

Mordheim – The Nemesis Crown

Welcome to the Great Forest where the race for the artefact known as the Nemesis Crown has begun.

Lying deep within the heart of the Empire, the locale presents a problem for the Vampire Counts, the Skaven Lords, the Chaos Champions and the other warlords who would search for the fabled relic. Marching an army roughshod through the lands of the Empire would be a foolish and inefficient use of resources. If these races are to scour the very heart of the land then stealth and subterfuge will be required.

And being a dark, dense, tangled and vast area of wilderness, the Great Forest contains many areas too wild and remote for even the Empire's own armies to access. Thus the responsibility for scouring for clues will often fall to small foraging parties, operating beneath the gaze of the armies who march upon the region.

These rules are designed to help you participate in the Quest for the Nemesis Crown campaign with your Mordheim warbands. Besides just being a fun excuse to play Mordheim, remember that your warbands' achievements will make a real difference to the fate of the Crown. Games Workshop will be accepting the results of any Mordheim games played in the setting on their Nemesis Crown website (<http://nemesis.games-workshop.com/>). It's not just for Warhammer players you know!

As well as a number of territorially-themed scenarios, we present a handful of new unofficial warbands - some representing emissaries from the main protagonists of the story: Dwarfs, Orcs and Empire; others represent bands from the local area, such as the sneaky Forest Goblins or men from the nearby city of Nuln. We hope they add colour to your campaign.

All the new rules have been rigorously tested but - with the number of new scenarios, warbands and so on - there will undoubtedly be times when the players happen across situations that are not covered. We trust you to agree on a suitable resolution that all parties are happy with.

Finally if you have any comments or questions then all the developers are regular posters on the Mordheim Yahoo discussion group at <http://games.groups.yahoo.com/group/mordheim> . We'd love to hear your thoughts.

Happy hunting.

The Mordheim Nemesis Crown Development Team

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WILDERNESS RULES

The hunt for the Nemesis Crown takes place around the area known as the Great Forest, a great expanse of woodland lying deep within the heart of the Empire. This is a vast region encompassing a variety of terrain - dense tangled undergrowth, bleak desolate hills, lonely moorland broken only by great towers of granite, waterways ranging from small brooks to vast unfordable rivers. And trees. Lots and lots of trees.

To represent this, players should use the wilderness rules from Games Workshop's "Empire In Flames" supplement for Mordheim. A free copy of this supplement can be downloaded at <http://www.specialist-games.com/mordheim/rulebook.asp>.

The background provided in the Empire In Flames supplement provides a strong flavour of the land in which the Nemesis Crown campaign takes place and we urge you to find the time to read it.

The supplement also provides detailed rules on the terrain likely to be encountered: marshes, rivers, forest, etc. We see no point in replicating this work here,

However, as an addition we would recommend the following subdivision of types of woods:

WOODLAND

Unless the scenario dictates, players should agree which stands of trees represent which type of woodland at the start of the game.

Dense Woodland

A stand of trees represents an area of dense forest, where sight is limited to 2". This is the type of woods described on page 13 of the Empire In Flames supplement.

Dense woodland counts as *difficult ground*.

Mounted models may not enter dense woodland without dismounting.

Light Woodland

Here the terrain is wysiwyg (what you see is what you get), i.e. a stand of four trees represents a copse of four trees. To determine if the trees block line of sight you'll need to crouch down and squint through them.

Light woodland counts as *open ground*.

Mounted models may enter light woodland without dismounting.

ILL-GOTTEN GAINS

We also recommend that the Wilderness Exploration Chart be used for your Nemesis Crown games as this represents the kinds of treasure more likely to be found in the forest than in the ruined depraved streets of the City of the Damned.

Scenarios

Each of these new scenarios is designed to tie in with a specific region within the Nemesis Crown campaign map. That said, players should feel free to adapt these as they wish.

Territory	Suggested Scenario
The Draken Downs	<i>Nightfall</i>
The Drakwald Deeps	<i>The Necromancer's Tower</i>
The Reik's Marches	<i>The Warmachine</i>
The Howling Height	<i>The Lost Mines of Khrazi Drudd</i>
The Rauberthal	<i>Last Orders</i>
The Great Confluence	<i>The Flood-Plain</i>
The Talabec Borders	<i>The Shifting Paths</i>
The Barren Hills	<i>Fowl Play</i>
The Taalford Lowlands	<i>The Wild Wood</i>

You won't find instructions for running a Nemesis Crown based campaign here - that bit's up to you. However we hope this healthy slew of new scenarios will serve to inspire your imagination.

