SHAMAN'S DEN

The Warriors can feel the magical power in the room, but the poor light of the lantern is not enough to show what might lurk within. Crumbling sandstone steps lead up into the darkness.

The Shaman's Den will always trigger an Event card, unless the Lair of the Orc Lord rulebook states otherwise. There are special rules for this room – see the Shaman's Den special card.



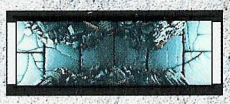
DUNGEON ROOM

Lair of the Orc Lord™ Dungeon Card. © Games Workshop Ltd., 1995.

COLLAPSED PASSAGE

A cave-in has nearly sealed this passageway, forcing the Warriors to walk in single file.

This passageway will be empty unless an Unexpected Event is rolled during the Power Phase.



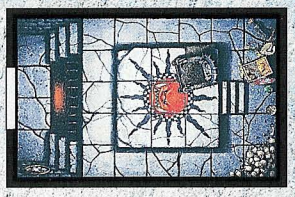
CORRIDOR

Lair of the Orc Lord™ Dungeon Card. © Games Workshop Ltd., 1995.

GORGUT'S LAIR

This huge room has an air of menace. Facing the Warriors is a deep, spiked pit. Beyond the pit the Warriors can see a dimly-lit platform upon which stands an imposing throne.

See the Lair of the Orc Lord rulebook for details of Gorgut's Lair.



OBJECTIVE ROOM

Lair of the Orc Lord™ Dungeon Card. © Games Workshop Ltd., 1995.

LAIR OF THE ORC LORD SPECIAL CARD

SWORD OF MALEDICTION

The Sword of Malediction can be won in single combat against Skullbasha the Orc Big'Un. This mighty blade is enchanted with powerful counter magic which sucks the magical energy from other magic items.

See the reverse of this card for details.



VALUE 500 GOLD

PERMANENT

Lair of the Orc Lord™ Special card. © Games Workshop Ltd., 1995.

LAIR OF THE ORC LORD SPECIAL CARD

SHAMAN'S DEN

The Shaman's Den is soaked in magical power from all the experiments that have been carried out there. Roll a D6 when the Wizard enters the room.

1 The Wizard cannot cast any spells at all while he is in the room.

2-4 One of the Wizard's spells will not work in this room. Determine which randomly.

5-6 The Wizard is suffused with power and adds 2 to the Power Phase roll each turn in this room.

Lair of the Orc Lord™ Special card. © Games Workshop Ltd., 1995.

LAIR OF THE ORC LORD SPECIAL CARD

SKABNOZE'S SPELLS

After his last run in with a group of Warriors, Skabnoze decided that normal Orc magic wasn't enough to keep him safe so he has 'inventid' a few new spells. At the start of each Monsters' Phase, before the other Monsters do anything, Skabnoze casts one spell. Roll 1D6 and consult the table on the back of this card.

For spells that only affect one Warrior, use the Warrior counters to determine which Warrior is affected.

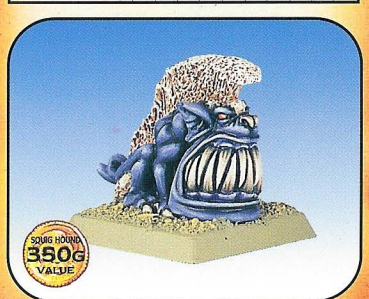
Lair of the Orc Lord™ Special card. © Games Workshop Ltd., 1995.

