DK-01: NIGHT ATTACK

Your team was trying to taking some rest on a small village when an undead army unlashed a surprise attack.

Objective: survive for 12 turns
Setup: pick Event Markers E1-E8 and place them on a cup. Roll four times in the [Enemy Entry Table]
Special Rules. Place the revealed EM back on the cup. Roll for the Enemy Presence Table every turn, regardless the presence of enemy forces on the Map.
Enemy forces: Undead.
Event Markers Activation. In the Enemy Activation Phase, roll on the [EM Activation Table] for each EM on the map. An activate EM is only revealed if enters a stripe containing friendly units.
Night Mission. The Mission is played during the Night using the Night rules.
Game turns: 12

[Terrain Table]

Stripe #1 and #2: (1-2) Open (3-5) Woods (6) Fields
Stripe #3 and #4: (1-4) {Building} (5-6) 2x{Tree}
Stripe #5 and #6: (1-2) Open (3-4) Woods (5-6) {Building}

EVENTS

Initial Setup: take Event Markers E1-E8 and place one random marker on Stripe #1,#2, #5 and #6.

Event description:

E1..E3: nothing
E4..E8: roll on [Random Enemy Table] in the Army Sheet

[Enemy Presence Table]

(1-2) Nothing
(3-6) Roll once on the [Enemy Entry Table]

[Target Table]

Group Selection

(1-3) Smaller Group
(4-6) Larger Group

Unit Selection

(1-4) Unit with lower TN
(5-6) Unit with higher CF: if attack cannot cause damage then select Unit with lower TN

[Enemy Entry Table]

(1-2) Place one EM on Stripe #1
(3) Place one EM on Stripe #2
(4) Place one EM on Stripe #5
(5-6) Place one EM on Stripe #6

[Enemy Activation Table]

(1) If there's a Target Group is in range, @Attack otherwise @Cover.
(2-5) If there's a Target Group is in range, @Attack nearest Target Group, otherwise @Advance
(6) If there's a Target Group is in range, @Attack nearest Target Group with a +1 CF bonus for this first attack (only), otherwise @Advance

[EM Activation Table]

+1DRM if the EM is adjacent to a stripe containing friendly units
+1DRM if there are two or more EMs in the Stripe of the activated EM

(1-3) Nothing
(4-6) @Advance toward nearest target group. Reveal the EM if enters a Stripe containing friendly forces and immediately @Attack if possible.
(7+) @Advance two Stripes toward nearest target group. Reveal the EM if enters a Stripe containing friendly forces and immediately @Attack if possible.

DK-02: THE GRAVEYARD

The undead horde seems to originate from a nearby village. Your squad need to investigate about the source of this menace.

Objective: reveal the three EMs on Stripe #2 and remove any enemy in Stripe #2 and #3.
Setup: Place your units on Stripe #6.
Special Rules. Enemy Units in Stripe #2 won't leave this area.
Enemy forces: Undead.
The Graveyard. Stripe #2 represents an ancient graveyard (use a Fields terrain maker). Once your units reach Stripe #2 you must reveal each turn one face down EM (only one EM per turn).
Game turns: 12

[Terrain Table]

Stripe #1: (1-2) Open (3-4) Woods (5-6) {Building}
Stripe #2 Graveyard (use Fields)
Stripe #3: Village
Stripe #4: (1) Open (2-3) Woods (4-6) Fields
Stripe #5 and #6: (1) Open (2) Fields (3-5) Woods (6) {Building}

EVENTS

Initial Setup: place EM1 on Stripe #2. Take Event Markers E2-E4 and place two additional random EMs on Stripe #2. Place EM 5 on Stripe #3. Pick Event Markers E6-E8 place one random marker on Stripes #4 and #5. (EM are always placed face down).

Event description:

E1: Enemy: Place 3 Ghouls in the current Stripe
E2, E3: Nothing
E4: Roll on the [Random Enemy Table] in the Army Sheet.
E5: Roll on the [Random Enemy Table] in the Army Sheet with a +1 DRM. Place the Enemies on this stripe.
E6: Nothing
E7: roll on [Random Enemy Table] in the Army Sheet
E8: roll on [Random Enemy Table] in the Army Sheet with a -2 DRM.