While each of the scenarios will stand alone, there's no reason why you can't use them to steer your campaign in a particular direction. Many of them refer to intriguing locales, characters or special items. An imaginative moderator should have no problem making use of one of these as story hooks to propel the campaign forward.

Remember that the area covered by the map is equivalent to a European country. It follows that the warbands are likely to spend some time investigating and exploring each of the territories before moving onto the next. Artefact hunting is a time-consuming business.

Nightfall

Deep within the Great Forest dangerous creatures prowl after dark. Each human settlement protects itself by erecting a stout wall around its perimeter, the gates of which are locked shut at night.

It may happen that a warband becomes delayed until after nightfall. Should this happen, the only way for them to access the sanctuary of the village is by scaling the wall.

Other more sinister bands may attempt to climb the walls in order to loot and pillage the village while it sleeps.

TERRAIN

The scenario should be played on a **2' x 4'** board. On the board place trees, ruins, rocks and any other terrain you wish.

One of the board's short edges represents the only reasonably accessible section of the village's protective wall. You may wish to place wall sections along this edge, although they will have no real effect on the game.

DEPLOYMENT

Divide the board into imaginary quarters.

Both players roll D6, the player with the higher result deploying first within one of the board quarters furthest from the town wall. His opponent sets up within the remaining board quarter that lies furthest from the town wall, but not within 8" of enemy models.

STARTING THE GAME

The warband whose troops move the slower takes the first turn. Undead's troops are classed as having M4. Where each warband has the same movement each player rolls D6, with the higher number takes the first turn.

SPECIAL RULES

To break into the village, models must first scale the wall. The wall is 4" high. Remember that to begin climbing, a model must first be within base contact with the wall. A model who fails his second climbing roll is assumed to fall 2" to the ground.

Mounted warriors must dismount before attempting to climb

Once upon the wall the models are assumed to climb down the ladders on the other side and enter the village safely. These models may not return to the board.

WINNING THE GAME

Due to the importance of entering the town there are no rout tests.

As night falls, the forest becomes too dark to see anything. At this point the game ends. From the end of game turn six, roll on the following table to determine when this happens.

End game turn six:	6+
End game turn seven:	4+
End of all subsequent turns:	2+

The winner is the warband with the most models in the village.

EXPERIENCE

+1 Survives.

If a Hero or Henchman group survives they gain +1 Experience

+1 Winning Leader.

The leader of the winning warband gains +1 Experience

+1 Wall Scaler

Any Hero successfully scaling the wall gains +1 Experience

ENTER THE NECROMANCER'S TOWER

The locals in the area of the Drakwald Deeps tell of an isolated tower far far away from the comforts of civilisation. Known as Shwarzlache's Tower, it is said to be the dwelling of an evil Necromancer. Rumours have it that the Necromancer has recently left his tower to assist an accursed Vampire as he musters his forces for the Nemesis War.

The warbands figure that there must be some easy pickings to be had while the wizard is away. What they don't know is that he has set a number of guards and wards to protect his lair.

TERRAIN

Set the table for a wilderness battle, including hills, tors, trees, streams and anything else the players wish.

In the centre of the board should be placed a building to represent the tower.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

The wizard's wards will cause the following effects on any warband that dares venture within the vicinity of his tower.

BLAST OF SCHWARZLACHE

At the beginning of each player's turn roll D6. On a 4+ this spell will activate. It has a range of between 12" & 48", measured from the edge of the tower.

Place a 5" circular template over the nearest standing model that lies within the range. Models in hand-to-hand combat are valid targets. If two or more models stand the same distance then roll to see which one will be the target. The enchantment power is weakening and hence the spell will *always* scatter 2D6" from its intended target, even if a "hit" is rolled.

A model directly under the centre of the template will suffer D3 x S6 Wounds. Any models under the rest of the template receive 1 x S3 Wound. Models partially covered will receive 1 x S3 Wound on a 4+. Armour saves apply.