LAIR OF THE ORC LORD SPECIAL CARD

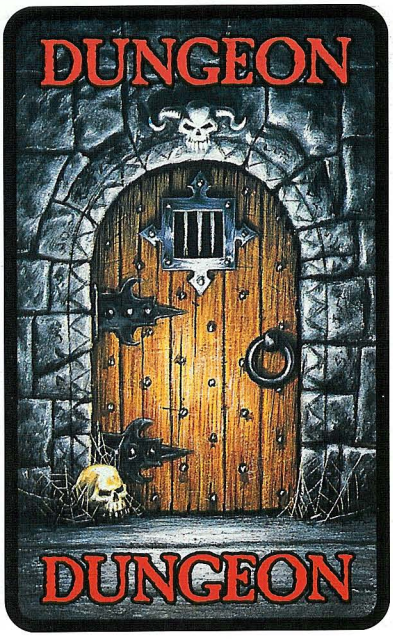
SQUIG HOUND

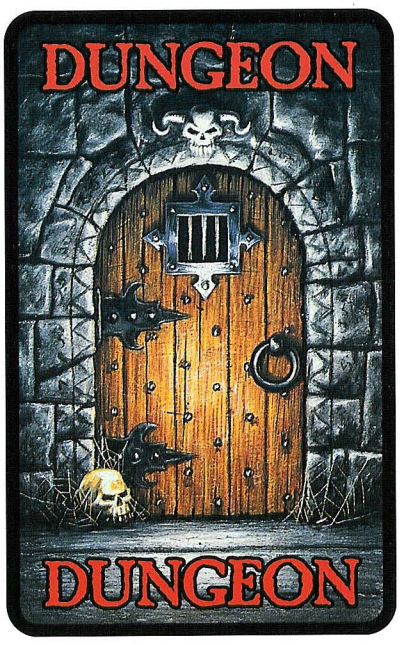
Wounds: 6
Move: 5
Weapon Skill: 4
Strength: 6
Toughness: 4
Attacks: 2

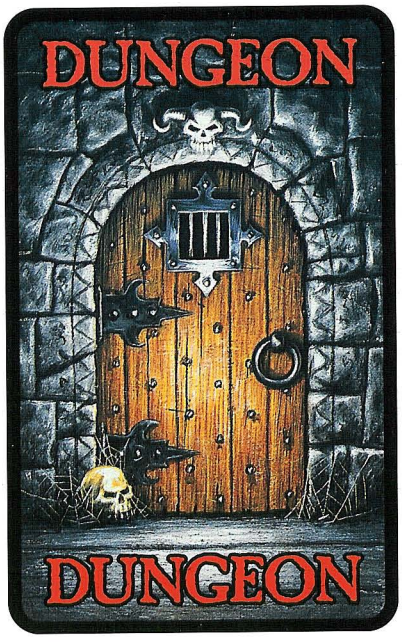
Opponent's WS	1	2	3	4	5	6	7	8	9	10
Squig Hound	2	3	3	4	4	4	4	4	5	5



Lair of the Orc Lord™ Special card. © Games Workshop Ltd., 1995. Part No. 103799







While it is being used, this sword tries to nullify all magic around it. In addition, the sword causes an extra Wound when it hits (1D6+Str+1).

At the start of each turn, the wielder must roll a dice.

1,2,3 - No effect. For this turn, the sword just causes the extra Wound when it hits.

4,5,6 - Malediction! Any models in squares adjacent to the wielder of the sword may not cast spells, or use the special abilities of their magic items (weapons, armour, etc) – the sword has temporarily nullified their magic. The sword also affects the wielder himself, so while he is using the sword none of his other magic items work either.

On completion of an event in the Shaman's Den the Warriors may search the room. Take a Treasure card and roll on the table below:

1 The Warriors find no extra treasure. They make a lot of noise searching though – take an Event card. In addition, Skabnose and his minions turn up.

2-4 A healing potion is found. Each Warrior may take a drink which cures 2D6 Wounds.

5-6 The Warriors each find a magic Talisman. The magic of the Talisman will deflect one attack per adventure. Talismans are worth 250 gold each.

1) DA TRIP. Skabnoze gestures with his foot and one Warrior falls to the floor until the next Warriors' Phase. Monsters get +1 to hit him while he is on the floor.

2) DA SLAP. Skabnoze gestures with his hand and one Warrior is hit by an invisible hand causing 1D6+6 Wounds.

3) PRITTY LITES. Skabnoze wiggles his fingers and the Warriors are blinded by whirling lights giving them -1 on their hit rolls during the next Warriors' Phase.

4) KONFUZE. Skabnoze covers his eyes and one Warrior suddenly finds that he cannot remember what he was doing. He stands still and does nothing during the next Warriors' Phase.

5) HELP DEM. All the Monsters on the same board section as Skabnoze gain 1 extra Attack, made immediately.

6) PAIN! Skabnoze thinks real hard and all the Warriors get a stabbing pain in the head. All the Warriors lose 1D6 Wounds without modifiers for Toughness.

Special Rules

Growler the Squig Hound belongs to Gubbinz and will turn up to avenge the death of its master. In the first Monsters' Phase after Gubbinz is killed a terrible growling is heard, rising to a howl as the Warrior who killed Gubbinz is immediately attacked by a growling mass of gnashing fangs on legs!

