary: 1-Nothing. 2-D6 Wolves. 3-D3+3 Goblins. 4-D6 Orcs. 5-D3+1 Ghouls

6-Orc pirate and Goblin swabbie. (see “In-Game Rules & Unwanted Company” section)

	Osso Hills Scenario List
2	Your choice of scenarios 3 through 11.
3	Dark Ritual (Khemri variant)*#
4	X Marks the Spot (Hidden Treasure variant)
5	The Hermit # (Attached in this Document)
6	Wolf Hunt ** (see below on how to find scenario rules)
7	Skirmish
8	The Frenzied Mob ** (Empire in Flames PDF2)
9	Chance Encounter **
10	Protect the Prince (Khemri)
11	Mule Train (Blazing Saddles)

*The scenario must be played with the Darkness rules.

**Do not roll for Unwanted Company for these scenarios.

#The Hermit and Dark Ritual already have Non-player forces set up in the middle of the table. In these scenarios the Unwanted Company is assumed to be guarding the Hermit's lair or the Necromancer's altar, (although in the case of the Hermit, the Hermit may end up fighting his erstwhile guards if he allies with a warband.)

Wolf Hunt: While not the easiest scenario to find, Wolf Hunt can be located. It appears in:

- Fanatic Online (currently not online- will hopefully be on eventually)
- Kislev Ranger Hired Sword (The Scenario is in the back of the document- available for download at <http://www.asrai.org/download/file.php?id=3663>)

Scenario Variants.

X Marks the Spot: Rules as Hidden Treasure, however, instead of finding the treasure on a roll of 12 in a building, the treasure will be found in wilderness terrain features such as a standing stone, a hill, a woods or a group of boulders or overgrown ruins. In addition place markers equal to the number of terrain features eligible to be searched, i.e. not in the players deployment zones, one marker per terrain feature. (Note if a hill has a stand of trees or a similar extra terrain feature, only one treasure marker may be placed on the hill.) One designated marker is the real treasure. When a warrior ends his move on a marker he may reveal the marker (animals may not reveal markers). Finding the right marker results in finding the treasure chest. Victory conditions are as per Hidden Treasure.

Trading in the Wilderness.

You may not buy Rare Items in the Wilderness, and may not find Hired Swords or Dramatis Personae. Additional restrictions for buying items may apply (see below).

Trading in the Osso Hills

Suffer the rules for Trading in the wilderness (see above). In addition, any non-Greenskin Henchman and Hero you wish to purchase may not be hired unless a hero makes a successful Rarity roll: the rarity for Heroes and Henchmen count as are Rare 5. Orc and Goblin Warbands may deduct 2D6 gc from the cost of any Henchman or Hero recruited here. The only Hired Sword available for hire at this Locale is the Orc Captain/ Goblin Swabbie, and the only Dramatis Personae is Ghuzza the Head-shrinker (see Sartosa Add-On PDF).

Controlling the Osso Hills

If you control the Osso Hills, after every game, you steal 1D6gc from each player you battle against. Greenskin players may also hire Ghuzza without needing to search for him.

The Cave of the Damned

On the Southern side of the Island is the Cave of the Damned, a haunted cove nestled in the cliff. They say that the bottom of the cave is blanketed with endless treasure... although, certain parts of the cave are so deep that they have no end.

Type: Labyrinth, Underground (see "In-Game Rules & Unwanted Company" section)

Night: (It is always night in the caverns.) *Darkness, Treacherous Terrain, Unwanted Company* (see "In-Game Rules & Unwanted Company" section)

Bestiary: 1-Nothing. 2- 1D3 vermin swarms. 3-2D3 Ghouls. 4-D6 Skeleton Pirates. 5-Djinni.

6-Ghost Captain. (see “In-Game Rules & Unwanted Company” section)

Die roll (2D6)	Cavern Scenario
2	Your choice of scenarios 3 through 11.
3	Dem Bones (Attached at the bottom of this document)
4	Slippery Jack’s Cave (The Pool variant) – Sartosa Add On
5	The Lost Mines* (Nemesis Crown Scenarios)
6	Chance Encounter*
7	Treasure Hunt (Wyrdstone Hunt)
8	X Marks the Spot (Hidden Treasure variant) (Sartosa PDF 5)
9	Here There Be Monsters* (Sartosa PDF 5 – Optional rules in the Sartosa Add-On PDF)
10	The Temple of Doom (Attached at the bottom of this document)
11	The Nameless Horror* (Attached at the bottom of this document)
12	Your choice of scenarios 3 through 11.

*Do not roll for Unwanted Company for these scenarios.

Cavern Special Rules:

Scenario Variants.

X Marks the Spot: Rules as Hidden Treasure, however, instead of finding the treasure on a roll of 12 in a building, the treasure will be found in wilderness terrain features such as a standing stone, a hill, a woods or a group of boulders or overgrown ruins. In addition place markers equal to the number of terrain features eligible to be searched, i.e. not in the players deployment zones, one marker per terrain feature. (Note if a hill has a stand of trees or a similar extra terrain feature, only one treasure marker may be placed on the hill.) One designated marker is the real treasure. When a warrior ends his move on a marker he may reveal the marker (animals may not reveal markers). Finding the right marker results in finding the treasure chest. Victory conditions are as per Hidden Treasure.

Trading in the Wilderness.

You may not buy Rare Items in the Wilderness, and may not find Hired Swords or Dramatis Personae unless stated otherwise. Additional restrictions for buying items may apply (see below).

Trading in the Cave

Suffer the rules for Trading in the Wilderness (see above). In addition, any Henchman and Hero you wish to purchase may not be hired unless a hero makes a successful Rarity roll: the rarity for Heroes and Henchmen count as are Rare 7. Also, any Common Items you wish to purchase count as Rare 6.

Controlling the Cave

You can use the caves to your advantage to sneak throughout the island. At the start of each game, you may place 3 fighters anywhere on the battlefield at ground level. This does not apply if your next game is a Sea battle (i.e. in the Pirate Currents or the Skull Sands).

