

# Scenario 042 – Dark Ritual

By Sam Sedghi, as appeared in  
Khemri, Land of the Dead  
Transcribed by Graeme "WO2"  
Walker.  
Edited by The Mordheimer.

In the dark lands of Khemri, There are those who wish to increase their power through the dark arts. Such events as sacrifice are not uncommon. Many ambitious Necromancers wish enhance their power through such Blood Ritual. Many a helpless maidens have been taking from small settlements. However there are those who wish to thwart this evil act & those to steal it for themselves. Players: 2-4.

## Terrain

Each Player takes it in to place a piece of terrain. Either sand dunes or ruins or similar items. Place an altar into he centre of the table with a Necromancer and victim. I suggest that the terrain is set up roughly by 4' x 4'.

## Special Rules

**Necromancer:** Place a model to represent a necromancer.

Profile	M	WS	BS	S	T	W	I	A	Ld
Necromancer	4	2	2	3	3	1	4	1	8

**Weapons/Armor:** None.

**Victim:** Place a model to represent the victim.

Profile	M	WS	BS	S	T	W	I	A	Ld
Victim	4	-	-	-	3	1	-	-	8

**Weapons/Armor:** None.

**The Sacrifice:** The Necromancer will sacrifice the Victim on the 4th turn. The warbands must kill the necromancer before the 4th turn. If they do not then they lose the extra experience points gained after the game.

**The Rescue:** Warbands must rescue the Victim, once the necromancer is dead and the victim is 2" near a unit, the unit may take the victim. You must escort the victim to the nearest table edge. Once off the board you win the game. A warrior can carry the victim without penalty. Warriors can't transfer the victim to another warrior. If the warrior carrying the victim is taking out of action place the victim on the table where he fell.

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

## Starting the Game

.

## Ending the Game

When the Victim has been rescued or when one-warband fails its route test.

Multiplayer: When the Victim has been rescued. Or when all but one-warband fails it's route test.

## Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1

Experience.

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+2 to the Rescuer: The warrior who rescues the Victim gains +2 Experience.