Place the Squig Hound adjacent to the Warrior. Growler is a terrible sight and any Warrior who wants to attack it must first roll 5 or more on 1D6, or they are so frightened that they suffer -1 on their roll to hit.

DUNGEON ROOM TREASURE CARD

BOGRAT'S KROWN



The Warriors find a grubby looking circlet of rusted iron. Faded runes are enscribed on its pitted surface.

This magical crown adds +1 to the wearer's Toughness. It can be worn at the same time as a helmet.

VALUE 500 GOLD

PERMANENT

Lair of the Orc Lord™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD

PLERGIT'S STABBA

The Warriors find a wickedly sharp and very thin bladed dagger designed for slipping between armour joints.

The dagger can be used to make an extra attack on a Monster. Roll a D6:

1 The attack misses

2-4 The attack hits causing 2D6+Strength Wounds modified for Toughness, but not armour.

5-6 The attack hits causing 3D6+Strength Wounds, not modified for armour or Toughness.

VALUE 400 GOLD

Barbarian, Elf & Dwarf only

USE ONCE PER ADVENTURE

Lair of the Orc Lord™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD

PRITTY STONEZ

The Warriors find a small drawstring bag containing some ordinary-looking stones.

When your Warrior looks through the 'stones', roll on the table below:

1-2 They are indeed pretty, but ordinary, stones worth nothing.

3-4 Mixed with normal stones are 1D6 gold nuggets worth 25 gold each.

5-6 Mixed with normal stones are 1D6 gemstones worth 100 gold each.

RECORD THEN DISCARD

Lair of the Orc Lord™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD

SCROLL OF THE CHIMERA



The Warriors find a dusty old scroll lying in a dark corner. When unrolled, words of power glow dully on the ancient parchment.

The spell on this scroll gives a Warrior the appearance of a ferocious monster. The scroll may be read at any time, causing any Monsters to be so terrified of the affected Warrior that they will suffer a -2 penalty on their to hit rolls against him. The spell lasts until a 1 or 2 is rolled in the Power Phase.

VALUE 300 GOLD

Dwarf, Wizard & Elf only

ONE USE, THEN DISCARD

Lair of the Orc Lord™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD

RING OF LIFE



The Warriors find a silver, jewel-encrusted ring. Within the central gemstone, a tiny flame burns brightly.

The ring has the power to heal grievous wounds. It may only be used on a Warrior on zero Wounds. To use the ring, roll a dice. On a roll of 1 the flame flickers and dies, and has no effect. On any other score, the Warrior is healed back up to full Wounds.

VALUE 350 GOLD

ONE USE PER ADVENTURE

Lair of the Orc Lord™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD

MAGIC ARRERS

You find 6 arrows carved with strange Goblin runes.

The arrows are enchanted, but are somewhat unpredictable. When you use an arrow roll on the table below instead of rolling to hit:

1 The arrow automatically hits one of the Warriors, for D6+3 Wounds. Determine who randomly.

2-5 The arrow automatically hits the Monster and does 1D6+3 Wounds.

6 The arrow automatically hits the Monster and does 2D6+3 Wounds.

Each arrow can only be used once, and used arrows are worthless.

VALUE 40G EACH

Barbarian, Elf & Wizard only

DISCARD WHEN ALL USED

Lair of the Orc Lord™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD

THE HAMMER OF HARGON



You find a sturdy Dwarf warhammer with an ornate icon carved on its head. Any Dwarf in the party recognizes this as the lost Hammer of Hargon.

When using this hammer, you may roll as many dice for damage as you like. Add up the total, then add your Strength to the final score. However, if any of the dice come up with a 1 or 2, the hammer causes no damage at all.

VALUE 500 GOLD

Dwarf, Wizard & Barbarian only

PERMANENT

Lair of the Orc Lord™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD

FUNGUS BREW

The Warriors find a flask of the potion that turns Night Goblins into gibbering Fanatics.

There is enough liquid in the flask for four doses. A Warrior can take a drink at any time during a combat. Roll on the table below to see what happens:

1-2 The brew makes the Warrior hallucinate! He immediately makes an attack against every model adjacent to him.

3-4 The brew cures 1D6 Wounds.

5-6 The brew cures 1D6 Wounds and allows the Warrior to completely ignore the next hit he takes.

The brew is worth 200 gold if none of it has been drunk, or 100 gold if some of it (but not all of it!) has been consumed.