[Enemy Presence Table]
+2DRM if there are friendly units in Stripe #2 (the Graveyard)

(1-5) Nothing
(6) Roll on the [Random Enemy Table] in the Army Sheet. Always place the Enemies on the lowest numbered Stripe not occupied by friendly units.

[Enemy Activation Table]

(1) If there's a Target Group is in range, @Attack otherwise @Cover.
(2-5) If there's a Target Group is in range, @Attack nearest Target Group, otherwise @Advance
(6) If there's a Target Group is in range, @Attack nearest Target Group with a +1 CF bonus for this first attack (only), otherwise @Advance

[Target Table]
Group Selection

(1-3) Smaller Group
(4-6) Larger Group

Unit Selection

(1-4) Unit with lower TN
(5-6) Unit with higher CF: if attack cannot cause damage then select Unit with lower TN

DK-03: UNDERGROUND

Inside a large crypt on the village graveyard, your units found the entrance to an underground cave complex. You must now investigate on the source of the undead menace.

Objective: Destroy the Trapezohedron found on EM1.
Setup: Place your units under Stripe #6.
Special Rules. Enemy Units in Stripe #1 won't leave this area.
Enemy forces: Undead. EM1 also uses the Horror army sheet.
Terrain: the maps represent an underground complex (no Terrain features). Combat is only possible at Range 0.
Game turns: 12
[Terrain Table]
Stripe #1..#6: Open

The Trapezohedron
A unit adjacent to the Trapezohedron can roll one die: on a result of 3+ the Trapezohedron suffers one point of damage. Max one attempt per turn. The artifact is destroyed when you inflict 3 points of damage.

EVENTS

Initial Setup: place EM1 on Stripe #1. Take Event Markers E2-E8 and place one random EMs on Stripes #2..#6 (discard the EMs not used).
Event description:

E1: You've reached a large cave. Inside this chamber you notice a sort of altar where a shining Trapezohedron has been placed: this is surely the source of all those undead! When you approach it, a large mass emerges from a dark corner of the chamber: it's a Shoggoth! All characters must undergo a Morale check: if failed the unit gains a Suppressed marker. See the Trapezohedron box for additional information. Enemy: Shoggoth and one Ghoul.
E2: Very narrow space. One random unit must check Morale: if failed the unit is Suppressed. Only two Player units and two Enemies can attack each turn while in this Stripe.
E3. Enemy: 2 Ghouls.
E4: Enemy Zombies**.** Roll on the [Random Enemy Table] in the Army Sheet. Place the Enemies on this stripe.
E5: Human bodies remaining. One random unit must check Morale: if failed the unit is Suppressed. +1 DRM to the Enemy Presence roll while in this Stripe.
E6: Stalagmites (Terrain Feature). Use the Tree counter to represent them.
E7: Horrid sounds. One random unit must check Morale: if failed the unit is Suppressed.
E8: Dead end. Move all your units back one Stripe.

[Enemy Presence Table]
+3DRM if the Trapezohedron has one ore more points of damage.
(1-4) Nothing
(5-6) Roll on the [Random Enemy Table] in the Army Sheet. Always place the Enemies on the lowest numbered Stripe not occupied by friendly units.

[Enemy Activation Table]
(1) If there's a Target Group is in range, @Attack otherwise @Cover.
(2-5) If there's a Target Group is in range, @Attack nearest Target Group, otherwise @Advance
(6) If there's a Target Group is in range, @Attack nearest Target Group with a +1 CF bonus for this first attack (only), otherwise @Advance

[Target Table]
Group Selection
(1-4) Unit adjacent to the Trapezohedron, or Smaller Group if not possible.
(5-6) Larger Group
Unit Selection
(1-4) Unit adjacent to the Trapezohedron or Unit with lower TN if not possible.
(5-6) Unit with higher CF: if attack cannot cause damage then select Unit with lower TN