The Skull Sands, The Pirate Current

Type: Wilderness

Day: Apply the following rules: *Warhammer Ahoy!* (see “In-Game Rules & Unwanted Company” for references)

Night: *Darkness, Treacherous Terrain, Warhammer Ahoy!* (see “In-Game Rules & Unwanted Company” section)

Note: The Skull Sands and the Pirate Current Locales, as written, require all players to be using the Warhammer Ahoy rules. If you are not playing a Warhammer Ahoy campaign, you have two options: to play your campaign without them as a Locale, or use the Shipless-Alternative Scenarios listed beneath the scenario list.

Die roll (2D6)	Skull Sands, Pirate Current Scenario
2	Your choice of any islands scenario.
3	The Dragon’s Teeth* (Sartosa Add-On PDF)
4	The Treasure Ship* (Sartosa Add-On PDF)
5	X Marks the Spot (Hidden Treasure Variant) – (Sartosa PDF 5)
6	The Hulks** (Attached to the bottom of the document)
7	Duel on the High Seas* (Sartosa Add-On PDF)
8	Deadly Channel (Chance Encounter variant)**
9	The Frenzied Mob
10	Sea Wolves* (Sartosa Add-On PDF)
11	Wrecking** (Sartosa PDF 5 – See Sartosa Add-On PDF for optional rules)
12	Your choice of any islands scenario.

*Both players must use their ships for the scenario.

**With special rules boats/rafts and crocodiles

Shipless Alternatives- If playing a campaign without Ships, use the following replacement scenarios:

3	Mutinous Dog! (Revised version of Mutiny Scenario in Sartosa Add On) – Replaces Dragon
4	Life’s a Beach (Sartosa PDF5) Replaces Treasure Ship*
7	Boarding Action (Sartosa PDF5) Replaces Duel on the High Seas

Skull Sands / Pirate Current Special Rules:

Crocodiles.

- Setup. D3 Crocodiles (or the number specified by the scenario) are placed before the warbands set up. Players should take turns placing the crocs rolling off for any odd models. Crocodiles should be placed no further than 2” from a water feature or 12” from the center of the game table and at least 6” from each other.

	M	WS	BS	S	T	W	I	A	L
Croc	2D6	3	0	5	4	3	2	2	4

Special rules: *Fear, Scaly skin 5+, Aquatic, Cold Blooded, Large Target.*

- Activation. Crocodiles will not move or attack unless a model moves within 8 inches (on land or in the water), a model falls into the water, a blackpowder weapon is fired within 24”, a boat capsizes or sinks, or the crocodile is attacked in any way.

- **Actions.** Crocodiles will enter the water if any of the above conditions are met, with the exception of an attack. The crocodile will stand and fight if charged. If it is shot at or attacked by magic it will move toward the direction of the attack (especially if it can see the shooter or magician.) The crocodile always moves 2D6.
- **Aquatic.** The crocodile will stay in the water if it can. It will attack a knocked down or stunned model that is within 2 inches of the water if it can reach it. In the water it will move toward the nearest model (warrior or boat) in the water. If a croc has a choice between a single model and a boat, it will take the single model. A croc will attack the boat's hull on a roll of 1-4, on a roll of 5+ it will attack the nearest occupant of the boat
- **Food.** If a crocodile takes a model Out of Action it will drag the model into the water on its next movement phase. If the crocodile is taken OOA before it can drag the model under, the model is just considered OOA. If a crocodile takes it, a henchman is considered killed and should be stricken from the warband roster. A hero must roll a D6 on a 4+ it rolls on the injury table as normal. A 1-3 result means the hero is dead.

Boats/Rafts.

Generally the availability of boats or Rafts for a scenario will be stated in the scenario rules. If a number is not given in the scenario (Chance Encounter), the warbands may always start with one free boat or raft (player's choice). A player may also field any boats or rafts the warband owns. This includes the ship's boat that is included with the ship each warband is assigned at start of the campaign. For scenarios that do not include ships, use the rules for boats from TC #24.

Scenario Variants.

The Deadly Channel: Special rules: *Crocodiles* and *Boats/Rafts*. Rules as per Chance Encounter except that the warbands encounter each other on a wide river delta or among barrier islands. The whole table is the river. Place several small jungle and ruined covered islands in the channel. D3 bridges may connect some of the islands to each other. Victory conditions are as per Chance Encounter.

X Marks the Spot: Rules as Hidden Treasure, however, instead of finding the treasure on a roll of 12 in a building, the treasure will be found in wilderness terrain features such as a standing stone, a hill, a woods or a group of boulders or overgrown ruins. In addition place markers equal to the number of terrain features eligible to be searched, i.e. not in the players deployment zones, one marker per terrain feature. (Note if a hill has a stand of trees or a similar extra terrain feature, only one treasure marker may be placed on the hill.) One designated marker is the real treasure. When a warrior ends his move on a marker he may reveal the marker (animals may not reveal markers). Finding the right marker results in finding the treasure chest. Victory conditions are as per Hidden Treasure.

Trading in the Wilderness.

You may not buy Rare Items in the Wilderness, and may not find Hired Swords or Dramatis Personae unless stated otherwise. Additional restrictions for buying items may apply (see below).

Trading in the Skull Sands

Suffer the rules for Trading in the Wilderness (see above). In addition, any Henchman and Hero you wish to purchase may not be hired unless a hero makes a successful Rarity roll: the rarity for Heroes and Henchmen count as are Rare 6. Also, any Common Items you wish to purchase count as Rare 5. Luckily, due to the amount of Salvage, any Common items you find are at half price.

Controlling the Skull Sands

Your Heroes may search for Common or Rare items in the Skull Sands: all Common Items count as Rare 4, all Rare items add +2 to their Rarity Value (ex. a Dueling Pistol at Rare 8 becomes Rare 10). Any item found at this Locale is at half price.

Trading in the Pirate Current

Suffer the rules for Trading in the Wilderness (see above). In addition, any Henchman and Hero you wish to purchase may not be hired unless a hero makes a successful Rarity roll: the rarity for Heroes and Henchmen count as are Rare 6.

Controlling the Pirate Current

Whenever you sell Treasure, you always gain gold equal to one Treasure value higher. (Ex. if you sell 3 items of Treasure, you gain money as if you had sold 4.)