VALUE 200 GOLD

DISCARD WHEN ALL DRUNK

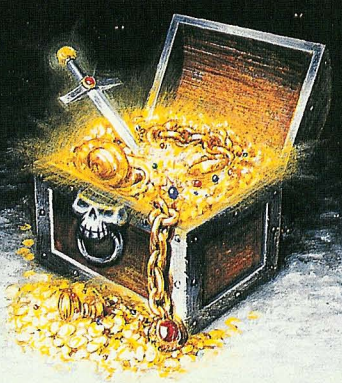
Lair of the Orc Lord™ Treasure Card. © Games Workshop Ltd., 1995.

TREASURE



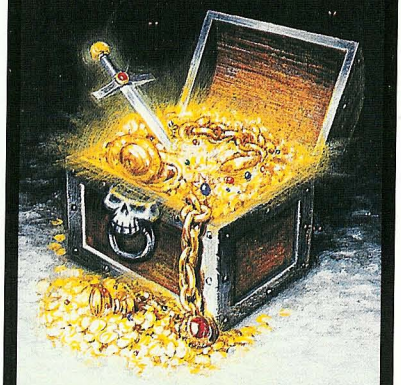
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TREASURE



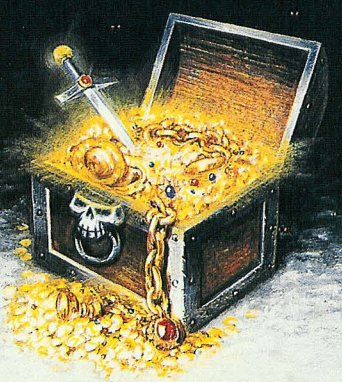
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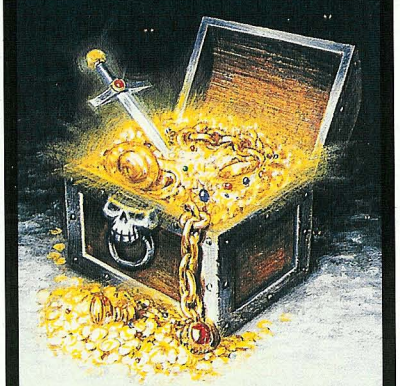
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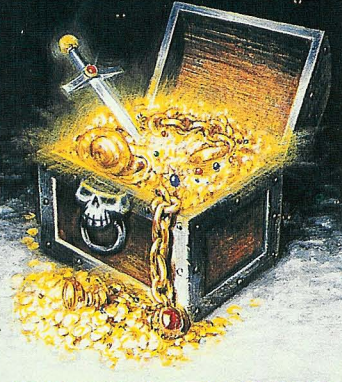
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TREASURE

M 1D3+1 GOBLIN WOLF RIDERS M

	Wolf	Goblin
Wounds:	4	2
Move:	9	4
Weapon Skill:	4	2
Strength:	3	3
Toughness:	3	3
Attacks:	1	1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Giant Wolf	2	3	3	4	4	4	4	4	5	5
Goblin	3	4	4	4	5	5	6	6	6	6

Special Rules

A Warrior can't attack the Goblin rider until his wolf is dead. When the wolf is killed, remove the Wolf rider model and put a Goblin spearman in its place. If a Warrior kills a wolf with one blow, he gets a death-blow as usual. However, the death-blow cuts into the Goblin rider first. If the blow kills the rider too, it moves onto the next target, and so on.

WOLVES 70G EACH | GOBLINS 20G EACH

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

M 1D6 BLACK ORCS M

Wounds:	7
Move:	4
Weapon Skill:	4
Strength:	4
Toughness:	4(5)
Attacks:	1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	3	4	4	4	4	4	5	5

Special Rules

Black Orcs are bigger and tougher than normal Orcs. They wear armour that increases their Toughness by +1.



VALUE 90G EACH

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

M 4 NIGHT GOBLIN NETTERS & 4 CLUBBERS M

Wounds:	2
Move:	4
Weapon Skill:	2
Strength:	3
Toughness:	3
Attacks:	1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Goblin	3	4	4	4	5	5	6	6	6	6

Netters and clubbers are placed in pairs. The Netters attack first, roll to hit as normal. If the net hits, the Warrior is caught and can do nothing until free. Place a "netted" counter by the Warrior. The Clubbers then attack. They get +2 to hit a netted Warrior.

