Dinner is served

Tired, hungry and rain-soaked, your warband arrived at the "Red Toad" Inn late in the evening. After eating a dinner whose best quality was that it was hot, the PCs jumped into bed, trying to regain their strength.

A couple of hours at most have passed when all the guests are awakened by the dull sounds of someone banging on the walls, the door and the windows of the inn: an unknown number of undead is looking for a place to dine, and it seems that you have been chosen as the main course.

SCENARIO OVERVIEW.

In this scenario you will use the "Undead" Enemy Sheet, always rolling on the "Returned" table to determine the enemies. The special "Huge Zombie" profile is provided in this module.

This scenario will follow a special sequence:

1. Setup the "Under Siege" scenario following the standard rules.
2. Once the scenario is over, mark the leftmost empty box in the Attacks Track here below then roll one die: if the result is greater or equal than the value under the box the scenario is finally over, otherwise proceed with the sequence.
3. Complete an "Interlude" session (see below)
4. Re-start the sequence from 1. The entrances marked as "Broken" in the last session and not repaired are kept in this state.

Attacks Track

6	**5+**	**3+**	**2+**	**1+**

INTERLUDE

Take Event Markers 1..8 and place them inside on opaque cup. Draw one random EM and execute the instructions associated to it; repeat drawing the EMs until you draw EM8, ending the Interlude session.

Interlude EM:

> EM1, EM2: one PC can recover 1d6 HP.
>
> EM3: *you have a bad feeling…* No effect
>
> EM4..EM7: you can repair one "Broken" window or door; the repaired entrance is considered as "Locked" in the next scenario.
>
> EM8: start again another session of the "Under Siege" scenario (end of Interlude)

Under Siege

OBJECTIVE: reveal the eight Event Markers. Scenario ends when all the Markers have been revealed and there are no Enemies on the map.

TERRAIN
The map is composed of a single zone, representing the Inn and the area around it. The Inn must include one door and three windows.

SPECIAL ATTACK RULES FOR THE ENEMIES
Enemies attempting to attack the PC inside the Inn will move toward them using the nearest entrance (an "Open" or "Broken" door or window). If the nearest entrance is locked, the enemy will move adjacent to it and will try to break it: execute a standard attack versus a TN=8; if the attack is successful the Window/Door is considered "Broken"; a Broken entrance cannot be closed again and is considered as "open" for the rest of the scenario.

INITIAL SETUP
Shuffle Event Markers 1..8: place the markers around the Inn, evenly distributed. Place two Undeads adjacent to the door and to one random window.

EVENT MARKERS
[1] Remove the nearest EM without looking at it (ignore this EM).
[2][3] Nothing, just shadows
[4][5][6] Enemy(A)
[7] If an Enemy is adjacent to a Locked door or window, immediately mark It as "Broken".
[8] Huge Zombie.

EVENT MARKERS ACTIVATION (ADVANCED GAME)
EM can be activated: an EM adjacent to a locked entrance will attempt to break it.

WARBAND PLACEMENT
The Player units start the game inside the Inn: place the PC anywhere inside the Inn.

INN WINDOWS AND DOORS
At the start of the scenario, the door and the windows ("entrances") of the Inn are considered as "Locked", and hence impassable for the PC and Enemies.
A PC can execute a Special Action to open a Locked door or window: mark the entrance as a reminder; PC and Enemies can move and attack through an open entrance.
A PC can execute a Special Action to close an open door or window: if there are no adjacent enemies the action is automatically successful, otherwise the PC need a STR(9) check to close the entrance.
Combat. A Unit adjacent to a door or window (open or broken) or in the middle of the door can be attacked and can attack only a single Unit; the unit gains a +1 TN modifier against melee attacks and +2 TN against Missile Fire.

ENEMY ACTIVATION

	ENEMY	ORDER
1	Nearest (PC)	Attack (Nearest PC with Loot token, Nearest PC)
2	Nearest (PC)	Attack (Weakest PC with Loot token, Weakest PC)
3	Nearest (Enemy Unit)	Support (Nearest Enemy unit)
4	Nearest (PC)	Attack (Easiest PC)
5	Weakest	Attack (Easiest PC)
6	Engaged, Weakest	Attack (Weakest PC)

Undead (special)

Huge Zombie

HP | **18**

	— Melee —		— Missile —				
Move	**Attack**	**DMG**	**Attack**	**DMG**	**Range**	**TN/ Shield**	**DR**
3	2D+4	L+3				12	-3

#1 ○ ○ ○ | ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ ○ ○
#2 ○ ○ ○ | ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○ ○ ○

-2 Atk
-1 TN   -1 Atk

Special attack: Grapple
Any Unit hit by a Huge Zombie must execute a DEX(9) check. Fail: the unit is Grappled.
A Grappled unit during its activation can only try to break free with a successful STR(10) check (this is considered a Special Action).
A Grappling Huge Zombie will always attack the Grappled unit with a +3 Attack modifier.

Breaking doors or windows
A Huge Zombie has a +2 modifier when attempting to break open a door or window.

Size limitations
Huge Zombies cannot use window to enter a building.

The Inn