BOLT OF SCHWARZLACHE

At the beginning of each player's turn roll D6. On a 4+ a bolt of raw energy will shoot forth from the tower. It will be directed at the farthest standing model. If this model is in hand-to-hand combat then randomise to determine which combatant is hit. Note that there must be a line of sight between the tower and the target model.

The bolt hits on a 3+, although it suffers to hit penalties for cover and long range exactly as if it were a missile. The bolt has Strength 3 and a range of 48", measured from the edge of the tower.

MARCH OF THE DEAD

At the beginning of each player's turn roll D6. On a 6+ a Zombie appears at the door to the tower. During each player's movement phase, any Zombies will shuffle 4" towards the nearest standing model. Once within 8" the Zombies will charge the nearest standing model.

The Zombies have the same stats as in the Undead warband.

ENDING THE GAME

The Necromancer's wards and spells will cease as soon as one warband fails a rout test. The remaining warband must take any existing Zombies *Out Of Action*, although no more will appear. If they succeed in doing this then they have won the game.

Note that it is possible for both warbands to fail their rout tests before the game ends. In this case, the game is a draw.

REWARDS

Both warbands may explore the area as normal.

In addition, the winning warband will find a Tome of Necromantic Magic. This may only be used by non-good warbands. If given to a Hero with the Arcane Lore skill, that Hero may learn a random Necromantic spell. Unless the Hero is part of an Undead warband, reroll any dice that indicate "Re-animation" or "Call Of Vanhel".

Imaginative campaign moderators might wish to consider that the Necromancer may want his tome back at some point in the future.

Good warbands may sell or destroy the tome. They will receive 50gc for their troubles.

EXPERIENCE

+1 Survives.	If a Hero or Henchman group survives they gain +1
+1 Winning Leader.	The leader of the winning warband gains +1 Experience
+1 Per Enemy Out of Action	Any Hero earns +1 experience for each enemy (including Zombies) he puts out of action

THE WARMACHINE

Word reaches the warbands of a ruined fort once occupied by a regiment of the Empire's finest. Repeated raids from the nefarious creatures of the forest decimated both their numbers and their morale, causing these hard-pressed men to abandon their post. They took with them all they could carry but left behind a fully-functional mortar, too large to transport in their haste.

The warbands have heard rumours of this mighty warmachine and are putting into action plans to salvage it. It would no doubt be useful for their kinsmen in the Nemesis War.

TERRAIN

Set the table for a wilderness battle, including hills, tors, trees, streams and anything else the players wish.

In the centre of the board should be placed a building to represent the ruined keep. A model to represent the mortar should be placed within.

DEPLOYMENT

The warband with the lower warband rating may choose to be the Attacker or the Defender.

The Defender sets up first inside, or within 2" of, the ruined keep.

The Attackers may deploy up to 8" of any table edge. They may spread themselves around as many table edges as they wish.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn.

SPECIAL RULES

A LUCKY FIND

Creeping through the undergrowth, the Attackers discover a Hochland Long Rifle, presumably dropped by the garrison soldiers in their haste to leave. It has all the normal rules of such a device (page 49 of the rulebook). However, having been left exposed to the elements, the rifle is filled with worms and corrosion - apply the optional Blackpowder Misfire rules (page 164).

The rifle is of elegant design and is surprisingly easy to use. Any model capable of using missile weapons may fire the rifle. However, if the rifle is not on the model's weapons list then subtract 1 from their BS value.

THE MORTAR

The Defenders have full use of the mortar. Its rules are as for a Warhammer mortar, summarised below.

One model capable of gaining experience must be standing in base contact with the mortar in order for it to be fired.

At the start of the Shooting Phase the Defender must nominate a direction that the mortar will fire. Before measuring he must state how many inches it will fire, between 12" and 48". Measure the distance, placing a large 5" Warhammer template at the appropriate point.

To see where the shell lands roll both a Warhammer scatter dice and a Warhammer artillery dice. Unfortunately the mortar is rusted and long overdue a maintenance service. It will *a/ways* scatter, even if the scatter dice indicates a HIT.

The scatter dice indicates the direction that the shell veers off in. Move the template the distance indicated by the artillery dice.

Models under the template receive one Strength 3 hit with a -1 armour save modifier. Models partially covered by the template must roll D6. On a 4+ they too are hit as previously described.

