

Room

Roll D20 then go to the
Adventure booklet:

| | |
|--------|--------|
| 1: 02 | 11: 02 |
| 2: 02 | 12: 02 |
| 3: 02 | 13: 02 |
| 4: 02 | 14: 02 |
| 5: 02 | 15: 06 |
| 6: 02 | 16: 06 |
| 7: 02 | 17: 06 |
| 8: 02 | 18: 06 |
| 9: 02 | 19: 06 |
| 10: 02 | 20: 06 |

Room

Roll D20 then go to the
Adventure booklet:

| | |
|--------|--------|
| 1: 06 | 11: 11 |
| 2: 06 | 12: 11 |
| 3: 06 | 13: 11 |
| 4: 06 | 14: 11 |
| 5: 06 | 15: 11 |
| 6: 06 | 16: 11 |
| 7: 06 | 17: 11 |
| 8: 11 | 18: 11 |
| 9: 11 | 19: 11 |
| 10: 11 | 20: 11 |

Room

Roll D20 then go to the
Adventure booklet:

| | |
|--------|--------|
| 1: 11 | 11: 16 |
| 2: 16 | 12: 16 |
| 3: 16 | 13: 16 |
| 4: 16 | 14: 16 |
| 5: 16 | 15: 16 |
| 6: 16 | 16: 16 |
| 7: 16 | 17: 21 |
| 8: 16 | 18: 21 |
| 9: 16 | 19: 21 |
| 10: 16 | 20: 21 |

3

Room



2

Room

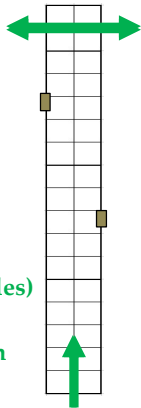


1

Room



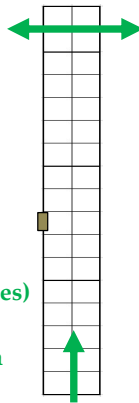
This long passage is almost pitch black and seems particularly menacing.



Long (3 tiles)
2 doors
T Junction

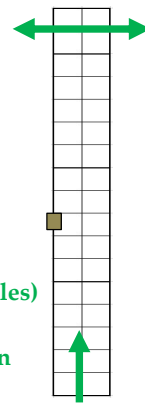
EVENT!
Draw an
Event card

This passage is bright, lit by several torches. At the far end is a junction.



Long (3 tiles)
1 door
T Junction

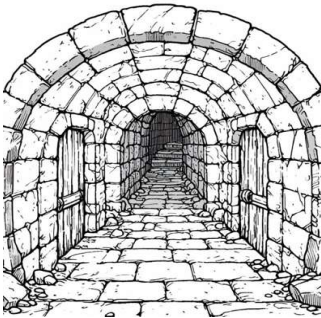
This long, dim passage leads to a junction. Cobwebs cover the ceiling...



Long (3 tiles)
1 door
T Junction

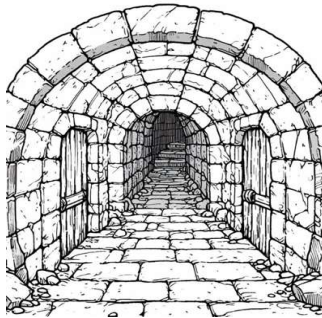
Passage 19b

Passage



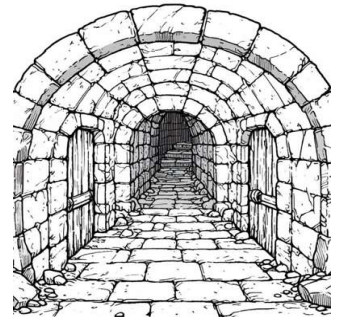
Passage 18a

Passage



Passage 18b

Passage



The small hooded greenskin narrows its eyes as it focuses his arrow on you. He gives a wicked toothy grin.

♥ Health: 1 🏃 Speed: 11
✂ Attacks: 1 ✂ Success: 40%
✂ Missile: 50% 🛡 Defend: 40%

Initiative: RFI
Priority: Shoot as Gang,
Shoot Nearest, Fight as Gang,
Fight Furthest
Flank: Yes
Open Doors: Yes

Special: No special rules

The small greenskin looks angry and bares its sharp yellow teeth. It raises its weapon, seemingly ready to attack.

♥ Health: 1 🏃 Speed: 11
✂ Attacks: 1 ✂ Success: 40%
✂ Missile: 50% 🛡 Defend: 40%

Initiative: RFI
Priority: Fight as Gang, Fight
Furthest
Flank: Yes
Open Doors: Yes

Special: No special rules

The tiny green gruntling chatters maniacally as it scurries around. It's not an intimidating sight but its teeth and weapon seem sharp.

♥ Health: 1 🏃 Speed: 6
✂ Attacks: 1 ✂ Success: 30%
✂ Missile: 0% 🛡 Defend: 40%

Initiative: RFI
Priority: Fight as Gang, Fight
Furthest
Flank: Yes
Open Doors: Yes

Special: Gruntlings take a whole turn to open a closed door - they can do nothing else that turn.

The ferocious wolf snarls, baring its large canine teeth.

♥ Health: 2 🏃 Speed: 12
✂ Attacks: 2 ✂ Success: 60%
✂ Missile: 0% 🛡 Defend: 50%

Initiative: RFI
Priority: Fight as Gang, Fight
Random
Flank: No
Open Doors: No

Special: No special rules

The protruding tusks don't hide the grin as the muscled greenskin prepares to fire his bow.

♥ Health: 2 🏃 Speed: 8
✂ Attacks: 1 ✂ Success: 60%
✂ Missile: 60% 🛡 Defend: 50%

Initiative: RFI
Priority: Shoot as Gang,
Shoot Nearest, Fight Individual,
Fight Nearest
Flank: Yes
Open Doors: Yes

Special: No special rules

The protruding tusks and muscled body are an intimidating sight. It's clearly much tougher than its 'puny goblin' greenskin cousins.

♥ Health: 2 🏃 Speed: 8
✂ Attacks: 1 ✂ Success: 60%
✂ Missile: 0% 🛡 Defend: 50%

Initiative: RFI
Priority: Fight Individual,
Fight Nearest
Flank: Yes
Open Doors: Yes

Special: No special rules

Gruntling



Size: 1 x 1, Reach: 1

Goblin



Size: 1 x 1, Reach: 1

Goblin with Bow



Size: 1 x 1, Reach: 1

Orc



Size: 1 x 1, Reach: 1

Orc with Bow



Size: 1 x 1, Reach: 1

Wolf



Size: 2 x 1, Reach: 1