

THE MORDHAM
NEMESIS
CROWN



Supplement

Credits

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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*

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.

If you go down the woods today...



The deep dark woods can be a strange place. The locals who dwell in cleared settlements within the forest tell of mischievous spirits who trick the unwary. Others still tell of areas where the untamed power of the green forest flows raw and unchecked. And tales abound of lost travellers happening across forest-dwellers who are not what they seem.

Whatever the truth of these rumours, the honest pilgrim is urged to take care when straying from the roads of the forest.

This optional table of strange events is intended to add a little spice to Nemesis Crown skirmishes without being too overbearing. Each event is designed to be quick to resolve without slowing the game down. As such, it would be ideal for tournaments or games where the players are short of time.

At the start of each player's turn roll D6. On a six, an event will occur. Roll D66 and refer to the table below to determine precisely which event. No further events will happen during that battle.

For events which affect a random Hero, first roll to determine which side is affected then determine the specific Hero by rolling again.



11. A random hero from each side sees sinister shadows in the undergrowth. 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.

12. Spindly branches grab at a random Hero. He must pass an S test or be unable to move. If he fails he may retry every recovery phase.

13. A random Hero becomes spooked by the forest. He must reroll all successful dice until he passes a Ld test in his recovery phase. Warriors immune to psychology may ignore this.

14. Warriors suddenly become aware that every tree in the area is filled with hundreds of skulls. Every warrior within 1" of a tree (except those immune to psychology) must immediately pass a Ld test or flee directly from the tree during their next movement phase, jumping from heights if necessary.

Any warrior who leaves combat (assuming his opponent isn't also fleeing) must pass an I test or receive one automatic hit.

After the shock of the initial discovery, warriors may behave as normal.

15. An eerie atmosphere pervades the area, giving the warriors the feeling that they're being watched. All models' Ld values are reduced by 1 for D6 full game turns. Warriors immune to psychology may ignore this.

16. There is a torrential downpour of twigs, branches and seeds, as if the trees are attempting to repel the invader. All models take an S1 auto-hit.

21. Rivers of blood. Any rivers on the board suddenly swell violently and bursts their banks, running red with the blood of those slain in the forest. All models within 3" of a river must roll three S tests. If all are failed the model is swept away. Remove the affected warriors and roll on the Serious Injury table as normal at the end of the battle.

The rivers return to normal as quickly as they swelled.

22. The trees suddenly become hostile. Every warrior within 3" of a tree must pass an I test or take an S3 hit. The trees then return to normal.

23. An warding spell placed by a forest-dwelling wizard long ago teleports a random Hero to highest point on board. Ha!

24. Concealed trap. A random Hero must pass an I test or tumble into a 2" deep trap. He takes an S2 hit and must pass an I test to rejoin the board. He may exchange missile fire with any models within 1" of the pit if he does not attempt to climb.

25. A wandering peddler appears at the middle of a random table edge. He moves randomly 8" per turn. The first Hero to reach him may buy a basket of Madcap Mushrooms for 10GC (the warband must have the cash on them, or the Hero may swap items worth 20GC)

26. Faerie Glamour. A random Hero becomes mesmerized by a wondrous object he spies 6D6" away. He will run (irrespective of enemy models within 8") until he gets to it. If he breaks from HTH he must pass an I test or receive one automatic hit.

Every recovery phase *after the first* he may attempt a Ld test to break the spell. If he reaches the object he discovers it is merely a mirage, and may now behave as normal.

31. One random Hero finds a golden feather from a rare Wekki bird nesting in this area. This enables him to fly for the duration of the battle. He must end each movement phase on solid ground though.





32. A random Hero disturbs a forest mammal scuttling among the undergrowth. It bites Hero for one automatic S3 hit before disappearing into its burrow.

33. Loose branches fall from an ancient twisted oak tree. A random Hero takes an S4 hit.

34. One random Hero on each side becomes Possessed by a mischievous forest spirit. For one turn the affected warrior is run by his opponent (who may not have him commit suicide).

35. Those cheeky forest Spites are up to their tricks. A random Hero teleports 3D6" in a random (horizontal) direction. He will not leave the board (place him at the edge).

36. The magic of the wild is strong here. All warriors legs elongated and they grow hooves for the remainder of the battle. Every model gains +1M. Animals are not affected.

41. A crazed leper, forced to wander the forest having been driven out by his townfolk, will pester the warbands for a cure. Place him centrally. He moves 4" in a random direction at the beginning of each player's turn. He will desperately plead for deliverance from the first model with whom he makes base contact.

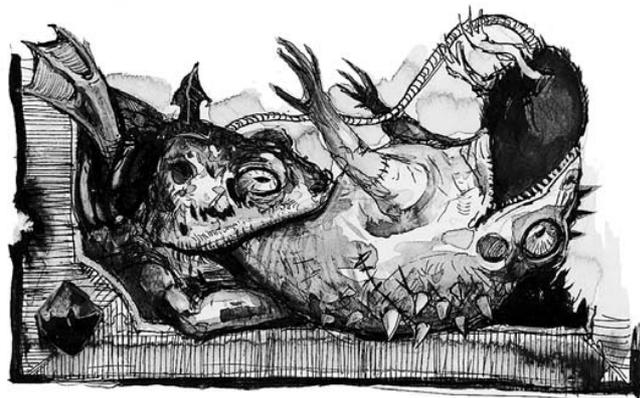


The beleaguered model may easily put him out of his misery (he's a defenceless loony). However, that model must pass a T test or be forced to make a Serious Injury Roll at the end of the battle, irrespective of whether he went OOA (if he goes OOA he must make two Serious Injury Rolls)

42. This area was once a sacred grove. Both Leaders (or acting Leaders) are filled with the raw power of nature. Both double all their stats except Wounds & Leadership for one game turn. Thereafter they must both pass a Ld test in their respective recovery phases. If a Leader fails this test then he will return to normal.