Models directly under the template's central hole receive a Strength 6 hit causing D3 wound, with no armour save allowed.

If a MISFIRE is indicated on the artillery dice then roll a D6 and consult the table below:

- 1 Boom!** The mortar shell explodes before it is fired. The mortar is destroyed and the crewman taken Out Of Action.
- 2-3 Dud.** The fuse fizzes and the gun fails to fire. It takes a complete turn to replace the shell, so the mortar cannot fire this turn or next.
- 4-6 Short fuse.** The shell explodes in mid air, so the shot has no effect this turn.

WINNING THE GAME

The winner is the last warband to rout.

REWARDS

Both warbands may explore the area as normal.

If the warband carrying the Hochland Long Rifle fled then roll D6: on 1-3 they dropped it in their haste to escape. Otherwise they may keep it. However, months of neglect have left it somewhat defective. Roll on the Blackpowder Misfire Chart (page 164 of the rulebook) every time a "1" is rolled to hit.

The winning warband may keep the mortar. The simplest option is to sell it for 40gc. On the other hand the campaign moderator may prefer to build this into his story. Maybe the warband wishes to make use of the fort as a base camp, with the mortar for extra security. Maybe a scenario could be devised with the warband attempting to drag the mortar across open countryside to be sold at the nearest black market . Maybe the Empire will eventually despatch some long-awaited reinforcements to the fort, and they want their gun back.

We leave it up to you.

EXPERIENCE

- +1 Survives.** If a Hero or Henchman group survives they gain +1 Experience
- +1 Winning Leader.** The leader of the winning warband gains +1 Experience
- +1 Per Enemy Out of Action** Any Hero earns +1 experience for each enemy he puts out of action.

There are many miles of abandoned mines beneath the Great Forest. In particular, the region known as the Howling Heights contains many derelict shafts now depleted of their precious ores and abandoned by the Dwarfs. In their stead have moved many creatures of the dark, making these perilous places indeed. But there is still much treasure to be found within for those warbands either brave, greedy or unwise enough to seek it.

In your campaign your warbands may wish to explore the mines of the area in greater depth. Almost all of the existing Mordheim scenarios can be played here, the claustrophobic tunnels lending a unique flavour to the battles. Below is a list of suggested rules to cover such battles, taken from the Khemri rules. The original article can be found at <http://www.specialist-games.com/mordheim/articles.asp> .

LAST ORDERS!

The Flood-Plain

It's summertime in the area known as the Great Confluence, where the Rivers Talabec & Delb meet. As ever, the banks have burst from the snow-melt from the distant World's Edge Mountains and the nearer Middle Mountains. The entire area is flooded except for the series of islands that were once hills.

Much flotsam and jetsam has washed up on these islands - perhaps the last remains of a cargo from a now-sunken freight barge, long ago ambushed by the bandits that dwell in the forest.

TERRAIN

The game takes place on a 4' x 4' board. The board itself represents the flooded land.

You should also place a large number of hills to represent the relatively dry islands on the plain. These hills will have various obstacles such as ruined buildings, trees, etc. Feel free to add walkways and jetties if you have something to represent this.

Trees, rocks and ruins should be placed on both the hills and within the floodwater.

A number of small, flat-bottomed boats (used by the locals) may also be placed on the board. One or two at each end should suffice.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

Flooded Land: The water here is 1'-2' deep and counts as *difficult ground* (half movement but running allowed, e.g. a human that runs may move up to 4").

Any model who finishes his turn *stunned* while in the water must pass an Initiative test or be taken *Out Of Action*. However, if a friendly model is standing in base contact then this model may rescue him providing the rescuer does nothing else that turn.

Rafts: These are small rafts used by the locals and may hold up to two normal or one large model. They may be punted over the water at up to 2 x Movement rate i.e. they effectively allow the models to run. At least one model must be capable of gaining experience in order to punt. Models in the raft may only shoot if they moved less than their Movement value.

Flotsam: The players take it in turns to place D3+1 Treasures tokens on the islands. The rules for the Treasures are exactly as for Wyrdstone in the "Wyrdstone Hunt" scenario (p.128 of rulebook).

To pick up a Treasure, a model must stop alongside the token.

WINNING THE GAME

The winner is the player whose warband is last to rout. The routing warband must roll 4+ in order to keep each treasure held at the end of the game – otherwise it falls into the water as he flees.