005 IN-GAME RULES AND UNWANTED COMPANY

Darkness, Crowded, Banned, Unwanted Company, Vermin Swarms, Thieves and Djinni are taken from the Relics of the Crusade Campaign

Crowded: Masses of people pass through the streets and so fighting is much harder in these conditions. All movement on ground level is counted as difficult terrain. Also, every warrior on ground level is counted as being in (soft) cover from any other warrior on ground level while the crowd remains. Line of sight is reduced to 2D6" between warriors on ground level, roll at the beginning of a player's turn. After the first attack any kind of the battle against a target on ground level, the crowd will attempt to escape the inevitable carnage. For 1D3 turns the crowd stampedes through the streets. At the beginning of the turns during which the crowd is stampeding, each warrior on ground level must take a toughness test or be Knocked Down. After the stampede the crowd disperses and it has no further effect on the scenario. [Note: Von Kurst recommends the stampede be reduced to 1D3 turns from the original 1D6]

Darkness. Scenarios that take place in Darkness have limited range of vision. After each warband has set up the player with lowest rated warband rolls 3D6. The resulting number is the number of inches members of both warbands can see in this game. Undead, Skaven, orcs and goblins, elves and dwarfs may add 6 inches to this range.

In addition all shooting (except magic missiles) must add +1 modifier to hit due to the uncertain light. Thus if a warrior normally would have hit a target on a 3+, it will need a 4+ in the dark.

Finally any template weapons fired at visible targets may hit targets in the open but beyond the range of vision on a D6 roll of 4+.

Treacherous Terrain. In the uncertain light of the moon any non-illuminated model wishing to run/charge must first roll a D6. Models who roll a 6 are Knocked Down. Animals and Undead do not need to test. (Ghouls count as Undead for the purposes of this rule.) If attacking a knocked down model with multiple wounds, and the target is successfully wounded, he is taken out of action immediately! (Styro Says: "Treacherous Terrain" is Von Kurst's replacement for "Dangerous Ground" from the Relics of the Crusade campaign [which treats all ground as difficult terrain]. Styro recommends that any scenario played with "Dangerous Ground" be either played with "Treacherous Terrain" as written above rules, OR played on a smaller board, such as 2'x2' or 2'x3'. We've found that a 4'x6' board that's entirely difficult terrain [1/2 movement] takes far too long!)

Unwanted Company. At the start of each player turn roll a D6. On a roll of a 1 some Unwanted Company has wandered into the battle. Roll a D6 and consult the Bestiary table for the Locale. Any Unwanted Company should be set up near the center of a random board EDGE determined as per the Surprise Attack scenario in the main rules. Once the table edge is determined, players should take turns placing

models, roll off for any odd models. All models of a group of Unwanted Company should be placed within 3 inches of each other. Unwanted Company will move and shoot in a Non-Player turn after the player moving second has completed his turn. Unwanted Company will move toward the nearest enemy model it can see. If no enemy is visible the models will move toward the opposite table edge by the most direct route. Models armed with missile weapons will shoot at the nearest target or the nearest target in the open if there is a choice. Unwanted Company will charge if they are within charge range of an enemy at the beginning of their Movement Phase. Unwanted Company never make rout tests. Only one Unwanted Company event happens per game, so there is no need to roll again after the first roll of a 1. [Note: It is recommended to use Unwanted Company only in scenarios that do not have their own NPC opponents. Otherwise, it gets too crowded!]

UNWANTED COMPANY BESTIARY

Dog Pack

Pirates are seldom the most dedicated pet owners, and often forget or grow bored with their dogs. Groups of these animals have turned feral and formed into hunting packs around Sartosa. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs. The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

	M	WS	BS	S	T	W	I	A	Ld
Dogs	6	4	0	4	3	1	4	1	5

Press Gang

You find your warband assaulted by a group of 2D3 thugs, ready to kidnap you for the addition of their crew. Any time a gang member takes one of your warband members *out of action*, they throw him in a sack and try to carry him off. The model that took him out of action will move towards the closest table edge, moving at -1 Movement (if the edge of the board is water they have a boat waiting). If attacked in hand to hand, the kidnapping ganger will drop the victim and attack back. If the Gang fails a Rout test, they leave without taking their 'recruit' with them, any warband members taken *out of action* in the last turn of the game have not been taken and follow the normal rules for models taken *out of action*. If the kidnapped model is taken off the board or your warband routs will the victim is still being carried by a Press Ganger, the model is kidnapped. Kidnapped henchmen are immediately lost, and kidnapped Heroes miss 1D3 games and are Robbed.

	M	WS	BS	S	T	W	I	A	Ld
Thug	4	3	3	3	3	1	3	1	7

Equipment: Each Thug is armed with two daggers.

Press Gang: If taken out of action, roll to see if the Gangers survive (just like a henchmen.) If so, you may immediately add him as a Swabbie to your warband and steal his daggers. Warbands that cannot take Swabbies may still steal their daggers. They will not join the Crew.

Angry Drunks

The out of the building nearest to you, 1D3 Angry Drunks

stumble out, looking for a fight. Each of your turns, another angry drunk stumbles out the door. They keep coming out until another player rolls a 1 to gain a random event.

	M	WS	BS	S	T	W	I	A	Ld
Drunk	4	3	3	3	3	1	3	1	7

Equipment: Each Drunk has one sword.

Raging Drunk: Each Drunk suffers the rules for Frenzy. They will not charge other Drunks.

Press Gang: If taken out of action, roll to see if the Drunk survives (just like a henchmen.) If so, you may immediately add him as a Swabbie to your warband and steal his sword. Warbands that cannot take Swabbies may still steal the sword.

Unhinged Sentry

The field of battle happens to be near a overwrought and sleepless Swivel Gunner, guarding a small stash of cargo day and night. Pick the building near the center of the map (or fail that, ground level). At that spot are 1D3 Cargo crates, and a Swivel Gunner (see the section for the Sartosa Hired Swords for stats and rules.) He will fire at the closest model within sight, choosing randomly if there are multiple targets at the same range. He will randomly switch between Ballshot, Chainshot, and Grapeshot. If captured, you may open any number of the crates.

Vermin Swarms – from Relics of the Crusade

	M	WS	BS	S	T	W	I	A	Ld
Vermin	4	3	0	2	2	3	1	3	10

Weapons and armor: Fang and claw.

Special Rules:

Tiny. Vermin swarms will get into any nook or cranny and so their attacks ignore armor saves.

