



Who left this here?

You find yourself heading west of the smoldering ruins, leaving the dead and dying behind you. Wandering, you are well aware of those other around you, as well as the rival warbands who may well be within bow-shot. The night passes quietly, with nothing out of the ordinary occurring... but what passes for ordinary in these parts may be slightly different than what even you are used to!

Terrain:

The table should be lightly peppered with trees. Debris is scattered about the area, with a single treasure chest located directly in the centre of the table.

Setup:

Players may set up within 6" of a table edge, but must be no closer than 10" of an enemy model.

The chest:

The chest is heavy, made of solid iron, and rusted beyond anything you have seen before. It weighs so much that it would take two men to stumble around with it. As such, it is considered impossible to move for anything man-sized or smaller, unless there are two models in base to base contact with it. Should two models work in concert, they may walk (not run) with the chest normally. Should they be charged, they will lose 1 close combat attack in the first round to represent their dropping of the chest and drawing of their weapons. Anything larger than a man may carry the chest alone, but may still only move 4" and still loses the 1 close combat attack as per the rule above.

Special Rules:

Random Happenings: Warped magic has tainted these lands. Roll for a random happening at the beginning of every turn, regardless if one has happened already.

Ending the Game:

The game ends when all warbands but one have failed their rout tests, or the chest leaves the table. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

Experience:

+1 Survives: If a Hero or a Henchman group survives they gain +1 Experience.

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *Out of Action*.

+2 Chest off the table: Any model/s who successfully carry the chest off of the table gain +2 Experience.

+1 Holding the chest: Any model/s who are carrying the chest when the game ends gain +1 Experience. These models must be present on the table to gain the experience.

Bonus/Penalty:

Queen of Kislev: You have lost contact with your employer. There are no rewards/penalties for this game.

Black Hand: You have lost contact with your employer. There are no rewards/penalties for this game.

The Chest:

Roll and consult the following table if you were in possession of the chest at games-end.

2D6:

2: KABOOM!- The chest is booby-trapped and explodes, hitting all within your warband with a single S5 attack. Roll injuries as per normal post-game rules.

3-4: CREAK- The chest opens with much protest, but little else. It appears that whomever left the chest there did it for obvious reasons; it's too bloody heavy to be an effective safeguard for their belongings. It is not a complete waste, however. There is D6 gold left within the chest.

5-6: Just a little more...- Choose up to three models to perform a S test. These tests are based on their natural S scores without any modifiers. Should all three fail, you abandon the chest and continue on your way. If one passes, the chest is pried open and the booty is yours. Collect $(2D6+5)*2$ Gold crowns.

7-9: Bloody OWW!- You manage to get into the chest, but at the cost of one unfortunate hero of your group. Roll on the injury table, ignoring all dead/captured/sold to the pits rolls. The warband gains $(2D6+5)*2$ gold crowns. The hero in question is selected randomly.

10-12: Jackpot- The warband has somehow stumbled upon a chest of immense wealth. They gain 50gc, a suit of light armor, a ring of +1 Initiative (which may allow a model to exceed racial max) and an Obsidian sword.