

# The Warlord Dungeon Crawl

Players: 2-4

Time: 1-3 Hours

## **Basic Rules of the Crawl**

- 1) You are allowed only one troop, with no elites and no solos.
- 2) The troop must be led by a sgt.
- 3) The troop must not exceed a total of 6 models.
- 4) No model may be over a base cost of 50 points. Gear may be added to the model later.
- 5) The point cap for the entire troop is 300 points.
- 6) No faction abilities are allowed.
- 7) No flying or burrowing is allowed. You must use your walking stat instead.
- 8) A model can freely move through bases equal to or smaller than its own.
- 9) A model can fire an arrow or cast a spell "through" a single friendly model in base-to-base contact.

## **Goal of the Crawl**

The ultimate goal is to run through a minimum of 7 rooms, trying to find as much treasure as possible, and then escaping. Each model can hold unlimited treasure. Mark somewhere (in pencil) on your army list who is carrying what treasure that is found. You escape the dungeon by successfully navigating your way back to your starting room and thus escaping. If no one from your troop escapes, then find yourself another troop of suckers...err...adventurers...to go into the dungeon and try again. After a player has finally escaped, that player sits out until the remaining players finally successfully escape from the dungeon. The largest amount of escaped treasure wins.

## **Starting the Crawl**

Each player rolls a die to determine who goes first. Play will continue clockwise around the board. Then, each player rolls a die (in turn) to determine their starting room (which will be designated). The starting rooms begin (and end) the game free and clear, meaning that there are no monsters, traps or treasure in the room. All hallways in the dungeon must be a minimum of 4 squares long (see the map for an example of a dungeon).

## **More Rules of the Crawl**

A dungeon always has its share of hidden (and sometimes not so hidden) dangers. There is a chance you can run into a problem at any time! In order to represent this, the following Random Tables have been provided below. Here are the conditions with which to determine your random fate (or fortune!).

- 1) When a model you control first enters a hallway, you **MUST** roll to determine if there is a Random Hallway Monster sharing the corridor with you. Roll a d10. On a roll of 6+, you see a monster. Roll on the table to determine which monster you see. The monster is surprised to see you, and stands there stunned. Now is your chance! You may immediately declare a charge action with your model, which does not count against the two-action limit. If the model still has the Combat action remaining, and is in base-to-base contact with the monster, then the model may engage it in melee combat.

## **Random Hallway Monsters Table**

<u>D10 roll</u>	<u>Monster</u>
1-2	Broken Fodder
3-4	Skeletal Swordsman
5-6	Goblin Warrior
7-8	Orc Warrior
9-10	Bloodstone Scragger

- 2) Once the majority of your models have entered into a room or a hallway, regardless if the monster has been slain or not, you **MUST** immediately nominate one model to "roll" to determine if it notices any cleverly disguised traps. Roll a d10. On a 6+, your model notices the diabolic trap! Roll on the Random Trap Table to determine what kind of trap it faces. Now, the model can either attempt to disarm the trap or

let it happen. If it decides to just let the trap happen, take whatever consequences apply. If the model attempts to disarm the trap, it needs to make a 6+ roll on a d10 to disarm the trap. This can happen regardless if the model has used both actions or not. If you fail, you suffer the consequences of the trap.

**NOTE:** A monster will **NEVER** set off (nor disarm) nor suffer from any traps in the dungeon.

### **Random Trap Table**

<u>D10 Roll</u>	<u>Trap</u>	<u>Effect</u>
1	Disarmed	Nothing. The trap was rendered useless some time ago.
2-3	Poison Gas	3" AOE from center of the searching model. All affected models must roll equal to or less than their MAV on a d10 or suffer one wound.
4-7	Poison Darts	The searching model gets shot at by 3 poison darts at RAV 3. Normal range attack rules apply.
8-9	Spike to the Head	The searching model takes 1 wound. Spikes suck.
10	Big Rock	The searching model takes 4 wounds. It's a <b>BIG</b> rock.

3) When a model you control first enters a room, you **MUST** roll to determine if there is a Random Room Monster sharing the room with you. Roll a d10. On a roll of 6+, you see a monster. Roll on the table to determine which monster you see. If you don't see a monster, you may proceed to move all of your models into the room (assuming you have enough actions remaining to do so). Search for traps per Step 2. Then you can search for treasure per Step 4. If you do see a monster, then you may immediately declare a charge action with your model, which does not count against the two-action limit. If the model still has the Combat action remaining, and is in base-to-base contact with the monster, then the model may engage it in melee combat. You may now freely move the rest of your troop into the room to aid in dispatching the monster. Nominate another player to perform any necessary rolls for the monster.

a) Should the monster kill all of the models in the troop, it will disappear. The next troop to enter the room will proceed through Step 3 as normal.

b) You may choose to flee from the monster instead of engaging it in hand-to-hand combat. However, the monster will chase you. But, note that if you leave the room and enter the hallway, repeat Step 1 again **immediately**. Now you have two monsters to face! Then if you re-enter the room at a later time, you must proceed through Step 3 again and potentially face a new monster. The choice is yours!

