

MINE!

You look down to realise that you have stepped on an abandoned mine. You hope that you haven't applied the pressure required to trigger the mines mechanism. Roll a D6:

- 1-3 The Warrior has triggered the mechanism causing the mine to explode. Take a number of Wounds equal to the dice roll, with no modifiers (eg, if they rolled a 2 they take 2 Wounds.)
- 4-6 The Warrior manages to avoid triggering the mine and suffers no damage.

Take a mine token and place it on the square of the unexploded mine. Each time a Warrior enters this square roll on a D6. The mine will remain until destroyed.

NO EQUIPMENT CARD FOR COMPLETING EVENT

COLLAPSE

You hear the grinding of metal before the roof collapses inward. Place the Collapse marker in the board section it was triggered to show all exits except the one the Warriors entered by are now blocked.



Any Warriors still in this board section at the end of the end of the next turn take 4D6 Wounds. Any Enemies in the room are crushed by falling debris. Warriors attempting to escape are not subject to the rules for pinning whilst in this room. The board section is now impassable and may not be re-entered.

If this card is drawn in the first room, ignore it and draw another Event Card Immediately.

NO EQUIPMENT CARD FOR COMPLETING EVENT



EVENT



EVENT