Swarm. Vermin swarms represent countless creatures on a single 40 mm x 40 mm base. This base is treated as a single model with several wounds and attacks. A vermin swarm base fights at full effect until it has taken 3 wounds at which point it is removed. Fire attacks cause 2 wounds on a swarm. Immune to Psychology.

Thieves – from Relics of the Crusade

	M	WS	BS	S	T	W	I	A	Ld
Thieves	4	3	3	3	3	1	3	1	7

Special: Pickpocket. Weapons and armor: 2 daggers and a short bow.

“Pickpocket. A warband must deduct D6 gc from its treasury for every Hero taken OOA by a thief.” RotC

Skeleton Pirate

	M	WS	BS	S	T	W	I	A	Ld
Skel	4	2	2	3	3	1	3	1	5

Special: Undead. Weapons and armor: Cutlass, dagger, brace of cursed pistols (only hit on 6, never apply modifiers to hit or misfire).

Djinni – from Relics of the Crusade

	M	WS	BS	S	T	W	I	A	Ld
Djinni	5	3	3	3	3	1	3	1	8

Special: Fear, Masters of Flame. Weapons and armor: magic and a 5+ Ward Save against all attacks except magic and magical weapons.

“ Masters of Flame. As Spirits of Fire, a djinni has access to the spells Sword of Rezhebel and Fires of U’Zhul.” RotC

Ghost Captain

The spirit of a vile pirate has awakened, and is bent on revenge.

	M	WS	BS	S	T	W	I	A	Ld
Captain	4	4	3	4	3	1	4	1	8

Equipment: A sword, a pistol, and a dagger.

Special Rules: Undead: Immune to Poison, Immune to Psychology, causes fear.

Ethereal: Gives a 4+ unmodifiable save against all attacks. May not be used with Dodge or Step Aside, and has no affect against magical attacks (Artifacts, Gromril, Ithilmar, Silver Bullets.) Also, the model may take a leadership test in order to move through any object or even walk on water, if he fails this test while standing on water he counts as being taken out of action, as he sinks to the seafloor

Wolves

M	WS	BS	S	T	W	I	A	L
9	3	0	3	3	1	3	1	4

A pack of wolves is hunting in the area. If the wolves take a warrior OOA, they will begin to eat the unfortunate. Leave the body where it fell. If the wolves are not attacked in melee or driven off by a failed rout test in one full round of player turns, the warrior is considered killed (dog food). Wolves will not charge while feeding. Abandoned food must still roll on the injury table.

Goblins

M	WS	BS	S	T	W	I	A	L

4	2	3	3	3	1	3	1	6
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Special: *Animosity*. **Weapons and armor:** Half of the goblins will be armed with a short bow and 2 daggers. Half will be armed with a spear, a dagger and a shield.

Orcs

M	WS	BS	S	T	W	I	A	L
4	3	3	3	4	1	2	1	7

Special: *Animosity*. **Weapons and armor:** Half of the orcs will be armed with a bow and 2 daggers. Half will be armed with a sword, a dagger and a shield.

Ghouls

M	WS	BS	S	T	W	I	A	L
4	2	0	3	4	1	3	2	6

Special: *Fear, Night sight*. **Weapons and armor:** Fang and claw.

Orc Pirate and Goblin Swabbie

	M	WS	BS	S	T	W	I	A	Ld
Orc	4	4	3	4	4	1	3	1	7
Gobbo	4	2	3	3	3	1	2	1	5

Orc Weapons: 2 Cutlasses, 1 Dagger, 1 Booma Pistol, Toughened Leathers, Rope & Hook.

Booma Pistol Special Rules: Booma Pistols are treated like pistols except that they are Strength 5. They may fire in combat as normal, using the optional blackpowder misfire rules as normal. When shooting the gun in the Shooting phase, however, the range of the weapon is randomly determined each shot. The player declares his shot, and then rolls an artillery dice: that is the range of the weapon for this shot. On the roll of "Misfire", roll on the misfire table. If the target is within range, then roll to hit as normal. If you roll a 1 to hit when shooting in the shooting phase, do not roll for a misfire (you already risked misfire once this Shooting phase!)

Goblin Weapons: 1 Sword, 1 Dagger, Boot Hook, Belaying Pin, Rope and Hook

Goblin Special Rules:

'Spendible: The Pirate doesn't consider his Swabbie as an equal, and has no problem shooting into a combat that involves only the Swabbie and enemy models. Shoots are distributed randomly.

006 SCENARIOS

The following are scenarios that are required to play the Locales Variant. For additional scenarios, see the Sartosa Scenarios PDF 06, the Sartosa Add-On PDF, and the sources cited above.

Dark Ritual

By Sam Sedghi (revised by Jim Schumacher)

In the wilderness there are those who wish to increase their power through the Dark Arts. Such events as human sacrifice are not uncommon. Many ambitious Necromancers wish enhance their power through such Blood Ritual. Many helpless maidens have been taking from small settlements. However there are those who wish to thwart this evil act & those who wish to steal it for themselves.

Terrain

The game takes place on a 4x4 table representing the Hills. A barrow tomb should be placed on a large hill in the center of the table. In addition standing stones, monuments to the dead, crumbling walls, hedges, more hills and dead trees complete the scene.

Setup

"Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first within 6" of the table edge of his choice. His opponent then sets up within 6" of the opposite edge."

Special

A Necromancer and his victim are inside the Barrow.

M	WS	BS	S	T	W	I	A	L
4	2	2	3	3	1	4	1	8

Special: *fear*, *Lucky Charm*, sacrificial dagger, sword. The Necromancer begins the game knowing either *Lifestealer* or the *Spell of Doom*.

Place a model to represent the victim

Profile Female victim

M	WS	BS	S	T	W	I	A	L
4	2	2	2	3	1	2	1	6

Special: *unarmed*

"The Necromancer will sacrifice the Victim on the 8th turn" or any turn thereafter. (The Necromancer takes the 'last' player turn in a game turn.) The Necromancer may do nothing during his turn but perform the ritual. If he is *stunned* or *knocked down*, he may not perform the ritual until he is able to stand up. "The warbands must kill the Necromancer" before the ritual is completed by sacrifice. "If they do not then they lose the extra experience points gained after the game" and they must face the wrath of the successful Necromancer. If the Victim is sacrificed, add d3 to each of the Necromancer's characteristics except M and L. Also the Necromancer will gain one of the following spells:

1-3 Word of Pain

4-6 Wings of Darkness

The Necromancer will attack the nearest enemy model.