### **Random Room Monsters Table**

<u>D20 roll</u>	<u>Monster</u>
1	Dust Devil
2	Xailor
3	Dire Bear
4	Avatar of Sekhmet
5	Moor Hound
6	Celestial Lion
7	Incarnation of Flame
8	Karkarius
9	Nhoolyan, Plains Hunter
10	Krungbeast
11	Scuttlebones, Giant Crab
12	Giant Eagle
13	Lesser Earth Elemental
14	Giant Scorpion
15	Charnel Grub
16	Griffon
17	Mossbeard the Treeman
18	Greater Bloodstone Golem
19	Onyx Golem
20	Dragon Turtle

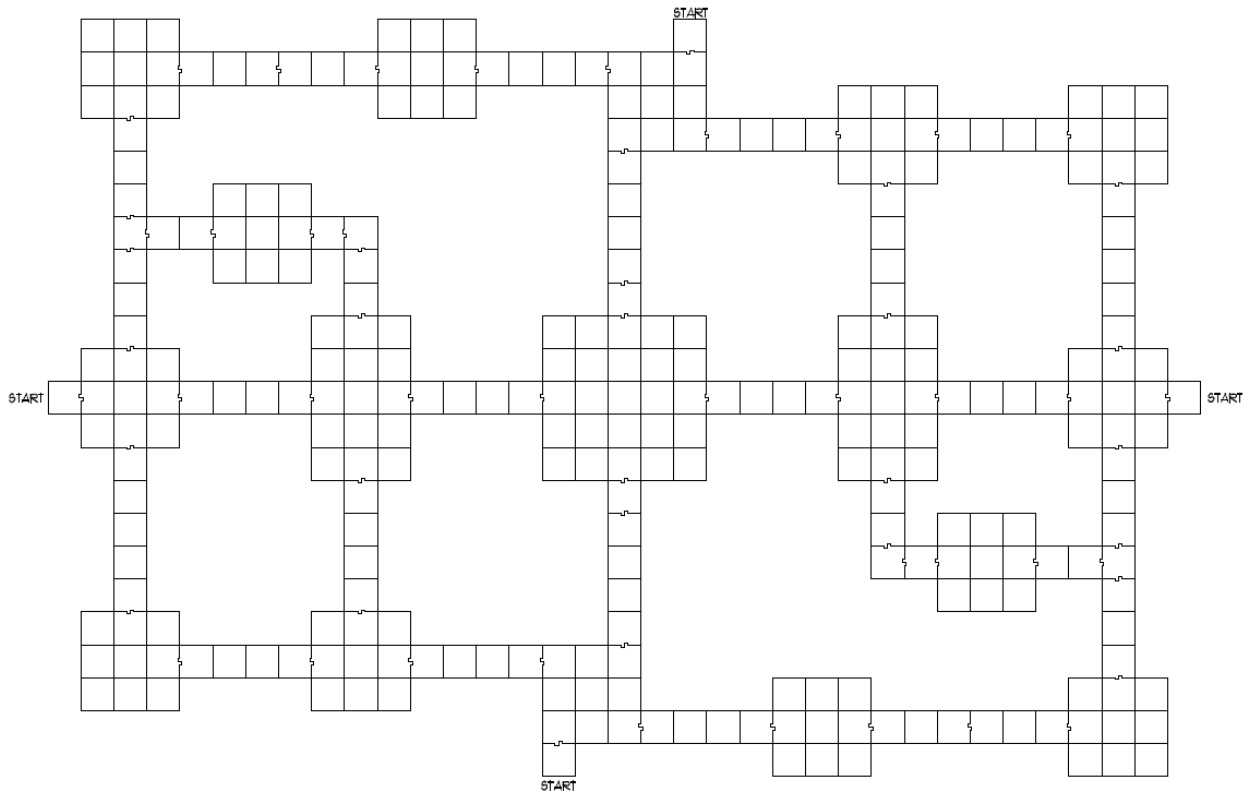
4) Once you have disposed of any pesky monsters and traps, now you can search for treasure! **All** models remaining in the troop must enter the room to “aid” in the search. No one trusts the others to give a good account as to what was found, so all want to be witness! Nominate one model in the troop to search for treasure. Unlike the previous steps, there is no roll to determine *if* you find treasure in the room. It will automatically happen. Roll on the Random Treasure Table to see what the model has found. The model is now carrying this treasure for the rest of the time it is alive. Remember, the model may carry an unlimited amount of treasure. Searching for this treasure does not take one of the model’s actions.

### **Random Treasure Table**

<u>Percentile Roll</u>	<u>Treasure</u>	<u>Notes</u>
01-05	5 gp	None
06-20	Rusty Sword	I hope you had your tetanus shot...
21-25	10 gp	None
26-40	Broken Pottery	Stupid ancients. Breaking perfectly good gold pots.
41-45	20 gp	None
46-50	Holy Armor	The searcher gets +1 DV. May be combined with other magic items.
51-55	25 gp	None
56-70	Ripped Clothes	Was Lou Ferrigno here?
71-75	35 gp	None
76-90	Broken Furniture	Torch fuel! Sweeeeeeeet...
91-95	50 gp	None
96-00	Healing Potion	The searcher may either give this item to another friendly model in base-to-base contact, or use it themselves. It removes 3 wounds. One use only.

5) Should you run across models from another player, you may choose to attack and attempt to kill them off. If you succeed in killing an enemy model, you may then use a Loot action to take any treasure that model may have been carrying. But watch out! The enemy troop may spawn a monster or set off a trap that harms YOU as well!

6) Once all of the players have had their turn, then it is any remaining monsters’ chance to have a turn. The player(s) that was nominated in Step 3 to perform all of the rolls for the monster(s) in question will now proceed. The monster may charge any remaining troop members in the room (if able), attack any models in base-to-base contact, or chase any fleeing models into a hallway. A monster may **NEVER** perform a coup-de-grace action.



Map of the Dungeon Layout