A netted Warrior may try to get free at the start of the Warriors' Phase. Roll 1D6+ his Strength. On a score of 7 or more he breaks free. If he fails, he may try again at the start of the next Warriors' Phase. If there is no-one to 'net', a Netter will attack with his club instead.

NETTERS 25G EACH | CLUBBERS 20G EACH

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

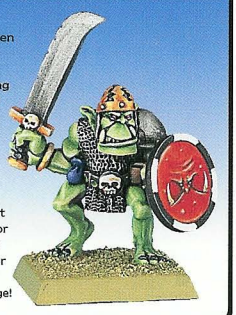
M 3 GORGUT'S BIG'UNS M

Wounds:	5
Move:	4
Weapon Skill:	4
Strength:	4
Toughness:	4(5)
Attacks:	1(1)

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	4	4	4	4	5	5	5	6

Special Rules

These Big'Uns have been specially trained to protect Gorgut. They wear iron armour, giving them +1 Toughness. If Gorgut is on the same board section as the Big'Uns they each get an extra Attack. If a Big'Un rolls a natural 6 when rolling to hit with its sword, it gives the Warrior an 'eadbutt as well, for a further 1D6 damage!



VALUE 100G EACH

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

M 1D6 NIGHT GOBLIN ARCHERS & 1 FANATIC M

	Archer	Fanatic
Wounds:	2	2
Move:	4	4
Weapon Skill:	2	2
Strength:	3	3
Toughness:	3	3
Attacks:	1	S

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	3	4	4	4	5	5	6	6	6	6

Special Rules

The Goblin archers will stand back and shoot their bows (5+ to hit, 1D6+1 Wounds) while the Fanatic closes in and attacks. Full rules for Goblin Fanatics are given on the reference sheet.

GOBLINS 20G EACH | FANATIC 300G VALUE

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

M 1D6 ORCS & 1D6 NIGHT GOBLIN ARCHERS M

	Orc	Goblin
Wounds:	3	2
Move:	4	4
Weapon Skill:	3	2
Strength:	3	3
Toughness:	4	3
Attacks:	1	1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Orc	2	3	4	4	4	4	5	5	5	6
Goblin	3	4	4	4	5	5	6	6	6	6

Special Rules

The cunning Goblins stand back and shoot while the Orcs attack. When shooting, Goblin archers need 5+ to hit and cause 1D6+1 Wounds.

ORCS 55G EACH | GOBLINS 20G EACH

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

M 2 SQUIG HUNTERS WITH CAVE SQUIG M

	Goblin	Squig
Wounds:	2	3
Move:	4	S
Weapon Skill:	2	4
Strength:	3	5
Toughness:	3	3
Attacks:	1	2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Squig Hunter	3	4	4	4	5	5	6	6	6	6
Cave Squig	2	3	3	4	4	4	4	4	5	5

Special Rules

It takes two Goblins to control the Squig. If one or both of the Squig Hunters are killed, roll a D6 to see what the Squig does: 1 Does nothing, 2-4 Attacks Warrior, 5-6 Attacks Monster. See reference sheet for full rules.

SQUIG 200G VALUE | HUNTERS 25G EACH

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

E TRIP UP E

One of the Warriors trips on a loose flagstone in the floor. The flagstone is actually part of a clever mechanism. Take a Warrior counter to see who trips up. Roll a D6 for that Warrior:

1-2 The flagstone triggers a warning bell. Take another Event card immediately. If it is Monsters, the maximum amount possible arrives.

3-4 The flagstone tilts and dumps the Warrior into a spiked pit. He takes 2D6 Wounds modified for Toughness and can only be rescued by the rope or a Levitation spell.

5-6 The flagstone unlocks a secret alcove, which opens to reveal a piece of treasure. Take one Treasure card.

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

E CHALLENGE! E

Wounds:	8
Move:	4
Weapon Skill:	4
Strength:	4
Toughness:	5
Attacks:	1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Skullbasha	2	3	3	4	4	4	4	4	5	5

A really monstrous Big'Un strides into the room and bellows "Which wun of yooz iz gunna fight me, Skullbasha?".