43. Wild Magic. This part of the forest is rich in natural magic. For the next D6 full game turns, apply the Wild Magic rules below:

Each time a model attempts to cast a spell or prayer, roll on the following chart first to determine what effects the spooky forest has on his spellcasting:



D6 Effect

- 1 The model is overloaded with power and may cast no spells or prayers this turn.
- 2 +1 Difficulty on any spell or prayer attempted this turn.
- 3 The range of any spell or prayer the model casts this turn is halved. Note that this has no effect on a spell or prayer that doesn't have a range (like a spell or prayer centered on the caster).
- 4 -1 Difficulty on any spell or prayer attempted this turn.
- 5 The range of any spell or prayer the model casts this turn is doubled. Note that this has no effect on a spell or prayer that doesn't have a range (like a spell or prayer centered on the caster).
- 6 The model may direct his spell or prayer at two targets within range instead of one. Spells or prayers that affect the caster may be directed at another friendly model within 6" as well.

44. A bent old man dressed in grey appears at the centre of a random table edge (roll as for the Surprise Attack scenario on page 133 of the Mordheim rulebook. The player whose turn it is may nominate which edge is "1").

The old man has something on his mind: he mutters to himself and is seemingly oblivious to the warbands. In each player's Movement Phase he hobbles 4" directly towards the centre of a different random table edge (roll D3 to determine), skirting any obstacles by the shortest route.

This mysterious hermit is charmed: no hand-to-hand attacks, missile weapons nor spells will affect him. In addition, any nearby warriors will benefit from this charm. Any model within 2" of him is immune to the effects of spells, prayers or missile weapons (but not hand-to-hand combat).

45. The battle is taking place around a shrine to the forest god, Taal. The spirit of Taal possesses the warriors in a frenzy of blood-lust. Every model's M stat is doubled for one full game turn.

46. The magic-users and prayer-casters in the area draws the attention of the Taal. All Spells & Prayers known by the casters go off automatically, affecting the nearest model whether friend or foe.

51. Thick fog penetrates the forest. Visibility (meaning missiles, spells & charges) is limited to 3D6". Roll D6 in each player's recovery phase. On a 6+ the fog clears permanently. Add one for every such roll previously made.

52. Pretty white flowers spring up from the ground, releasing fragrant pollen. Every model must immediately pass a Toughness test or become *knocked down*.

53. The spirit of the forest exudes a fearsome, almost tangible, dread on the warriors near its perimeter. All Henchmen not in hand-to-hand combat must pass a *Ld* test or move at full speed (irrespective of enemy models within 8") directly towards the edge of the board. Any model leaving the board may re-appear at the point he left during the following turn. He may not charge on the turn he re-appears.



this player's next turn as they try to dodge claws, hooves and horns

66. Taal smiles upon this player. Roll twice on this table, ignoring further results of '66'. After resolving the effects of these two encounters, this player doesn't roll for random happenings for the rest of the game.



54. A murder of crows flies overhead, cawing noisily...a very bad omen! For the next full turn, each player must reroll all successful rolls he makes for his warband (this includes rolls to hit, to wound, armour saves, Leadership tests, etc.).

55. A random warrior spies a nubile young lady in the woods at the edge of the battlefield. He must immediately move as quickly as possible toward the nearest board edge (leaving combat as necessary...any model leaving combat receives automatic hits from his opponent!). If he makes it off the board edge before the end of the game, he is gone for the rest of the battle, but returns for the next game. He gains one extra experience point.

56. A random warrior suddenly notices strange patterns in the trees and rocks nearby...he has gained insight into the spirit of the forest. No effect this game, but if the next game is also set in the wilderness, his warband may automatically choose sides.

61. A random warrior spies a White Hart in the woods...a very good omen! That warrior may reroll all failed rolls (to hit, to wound, armour saves, etc.) for the next D3 turns.

62. One (randomly determined) warrior upsets a nest of hornets (at least they LOOK like hornets...). That warrior and every model within 3" of him (and anyone they are in combat with) may do nothing until the start of this player's next turn.

63. A White Woman appears in the air above the battlefield...a very bad omen! Each warband must automatically let their opponent choose the deployment area in their next game. If they play each other, determine setup areas as normal.

64. Meddlesome forest spites play their tricks on a random warrior, and his weapon disappears! He must resort to a backup weapon (or his fists if he hasn't got one). Assuming he's still alive at the end of the game, roll a D6: 1-3 = his weapon is lost; 4-6 = he finds his weapon leaning up against a tree as he walks away from the battlefield.

65. Something spooks the animals of the forest and they stampede through the playing area! All models from both warbands can do nothing until the start of