REWARDS

The players may keep all of their Treasures as described above. They may also roll on the Empire In Flames Exploration Chart.

EXPERIENCE

+1 Survives.

If a Hero or Henchman group survives they gain +1 Experience

+1 Winning Leader.

The leader of the winning warband gains +1 Experience

+1 Treasure Hunter

A Hero carrying a Treasure at the end of the game gains +1 Experience.

THE SHIFTING PATHS

The paths deep within the Great Forest are said by the locals to never lead the same way twice, as though the forest itself is trying to entrap intruders within its realm.

TERRAIN

This scenario is best played on a green 4' x 4' table. The table itself represents dense forest, completely impenetrable to the warbands (even to the Horned Hunters). You may wish to scatter some trees around the table although these are cosmetic and have no real game function.

On this board should be placed a network of paths. Each table edge should have at least two paths running to it. You can find suitable path PDF files here:
<http://www.specialist-games.com/assets/Dungeonbowl.pdf> .

In addition, place D3+1 hills or other suitable terrain. These represent glades within the forest. Each glade should have some sort of treasure token placed within it.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

Models may only be placed on the paths.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn.

SPECIAL RULES

The Moving Paths

The trees in the old part of the forest are indeed sentient and will try to get the models lost.

After each player has taken one full turn, roll D6 at the beginning of each player's Recovery Phase. On a 4+ all the trees move. This is achieved by scattering each unoccupied section of path D6" in a random direction.

The orientation of the moved paths should be left generally unaltered. If the dice indicate that the path section should leave the board then move it to the perimeter and rotate it clockwise by the excess number of inches instead.

Note that the glades will not move.

Bursting through

Where the paths are 2" or less from another path or glade, the models may attempt to *burst through* the dense tangle of forest. To do so, the model must pass a Toughness test.

If the test is failed then the model stops adjacent to the section of forest that he attempted to burst through.

A model may charge a model after bursting through but he must follow the rules for charging an unseen enemy, i.e. be within 4" and pass an Initiative test.

Once a section of forest has been burst through, the thorns and branches will knit themselves back together. Further attempts to pass through this section will require further successful burst-through tests.

Note that it is not possible to burst through to the board edge.

Treasure

Models that end their movement phase in base contact with the treasure token may pick it up providing that he is not in hand-to-hand combat. If a model carrying a token is taken out of action, place the token where he fell.

Should the model's warband fail a rout test, the model will escape with the treasure on a 4+. In a multiplayer game, place the token where the model stood before fleeing.

WINNING THE GAME

The game ends when all but one warband has failed their rout tests.

REWARDS

The warbands may explore the area as normal. Any warband carrying a treasure may keep it on a 4+ as explained above

EXPERIENCE

+1 Survives.

If a Hero or Henchman group survives they gain +1 Experience

+1 Winning Leader.

The leader of the winning warband gains +1 Experience.

+1 Treasure Hunter

Any Hero carrying the treasure at the end of the game (providing they didn't drop it while fleeing) gains +1 Experience

Fowl Play

During times of war the use of carrier pigeons to relay information to agents in the field is a vital strategy of the Empire. These pigeons carry important intelligence and for this to fall into the wrong hands could spell disaster. For this reason, important messages are often divided amongst several birds, to minimize the risk of key information being intercepted.

Unfortunately there's been a mix-up at the despatch office. A series of vital messages have been inadvertently sent out strapped to a flock of pigeons already fitted with the legendary Herstel-Wenkler Pigeon Bomb.

Now the warbands must attempt to recover or intercept these unfortunate fowl before they fall into enemy hands.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

At the centre of the board should be placed 2D6 tokens to represent the pigeons.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

Pigeon Movement

At the start of each player's turn, roll a scatter dice and a Warhammer artillery dice to determine the distance of the pigeons movement. Roll separately for each pigeon. The pigeon will always land upon the highest terrain feature beneath it, e.g. if the dice indicate that the pigeon is to fly above a building, it is assumed to be on the roof or the highest storey.

Should the artillery dice indicate a misfire then the poor pigeon has exploded in a flurry of feathers and charred message. Any model within 3" of the bird (i.e. a small Warhammer template) will receive an automatic S3 hit.