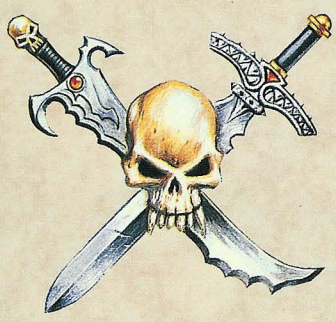
Skullbasha carries the Sword of Malediction (see the special card). Use one of the Big'Unz models for Skullbasha. One of the Warriors can fight the Orc in single combat, or they can all attack him as normal. If they all attack, Skullbasha calls to his minions for help. See the Minions Table on the reference sheet to determine who turns up.

If the Warrior manages to defeat Skullbasha, he may take the magic sword. If Skullbasha wins (reduces the Warrior to 0 Wounds) he takes 1 random Treasure card from him as a prize, then departs. If any other Warriors interfere in the fight, Skullbasha summons help, as above.

SKULLBASHA 120G VALUE

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

EVENT



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EVENT

E GET THE LITTLE GIT! E

The Warriors come across a Snotling fiddling with a rusty old key. He offers to sell it to them for 500 gold. The Warriors can attack him, or pay him! If the Warriors attack the Snotling, roll a D6.

1-3 The Snotling's mates come to rescue him. Draw another Event card. If it is Monsters, the maximum amount possible arrives. The Snotling runs off with the key while the Warriors are busy.

4-5 The Snotling's cries attract more trouble. Draw another Event card immediately. The Snotling gets away, but the Warriors find the key on the floor when the event is over.

6 The Snotling drops the key and runs off.

See reference sheet for the rules for the rusty key

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

E FALLING BLOCK E



A huge block of stone falls down from the ceiling onto one of the Warriors – splat! Draw a Warrior counter to determine who has set off the trap. The unlucky Warrior must roll a D6 and add his Initiative. On a total score of 7+, the Warrior nimbly avoids the stone. On a score of 6 or less, the Warrior is hit and loses 2D6 Wounds. Remember a 1 is a 1 and always fails. Whether the Warrior was hit or not, move the model to an adjacent square and place the Fallen Block counter in the original square. This square is now 'blocked' and can no longer be moved through. See the reference sheet for more details of the Falling Block.

Draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

E BOGOFF THE SNOTLING E



Bogoff the Snotling appears adjacent to the party leader, grabs the lantern and rushes off. He immediately moves as far away from the Warriors as possible, while not leaving any of them in the dark. He will do this at the start of every Monsters' Phase, and will keep doing so until he is finally hit. When this happens, he drops the lantern and runs off. See the reference sheet for full details.

BOGOFF 150G VALUE

The Warrior who hits Bogoff gets 150 gold.

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

E SPORE FUNGUS E

An incautious move by one of the Warriors kicks up a cloud of spores from the floor. Each Warrior on that board section must roll a D6 to determine what effect the luminous orange spores have on him.

1 The scented spores put the Warrior to sleep for 1D6 turns.

2-3 The spores are toxic and cause 1D6 Wounds, with no modifiers.

4-5 The spores cure 1D6 Wounds.

6 The spores are magical and increase the Warrior's Strength by +1 for the rest of the adventure.

Draw another Event card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

M 1D6 WILD CAVE SQUIGS M

Wounds: 3
Move: Special
Weapon Skill: 4
Strength: 5
Toughness: 3
Attacks: 2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Cave Squig	2	3	3	4	4	4	4	4	5	5

Special Rules

Roll a D6 in the Monsters' Phase to see what each Squig does. 1 - Squig does nothing, 2-4 Squig attacks a Warrior, 5-6 Squig attacks nearest Monster. See reference sheet for full rules for Squigs.



VALUE 200G EACH

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

M GORGUT & MINIONS M

Wounds: 12
Move: 4
Weapon Skill: 4
Strength: 4
Toughness: 4(5)
Attacks: 2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Gorgut	2	3	3	4	4	4	4	4	5	5

Special Rules

Gorgut always travels around with 3 Big'uns (see rulebook or separate Event card) and a bodyguard of minions – see the reference sheet. Gorgut wears armour that gives him +1 Toughness, and a magical ring.

Ring of Magical Protection. During any Power Phase that Gorgut is around and alive, the Wizard rolls for power as normal then one of the other players rolls a D6 and subtracts the score from the Power roll. This is now the amount of power the Wizard can use. An Unexpected Event still only occurs if a 1 was rolled in the Power Phase.