“Warbands must rescue the Victim.” If the necromancer is *stunned*, *knocked down* or dead and the Victim is adjacent to a model that can gain experience and is not in combat, the model may control the victim. You must escort the victim to the nearest table edge. “Once the victim is off the board you win the game.” A warrior can move with the victim without penalty. Warriors can't transfer the victim to another warrior. If the warrior controlling the victim is taken out of action or routs, the victim will move 4” randomly each turn (the poor girl is confused).

Zombies.* Before the players take the first turn but after each has set up each player should roll a d3 to determine how many zombies he may set up. These zombies are placed anywhere on the table, but no closer than 8 inches to any warband member. The zombies move in the Necromancer's part of the game turn. At the beginning of every Necromancer turn D3+1 zombies appear. These are placed by the players with each player placing at least one zombie next to a standing stone, dead tree or monument. If there are an odd number of zombies to place the players must dice off for the right to place the odd zombie. High roll wins. Zombies always charge the nearest enemy model if possible. They will move toward the nearest enemy model if not in charge range. The zombies stop appearing if the Necromancer is OOA or if the Ritual is completed.

Ending of the Game

The game ends when the Victim has been rescued (moved off the table). Or when one-warband fails its rout test. The Victim is still counted as rescued if only one warband remains on the table and the Necromancer is OOA.

The victim rescued by a war band of good alignment receives 3d6 +10 GC. The victim rescued by a warband of evil alignment is sacrificed and the Leader gains +1 exp.

+1 survives if a hero or a henchman groups survives a battle they gain +1 exp.

+1 winning leader, the leader of the winning warband gains +1 exp.

+2 to the warrior who rescues the victim.

+1 per enemy out of action. Any hero earns +1 exp. for each enemy he puts out of action.

*A referee really should control the zombies, as they are there to slow the players and cause the odd casualty. However, in the absence of a referee the players must decide how to place the zombies. You can place your zombies near your warband for easy experience or you can try to use them to slow your opponent...

The Hermit

By James "Von Kurst" Schumacher

The warbands have heard rumors of a holy man who may know of forgotten knowledge concerning the Crown. Sadly two warbands have sought him at the same time. And no one shares...

Terrain

The game takes place on a 4x4 table representing a wilderness area of the Empire. A brush covered hill or crag with a cave entrance should be placed so that the cave entrance is in the center of the table. Woods, ruins, standing stones and other wilderness terrain should be placed in a mutually agreeable manner.

Special

The Hermit. The first model to enter the cave must roll 2D6 on the table below to determine who is living in the Hermit's cave.

Die Roll	Result
2-6	A Dark Emissary. If one warband is 'evil' the emissary will join their warband for the remainder of this fight. If both warbands are 'evil' it will join the warband with the lowest rating. If both warbands are good, the trap below will hit the model and the emissary will escape via a hidden tunnel.
7	A Trap. D6+2 magic missiles that hit on a 5+ with strength of 3 hit the investigating model. If it survives it may roll on the table again as soon as it has recovered.
8-12	A Truthsayer. If one warband is 'good' the Truthsayer will join their warband for the remainder of this fight. If both warbands are 'good' it will join the warband with the lowest rating. If both warbands are evil, the trap above will hit the model and the Truthsayer will escape via a hidden tunnel.

If the searching model becomes the enemy of the Hermit place the two models within one inch of the cave entrance and 2 inches from each other. The Hermit becomes a member of the other player's warband for the duration of the scenario.

Starting the Game

Each player should roll a d6. The highest scoring player may setup within 8 inches of any table edge. His opponent will set up on the edge opposite.

Ending the Game

The game ends when one-warband fails its rout test or voluntarily routs..

+1 survives if a hero or a henchman groups survives a battle they gain +1 exp.
+1 winning leader, the leader of the winning warband gains +1 exp.
+1 per enemy out of action. Any hero earns +1 exp. for each enemy he puts out of action.

+1 for searching the cave. Any hero or a henchman group that searches the cave gains +1 exp. until the occupant is revealed.

+2 for putting a Dark Emissary or Truthsayer out of action. Any hero earns +2 exp. for an enemy Dark Emissary or Truthsayer he puts out of action.

Rewards.

If the Dark Emissary or Truthsayer survives and its side won, it will reward the warband with a Holy/Unholy Relic. Also the next time the player gets roll for a scenario he may roll twice and chose which scenario to play.

If the Hermit fled or is OOA the winner of the fight will find d3 treasure abandoned in his lair.

Note: If you're having trouble finding the Dark Emissary & Truthsayer rules, the Albion supplement is available for download on <http://tabletopgeeks.com/downloads/>. Can't access it? Use the Warlock stats, with two spells/prayers from either the Sigmar or the Chaos Ritual chart.

Protect the Prince

By James "Von Kurst" Schumacher

Warbands.

The defending warband should be of good or neutral alignment. Humans, Shadow Elves or Dwarves. If only evil warbands are available, you may use the optional rules for non-human princes below. The attackers may be of any warband type.

Terrain

The battle takes place in the open. The scenery may consist of jebels, boulders, sand dunes and patches of scrub. Place them in a mutually agreeable manner.

Set-up

The defenders chose a table edge to set up on. The attacker may then set up his forces on both of the adjacent edges. Both forces may deploy within 8 inches of their table edges. No attacker may be set up within its charge range of a defending model.

Starting the game

Players roll a d6. The highest roll may choose to go first or to allow his opponent to move first.

Special rules

1. **The Prince**. The Prince may be fielded mounted or on foot. If mounted he will be riding his fabulously appointed camel. Mounted or on foot the Prince must be escorted by a friendly hero who remains within 1 inch at all times. If the Prince finds himself unescorted, he will attempt to move toward a protector unless he is distracted (see #3 below.)
2. **Cowardly**. This particular brand of Prince is not interested in fighting. He will not voluntarily charge. If unengaged enemy models are within 2 inches of the Prince at the start of his movement, he will flee directly away from the closest enemy 3d6 inches. This move may take him into contact with

another enemy in which case combat occurs but the models strike in order of initiative. A friendly hero within 1 inch may restrain the cowardly Prince by passing a Leadership test.

