

Sapper Wagon—A treasure trove of Al-chemical devices and Sapper's tools are guarded by 10 experienced sergeants. Steal or destroy the wagon to withhold resources to the nefarious Sappers!



The Siege of Anslau—by Otto Khoven

The Players find themselves locked within the walls of the city of Anslau and besieged by the armies of the sorcerer-king Uraamphomet. Food runs scarce and famine has flourished—it is likely the city will fall any day now. With most of the soldiers and mages defending the walls, Duke Wencelaus has put out a call for adventurers to help break the siege, or at least help hold the walls until allies arrive sometime in the next seven days.

Random Encounters: City (1 in 6 chance) Roll 1D6 again) Squad of 4-8 enemies soldiers 2) Pack of 5-8 feral dogs, 3) Swarm of diseased rats, 4) Group of pickpockets, 5) Drunken Barbarian(s), 6) Desperate love encounter.

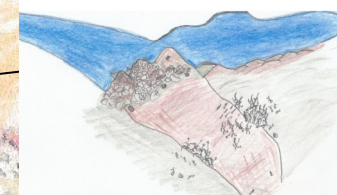
Player characters can be assumed to move through Enemy formations and enemy camp slowly, attacking and defending just enough to get from point to point; or use skills to appear as enemy to sneak behind enemy lines.

Random Encounters Battlefield and Camp: Movement through the Enemy camp (2 in 6 chance) Roll 1d6 again — 1) Friendly Fire rains down on the players, each takes a minor wound (approx. 10 percent of health), 2) Enemy Champion challenges single Player to duel, 3) Caught in front of a cavalry charge (players can run away taking ~1/3 health damages or fight, 4) Spyhunters track down party and ambush them, 5) Summoned war-monster breaks its confinement and runs into players, 6) Conscripted to attack walls—players encounter a squad of 12 zealous sergeants who conscript the player characters to join them in attacking the walls—players can fight, pretend to help and then run away, or help the sergeants get over the walls using ladders.

Winning: Reinforcements arrive in 5 days. Players must succeed in four or more missions to hold off until they arrive. Players can attempt up to two missions per day unless they have a random encounter—which prevents a second mission to be undertaken that day.

If players succeed in 3 or more missions, the city is saved and they receive accolades (and a permanent 10% discount to all purchases). If the players are unable to win 3 missions, they escape the sacked city and have a great /tragic story to tell.

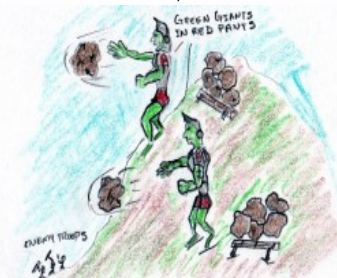
The Dammed Moat! - The Enemy has dammed the river, allowing easy access. The players must deliver 10 lb. explosive barrels to the detritus blocking the stream. At least 3 must be delivered, 1 in 6 chance the barrels explode, doing 1/3 of current health each round that player runs or fights. Players may carry up to 3 barrels. Dam is guarded by 5 sergeants.



Mages' Tents—Guarded by 8 fighters, the wizards sleep in these large tents. Kill them quietly or you will face an army trying to get back away from the enemy camp.



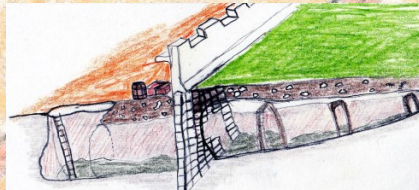
2x Green giants in red pants throw boulders at the walls. Players can defeat the giants (hard!) or sabotage the shelves that hold the boulder piles (boulders will run down hill and squish enemy soldiers!).



Siege Tower— The enemy has managed to bring a siege tower up to the walls, rally outside and chop down or set fire the tower. Guarded by 8 sergeants



Tunnel Fight! The Enemy Sappers have been busy! Two squads of 20 green soldiers and 5 experienced sergeants rush under the walls. Players must head down into the tunnels and hold off the soldiers for 5 combat turns until defending soldiers can relieve them.



Inn-surgent Nest — The Cloak and Dagger Inn is housing a cell of insurgents, bent on spreading fear and death behind the walls. 3x assassins (2nd fl.), 1x wizard (2nd fl.), 3x fighters, (first fl.) 1x bard (first fl.), 2 commoners (innkeeper and cook 1st floor by day, Loft by night).