GORGUT 400G VALUE

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M SKABNOZE THE SHAMAN WITH MINIONS M

Wounds: 7
Move: 4
Weapon Skill: 3
Strength: 3
Toughness: 5
Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	4	4	4	4	5	5	5	6

Special Rules

Skabnoze has a bodyguard of minions – see the reference sheet. He stays back from fighting and casts spells, see the Skabnoze's Spells special card. He also has a magic ring.

Ring of Invisibility. Once he gets to 0 Wounds, Skabnoze will put on the ring and vanish - his minions will fight on. Remove Skabnoze from the board, and roll a dice. On a score of 1, shuffle this card back into the Event deck, he may turn up again! Otherwise, he may turn up in the objective room.

SKABNOZE 300G VALUE

300 gold for knocking Skabnoze to zero Wounds.

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E GUBBINZ THE JESTER E



Gubbinz turns up and attaches himself to one of the Warriors. He is a real nuisance – see the reference sheet for full details. When he is killed, Growler the Squig Hound turns up to avenge his master's death (use the Squig Hound special card).

GUBBINZ 250G VALUE

Gubbinz the Jester is worth 250 gold. You may only take a Treasure card when the Squig Hound is killed.

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

E WOUNDED KNIGHT E

The Warriors find the bodies of seven Orcs and a badly wounded Bretonnian knight. The knight needs medical attention. Draw a Warrior counter to see who helps him then roll a D6.

1-2 Renegade! The false knight stabs the Warrior that healed him for 1D6+4 Wounds then runs off.

3-4 Thief! He was stabbed by a dying Orc as he searched their bodies after the fight. He grabs 100 gold from the Warrior and runs off.

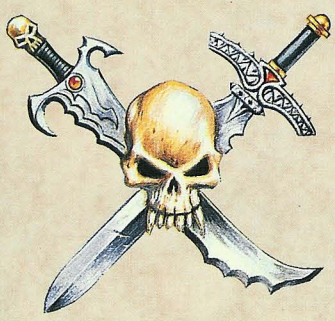
5-6 Hero! He killed the Orcs, and is grateful for the Warriors' help. He gives the Warrior one Treasure card and leaves the dungeon.

Draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

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3 GOBLIN FANATICS

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Wounds: 2
Move: 4
Weapon Skill: 2
Strength: 3
Toughness: 3
Attacks: Special

Special Rules

Goblin Fanatics make an immediate attack as soon as they are placed on the board, then attack as normal in the Monsters' Phase. All Warriors adjacent to a Fanatic after it has moved suffer 1D6+3 Wounds modified for Toughness but not armour. See the reference sheet for full rules.



VALUE 300G EACH

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

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MAP

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The Warriors find an old map scroll wedged in the wall. Roll a D6:

1-2 The map is a fake, and misleads the Warriors. Add another D3 Dungeon cards to the top of the current pile to represent their misguided wanderings.

3-4 Treasure map! On completing the event in the next room they come to the Warriors may take an extra Treasure card.

5-6 It is a badly faded map of the dungeon. The next time the Warriors come to a T-junction and the Dungeon cards are split the leader can look at the top 1D3 cards of each pile. Discard immediately when used.

Draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

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SPIKES!

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There is a strange grinding noise and spikes suddenly shoot up out of the floor from every square on the current board section. Every time a Warrior enters a new square on that board section roll a D6:

1-3 The Warrior steps on a spike and takes a number of Wounds equal to the dice roll, with no modifiers (eg, if he rolled a 2 he takes 2 Wounds).

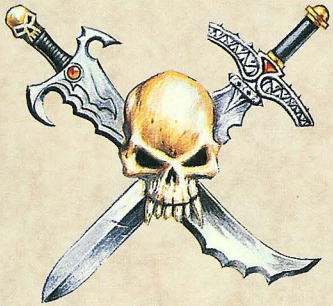
4-6 The Warrior manages to avoid the spikes and suffers no damage.

Monsters do not have to roll for spikes as they are well used to them and know when and where they are going to appear!

NO TREASURE CARD FOR COMPLETING EVENT

Lair of the Orc Lord™ Event Card. © Games Workshop Ltd., 1995.

EVENT



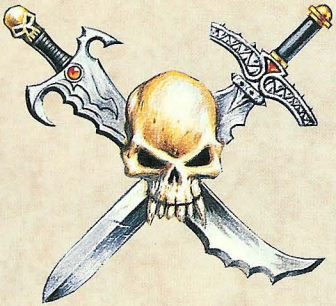
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