3. **A Will of His Own.** The Prince is paying for this, thus he is in charge. The Defender's leader is at -1 Leadership for any tests that other models make using his leadership, since the Prince is loudly shouting his own commands. In addition the Prince is subject to the rules for *Stupidity*. His Lordship is easily distracted and may decide he just wants to pause to admire the view or adjust his turban.

Ending the game

The game ends when the Prince has exited the table, is taken OOA or one warband routs. If the Prince flees off a table edge to avoid enemies, neither side wins. If the warband guarding the Prince routs, it receives no reward. If the Prince is exited off the edge opposite the starting edge, the Defender wins. If the Prince is taken OOA, the attacker wins. A warband that routs loses.

Experience

+1 Survives. If a Hero or a henchmen group survives the battle, they gain +1 experience.

+1 winning leader.

+1 per enemy out of action.

+1 for killing the Prince. Any character that puts the Prince OOA gains +1 experience.

	M	WS	BS	S	T	W	I	A	L
Prince	4	2	2	3	3	1	3	1	7
Camel	7	0	0	3	3	1	3	0	4

Special: *Stupidity, coward*

Equipment: *Lucky Charm, Ithilmar armor, scimitar and Jambiy*

Rewards.

If the Prince is delivered safely he will reward his protectors with 4d6 gold, d3 jewels worth 10 gold each, a single treasure and a Magic Gourd.

If he is killed the winning warband will find 2D6 gold on his body. In addition roll on the following table to determine the rest of the loot available:

<u>Items</u>	<u>d6 roll required to find</u>
d3 treasures	5+
D3 Gems	4+ (Gems are worth 10 gold each)
Ithilmar Armor	5+
A Jewel encrusted Scimitar and Jambiya	+4 (may be sold for X2 value.)

Optional Rules: Non-human Princes.

Any non-human races can supply the above nobility by subtracting 1 from the WS and BS of a basic trooper. Otherwise the Prince has standard beginning stats for a being of the appropriate type. He or she should never have more than 1 base attack or 1 wound.

Undead warbands could be escorting a body instead of a sentient being. In which case the coffin could be loaded on a chariot or a camel. The body would still have 1 wound and would need to be destroyed for a victory.

Dem Bones

By James "Von Kurst" Schumacher

The warbands have come to search for the legendary wealth guarded by the dragon Belmdrag. The dragon is dead and his hoard looted low these many centuries but rumors abound of forgotten baubles and dragon eggs guarded only by a gigantic skeleton.

Terrain

The game takes place on a 4x4 table representing the caverns of the Ancient Dragon Cave. Rocky passages, stalagmites and stalactites, still pools, large and small caverns. The center of the board should contain a representation of the dragon's former nest, now its final resting-place. There should be an entrance area in the middle of each board edge. Note that this is a dragon's lair so most corridors should be quite wide.

Setup

First place d3+3 treasure counters and one dragon's egg. See the special rules below.

Special

1. **A cave.** The scenario takes place underground. See TC #17 or the Khemri website for rules for underground games.
2. **Cursed!** The aura of the cave is tainted with centuries of accumulated greed, paranoia, anger and hate. All models in a warband except animals and those immune to psychology must pass a leadership test each turn they are in the cave (using their own Leadership characteristic not the Leader's). If a model fails a test they are moved 2D6 toward the nearest treasure counter or in a random direction if no treasure counter is in line of sight. If the model can not move in the indicated direction because of impassable terrain then the model will search the terrain instead. The model can do nothing else until they recover from the curse. If a model encounters another model because of the compulsory move it will attack that model friend or foe. The cursed model is subject to the rules *hatred* and *frenzy* as long as it is affected by the curse. (The model is only counts as frenzied if someone is in its way or if attacked while cursed.)
3. **Dwarfs!** All dwarfs, even Troll Slayers, are affected by the Curse of the Dragon's Gold. Worse it affects Dwarfs with a -2 leadership to all tests they must take during the scenario.
4. **Recovering.** Each turn the cursed model may roll to see if it recovers from the delusion of the curse. During the recovery phase of the player turn take a leadership test for each cursed warband member. If the model passes its leadership test then it has recovered from the effects of the curse and may be controlled normally. If the model fails the test then it is still cursed and must continue to move its normal move in the original direction or search (do nothing) or fight.
5. **Treasures.** Before the game begins roll a d3 and add 3 to the result. The resulting number is the number of treasures available in this part of the Ancient Dragon Cave. Once a number of treasures is established players should take turns placing the treasure counters. Treasures must be placed at least 8 inches apart and 10 inches from a board edge. A model may carry any number of treasures without effect. However if a model carrying treasure is taken out of action place a number of treasure counters equal to the treasure it was carrying where it fell. The Dragon's Egg must be placed in the center of the nest. It counts as a treasure chest from the Hidden Treasure scenario for the purposes of movement.

Starting the Game

Each player should roll a d6. The highest scoring player may setup within 8 inches of any table edge. His opponent will set up on the edge opposite.

Ending the Game

The game ends when one-warband fails its rout test or voluntarily routs. Or when one warband is wiped out..

+1 survives if a hero or a henchman groups survives a battle they gain +1 exp.

+1 winning leader, the leader of the winning warband gains +1 exp.

+1 per enemy out of action. Any hero earns +1 exp. for each enemy he puts out of action.

+1 for each treasure counter in a model's possession at the end of the game.

Treasure.

The Dragon's Egg is worth 50+5d6 gold to collectors.

The Temple of Doom

By James "Von Kurt" Schumacher

The warband has stumbled upon dressed stone! The hidden temple must be near. Before them lies a long unlit corridor. The fabled treasure of the Priest Kings is said to rest at the center of this level. However as the scouts begin to advance a faint glow and muffled voices announce that the warband is not alone. The race to the treasure chamber is on...

