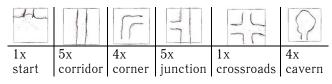# Mine, all Mine!

The Crews hear of a powerful treasure lost in the tunnels of a nearby mine. One Crew is already exploring the dark underground caverns by lantern light. The network of corridors links to the mines of a port town. Another party has arrived at the mineshaft entrance and is hastily preparing to follow their rivals into the gloomy depths. Precious metals were once mined here by men blasting passage ways by exploding blackpowder kegs. When the miners could not find any more ore the mines were closed and sealed. Only animals could be found dwelling in the dark until word spread about a considerable treasure hid in the forgotten tunnels by some pirate captain.

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The Gaming Area

This underground scenario uses special 8" x 8" floor tiles supplied specifically for this scenario.

1x start	5x corridor	4x corner	5x junction	1x crossroads	4x cavern

Use the start tile, a corridor tile, a junction and a crossroads to create the opening configuration. This is the tunnel area already explored from where the Crews start. Players are encouraged to design their own tunnel layouts.

Starting Positions

The attacking Crew starts at the entrance to the tunnel on the start tile. The defending Crew deploys on the crossroads tile.

Initiative

The Defender has the Initiative on the first turn.

Winning the Game

The Crew who manages to take the treasure chest off the board wins the game. If the treasure has been found when one Crew Routs the winner automatically obtains it.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point - this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

Treasure. The Crew that manages to take the treasure off the board gets +D3 Experience, which may be distributed freely among the Crew's Heroes.

Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty. If any Crew is in possession of the treasure at the end of the game, it rolls two additional dice.

Special Scenario Rules

Tools: There is a lot of old equipment from the miners left. Thus all Sailors get a free torch (counts as improvised weapon) at the beginning of the game. They can be used in this game only and are lost after the battle.

Unexplored: A floor tile with path edges that have no adjacent tile yet placed counts as *unexplored* area. Models may only move at half speed when crossing an unexplored tile, because they are cautious of the unknown that lies in the dark.

Exploring tunnels: When a Sailor moves into base contact with the edge of a floor tile with no adjacent tile yet placed, determine at random which floor tile is placed there. In the case of corners and junctions, the player whose model explored this part of the mine gets to choose how the new tile is placed.

After each tile is placed, roll 2D6 on the following table to determine whether anything special happens.

2D6	Effect
2	**Tunnel collapse!** The tunnel caves in.
3-4	**Bear!** A huge bear appears. See below for the bear's profile and special rules. If the bear has been placed already, treat this as Wolves.
5-6	**Wolves:** Place a pack of D3 wolves on the tile. See below for their profiles and special rules.
7	**Nothing happens.**
8-9	**Powder Kegs:** Place D3 powder kegs anywhere on the floor tile.
10-11	**The Treasure!** The Crew has found the hidden treasure! Place a marker for the treasure chest anywhere on the floor tile. The treasure can be carried by one model at half speed and by two models at normal speed (see X Marks the Spot scenario).
12	**Exit!** The Crew has found another exit out of the mines. Place a door marker alongside the floor tile. Any model that moves into base contact with the marker counts as having moved off the board.

Tunnel collapse: Part of the tunnel roof crashes down, creating a barrage of boulders which block the way. Place a marker directly before the exploring Sailor to indicate this route has been blocked off.

The block can be cleared. This is represented by attacking the barrage of boulders in the close combat phase (Defence 5, Wounds 4).

Powder Kegs: Sailors may shoot at a powder keg with blackpowder weapons (pistols, muskets, grenates and blunderbusses) and they may attack the keg in close combat using their torches.

The model must hit and wound as usual (Defence 4). Then roll a D6: on a 4+ the keg explodes (remove the keg from the game).

An exploding powder keg causes an automatic Strength 6 hit to all models within a range of D6+3".

Roll another D6: on a 4+ the explosion caused the tunnel to cave in. Place a marker at the powder keg's previous position as described in the Tunnel collapse event.

Bear: This huge bear that lives in the forsaken mines is the reason why no other Crew has yet discovered the treasure. If the bear hasn't been placed already place it anywhere on the newly explored tile. The bear fights with his claws and teeth (count as normal hand weapon) and has the following profile:

S	F	St	D	A	W	C
–	4	6	5	3	3*	9

SPECIAL RULES
Fearsome reputation: The bear is a terrifying creature that causes *fear*.

Thick fur: The bear is covered with fur that grants him a 5+ ward save.

Wounds: Whenever a Sailor causes the bear to lose a Wound and if it is on an unexplored tile, then the animal turns around and disappears into the dark. Remove the bear from the game. It will reappear as soon as the *Bear* event is rolled again. If the bear is standing on an explored tile when he would lose the wound, the wound is lost as normal

Wolves: The wolves fight with their claws and teeth (count as normal hand weapons) and have the following profile:

S	F	St	D	A	W	C
–	3	4	3	1	1	8

May move as normal with Movement 8.