Catch The Pigeon

A model may catch the pigeon by finishing his Movement Phase in contact with the pigeon token. The model will carry the bird with message, bomb and all – there is no time to remove these in the heat of battle. While carried there is no risk that the pigeon will explode.

Any model carrying a pigeon who becomes Knocked Down, Stunned or Out Of Action will drop it. The bird will fly away as described above at the start of the following player's turn.

Fly My Beauties

The carrier may opt to use his pigeon offensively, lighting the fuse and sending it out with the aim of blowing up the enemy. The player should nominate a visible target and roll on the following table:

- | | |
|-----|---|
| 1 | Oops! The confused pigeon returns to its handler! Place the template over the initial carrier and resolve the explosion. |
| 2-4 | Boom! A poorly cut fuse means the bomb explodes harmlessly in mid air (harmlessly for everyone except the pigeon) |
| 5-6 | Huzzah! The pigeon lands exactly on the head of the right target. Place the template over the target model and resolve the explosion |

The Wild Wood

Deep within the depths of the Great Forest lurk fey enchanted creatures who do not welcome intruders.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

This area of the forest is inhabited by mischievous Spites. These are magical creatures said to be distant relatives to the Wood Elves. Whatever their origins, they do not welcome intruders into their domain and will use their woodland magic to see them off.

At the start of the game there will be D2 Spites per warband, placed in the centre of the board. At the start of each player's turn they will move 3D6" in a random direction. Roll separately for each Spite model.

If the dice indicate that the Spite has left the board then it is assumed to have lost interest and will take no further part in the game.

Spites may be attacked or shot at as normal. Any successful wound will cause the Spite to flee the board.

M: 3d6 WS: 2 BS: 0 S: 1 T: 2 W: 1 I: 6 A: 1 Ld: 8

Special Rules:

Fey Quickness: The Spite has an innate 4+ save vs magic, missiles and HTH combat

Insubstantial: Spites do not affect another model's movement, even when within 8"

Tricky

After moving, each Spite still on the board will then cast one of its "Tricks" on the nearest standing model that hasn't already been a recipient this turn. The Spites' magic covers the entire board and does not require line of sight (this is their domain after all).

Roll D6 to determine the effect of the trick:

1. The Spite magically pushes the target model D3" directly away from it. A collision with buildings/trees/etc. will cause a S2 hit. Collisions with models cause S2 hit on both. The model will stop at the point of collision.

2. The Spite causes a nearby tree to grab the warrior in its spindly branches. If the model fails a Strength test it cannot move during this turn. He may not attack although he may defend himself.

3. The enchanted model imagines that he sees monsters in every shadow of the forest. He behaves exactly as if he was *All Alone* except he will run in the opposite direction from that he is facing. Warriors immune to psychology may ignore this.

If he leaves the table then he is considered lost in the forest. Heroes should roll on the Serious Injury table; a Henchman is eternally lost on a 1-2.

4. The Spite uses its glamour to enchant a woodland object. The warrior becomes mesmerized by this seemingly wondrous object. He will run towards it (irrespective of enemy models within 8") until he gets to it. The object is 6D6" in a random direction.

If he breaks from hand-to-hand combat he must pass an I test or receive one automatic hit.

If the model is charged then the spell will be immediately broken.

5. The warrior becomes possessed by a mischievous spirit. For one turn the affected warrior is run by his opponent (who may not have him harm himself). If he attacks a fellow warrior then that warrior must pass a Ld test or attack back. Orcs & Goblins will always retaliate.

6. The Spite pulls out a long hollow tube and blows magic dust all over the warrior. The victim must pass a Toughness test or be Knocked Down. The victim may not get up until he wakes himself by passing a Toughness test at the start of one of his turns (test every turn until he awakes).

A sleeping victim who is attacked by an enemy model is awakened immediately. A friendly model may also wake a sleeping victim by spending one whole close combat phase doing nothing but attempting to get the lazy git up (must be in base contact and not fighting in close combat). After the victim has been awakened, he stands up as normal for a warrior who has been Knocked Down.

WINNING THE GAME

The last warband to rout wins the game.

EXPERIENCE

+1 Survives.

If a Hero or Henchman group survives they gain +1 Experience

+1 Winning Leader.

The leader of the winning warband gains +1 Experience.