Terrain

The battle takes place underground. Warhammer Quest tiles or the fabled 'foot tiles' of TC #17 may be used to represent the dungeon. The basic playing area for 2 players is 2 feet by 4 feet. 3 or 4 player games will use a 4x4 area. For our purposes the corridor is approximately 6 inches wide by sixteen inches long. The central treasure chamber is approximately 14 inches square. Use Warhammer Quest arches to define entrances. An altar or pedestal is placed in the center of the treasure chamber. Columns, idols and piles of rubble should be placed to taste.

Set-up

1. Place d3 treasure counters per player in the treasure chamber. These should be placed at least 3" from the center of the room and 2" from each other. A different counter is placed on the altar or pedestal in the center of the treasure chamber to represent the Major Artifact.
2. Each player rolls a d6. Whoever rolls highest chooses which table edge to enter from, placing all his warriors along a table edge but not in the corridor in a marching order. His opponent then sets up on the opposite side in the same manner.

Special Rules

1. **Underground!** Use the *Taking the Fight Out of the Streets and Into the Dark* rules from the Khemri campaign setting (Web document, pp.37-42) Warbands which require light sources are assumed to have torches at no cost. Do not roll for weather effects during this scenario.
2. **Low ceiling.** Models with the Large Target special rule may not run/charge in corridors. They may run/charge as normal in the treasure chamber. Horses, elven steeds and boars will not venture underground. Wolves, cold ones and spiders will.
3. **Trapped.** The 16 inch corridor is filled with traps. At the start of every player turn roll a d3. The result is the number of traps that may be encountered that turn. Once the possible number of traps has been determined the player may declare charges and move as normal. However as each model ends its movement, it must test to see if a trap is triggered. If the model rolls a 6 on d6 after modifiers a trap is encountered. (See below for modifiers.) Note if a model is stunned or does not move or fight then no roll is necessary.
4. **Traps.** Roll on the Trap Table and apply the result to the model. Models must roll to encounter traps until all possible traps have been encountered or all models have moved. Traps that are not encountered have no further effect.
5. **The Treasure of the Priest Kings.** The Treasure of the Priest Kings is one of the Major Artifacts. Roll to identify the Artifact after the battle. A model that may gain experience may attempt to remove the treasure from its resting place by moving into base contact with the treasure and expending 2 movement points. Once the 2 movement points have been expended, roll on the Special Traps Table below. If the model survives the special trap it has claimed the Treasure of the Old Ones. If a model with the Treasure of the Old Ones routs, fails an All Alone test or OOA it will drop the Treasure. Place a counter where it fell.
6. **Treasure.** A model that may gain experience may pick up a treasure counter for 2 movement points. A model may carry any number of treasure counters. If a model with an treasure is OOA it will drop the artifact. Place a counter where it fell.

Setting Off a Trap.

Warrior moved by	Modifier
4" or less	No modifier
5"	+1 modifier
6"	+2 modifier
7" or more	+3 modifier
Warriors Attacks (only traps not encountered in movement may be set off)	(traps affect all models in base to base contact)
1 attack	+1 modifier
2 attacks	+2 modifier
3 or more attacks	+3 modifier

Additional Modifiers

+1 for large creature

-1 for Initiative 5 or more

-1 for Elves and Dwarfs

-1 for small creature (halflings, giant rats, skinks etc.)

Traps!

2D6 roll	Trap type
2	Swinging Spiked Ball. The target warrior must pass an Initiative test, or take a Strength 5 hit. <i>Dodge</i> and <i>Lucky Charms</i> work as normal. The ball has no further effect on the game.
3-4	Spiked Pit. The floor opens under the warrior, dropping him d3" into a spike lined pit. Add +1 to the strength of the fall for the spikes. Any warrior within 1" of the target must also test against initiative or also fall into the pit. Warriors who survive the fall must climb out when they are able. Place a 2" diameter pit marker and a marker to indicate the depth. The pit will remain for the entire game.
5-6	Cage. A cage drops out of the ceiling, trapping the warrior. The warrior may not move whilst in the cage but may shoot and gains cover. If engaged in hand-to-hand combat the caged warrior is at a -1 to hit opponents. Melee attacks on the caged warrior have a +1 bonus to hit. The trapped warrior or any friendly warrior in base to base may attack the cage in close combat. The cage is T4, 1W and a 5+ armor save. If the cage is destroyed the warrior may move normally on his next turn.
7	Arrow Trap. The warrior has triggered d6 Strength 3 bolts. They hit on a 5+ <i>Dodge</i> and <i>Lucky Charms</i> work as normal.
8-9	Guardian Spirit. The warrior and any models within 1" of him must pass an <i>All Alone</i> test or flee 2D6" immediately. Place a 2" diameter spirit marker to indicate the haunt. It will affect any model that moves through the marker.
10-11	Snare. The warrior is immobilized until a friendly model spends their entire movement phase freeing him. Attacks versus a snared model treat the model as <i>Stunned</i> .
12	Sleep Gas. The warrior and any model within 1" must test versus Toughness or fall into a deep sleep for d3 turns. While asleep the model may do nothing. If attacked in close combat they count as <i>Stunned</i>

Special Traps!

d6 roll	Special Trap type
1-2	Tomb Guardians! D3+1 Tomb Guardians appear within 3" of the warrior. Roll a further d6. On a +4 an Ushabti joins the Guardians. See below. Guardians will attempt to charge the bearer of the Major Artifact if they can. If prevented from charging him they will move toward him. If the Artifact is dropped, they will attempt to return it to its pedestal. The guardians will move as another player with a turn following the player that activated them.
3-4	Boulder! A big rock drops onto the warrior! The warrior suffers a S5 hit that does D3 wounds. (Stuns on a 2-4) The boulder will continue to travel in a random direction for d6". It will strike anyone in its path that fails an Initiative test. On the next player turn the boulder will continue to roll d6" in the above direction until it strikes a wall or rolls off the table. If the boulder hits an obstruction, like a column or wall, roll to see if it changes direction.
5-6	Abyss! A trap door opens under the warrior's feet. The warrior must pass an Initiative test or fall to his doom. Warriors that fail the test are Out of Action, roll for injuries after the battle. Place a 2" diameter pit counter to mark the Locale of the abyss.

Starting the game

Each player rolls a d6. The highest roll may choose to enter the dungeon first.

Ending the game

The game ends when all warbands but one have routed, or when all treasure has been carried off a table edge.

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning leader.

+1 per enemy out of action.

+1 for carrying an treasure off the table. The heroes or henchman group that carries a treasure off the table gains the experience.

+2 for carrying the Major Artifact off the table. The heroes or henchman group that carries a treasure off the table gains the experience.

Tomb Guardians

	M	WS	BS	S	T	W	I	A	L
Guardian	4	3	2	4	3	1	2	2	5

Equipment: Sword and dagger, shield and light armor **Special:** *Tomb Blade* (critical hits on a 5+) Undead.

	M	WS	BS	S	T	W	I	A	L
Ushabti	6	4	0	4	4	3	2	3	8

Equipment: great weapon **Special:** *Living Statue* (armor save of 5+, immune to poison)

Acknowledgements: This scenario is based on the scenario "The Gauntlet" by Erik Johnson. TC#21 pp. 19-21. See also TC#17, pp. 4-9.

The Nameless Horror

By James "Von Kurst" Schumacher

The warbands have heard of a fantastic treasure trove. The treasure lies in a cave complex, forgotten and unguarded by anything save darkness and superstition. Unfortunately the Nameless Horror is all too real...

Terrain.

The game takes place on a 4x4 table representing the caverns of the Cave of the Damned. Rocky passages, stalagmites and stalactites, still pools, large and small caverns. There should be an entrance area in the middle of each board edge. The center of the table represents the chamber containing the treasure. This chamber should be at least 8 inches square and have at least as many exits as there are players.

Set-up

For two player games, the players should roll off. The high roll may choose to deploy in the entrance chamber within 6 inches of the table edge. His opponent deploys in a similar manner on the opposite table edge. For multi-player scenarios follow the rules given in *WD 242* or *Best of Town Cryer*. The Nameless Horror is not placed on the table. Instead a treasure trove consisting of one treasure chest and numbered counters equal to the possible treasures in the horde are placed in a pile inside of an appropriate chamber in the center of the table. (See special rules below)

Starting the game

Players roll a d6. The highest roll may choose to go first or to allow his opponent to move first.

Special Rules

1. **What was that?** The Nameless Horror is not placed on the table. Instead once a warrior picks up a treasure counter or the treasure chest a Guardian Turn is added to the turn order. The Guardian Turn begins at the end of the activating player's turn. The Horror appears within 8 inches of the treasure. It may move and charge in the Guardian turn that it appears.
2. **The Treasure.** The fabulous treasure is the same treasure as the Monster Hunt scenario. However instead of slaying the creature and then collecting the treasure, the warbands in this scenario have a chance to grab what they can from the guardian and other warband(s). The treasure chest above contains the gold that is always found. It follows the normal rules for treasure chests. The numbered counters represent the possibility that the character has grabbed the corresponding item of treasure. After the battle has ended, the warband must roll for each item in its possession to see if the item is actually worth anything. (The jewels may be fake, the armor may be useless). If the highest warband rating is 200 or less there are 5 counters. Add 2 counters for every increase in warband rating, i.e., 7 counters for 201 to 300.

3. **Intruders!** The Guardian may attack any warband that possesses a treasure counter. It may also attack any warband that attacks the guardian model in any way. AND it will attack any model that comes within 12 inches of a treasure counter once the treasure has been violated.

Ending the game

The game ends when all the treasure is removed from the table or the guardian is slain and one warband remains unbroken. A warband may not voluntarily rout if it is carrying a treasure counter. If forced to rout all treasure counters will be dropped by the fleeing warband.

Experience

+1 Survives. If a Hero or a henchmen group survives the battle, they gain +1 experience.

+1 winning leader.

+1 per enemy out of action.

+1 for wounding a large monster. If a Hero inflicts a wound on a monster with 4 or more total wounds, he gains +1 experience.

+2 for killing a large monster. If a hero strikes the killing blow on a monster with 4 or more total wounds, he gains +2 experience.

The Nameless Horror

Profile	M	WS	BS	S	T	W	I	A	L
Horror	D6+2	3	0	5	4	4	2	D3+1	5

Special: *Fear, Large Target, Skull of Iron, Shaken but not Down*

The Hulks

By James "Von Kurst" Schumacher

Terrain

The battle takes place on a 4x4 table for a 2 player game or a 4x6 for a multi-player game. Place a number of small ships or shipwrecks equal to the number of warbands plus D3 (minimum). A number of islands equal to the number of players should be set up within 6 inches of the edge of the table to create setup areas. The outer islands should be connected to at least one ship by a bridge. The players may place one other bridge to connect a ship to another. Some ships should not be connected to any other ships. Only swimming, rafts or boats can reach these. Rocks and sandbanks may be placed near the ships show the ships have run aground and to give the crocs somewhere to lurk.

Set-up

1. Each player rolls a d6. Whoever rolls highest chooses an outer island to set up on, placing all his warriors on the island or on a boat or raft within 3 inches of the island. The rest of the players set up on the remaining outer islands in the usual manner. Infiltrators may only set up on ships connected to others by bridges. Aquatic infiltrators may set up anywhere on the table.
2. **Crocs.** Place d3 + the number of players over 2 in the game giant crocodiles along sandbanks or near rocks. The crocs are sunning themselves or lurking. They must be placed no more than 2" from the water and at least 6" from each other.

Starting the game

Players roll a d6. The highest roll goes first, the second highest goes second, etc.

Special rules

1. **Boats.** Each warband begins the game in possession of 2 boats.
2. Determine the direction of the current in the main channel. This is important.
3. **Controlling a Hulk or island.** "To control an island or ship you must have more standing models on it than any other single enemy."
4. **Bridges.** Bridges may only hold 4 models at one time. If a model takes a wound while on a bridge it must make an initiative test or fall into the water."

Ending the game

The game ends after 8 turns or when there is only one unbroken warband on the table. The warband that controls the most hulks at this point is the winner. A warband gains +1 treasure for each hulk it controls beyond it's starting island when the game ends.

Experience

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning leader.

+1 per enemy out of action.

+1 Island takeover. The leader of a warband that has captured an enemy's starting island gains +1 experience.

+1 per enemy boat/raft sunk or captured. The Hero with the highest leadership in a boat/raft which sinks an enemy vessel gains +1 experience. A hero or henchman that capture an enemy craft gain +1 experience.