

The 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	Scenario 1: Nightfall
The Drakwald Deeps	Scenario 2: The Necromancer's Tower
The Reik's Marches	Scenario 3: The Warmachine
The Howling Height	Scenario 4: The Lost Mines of Khrazi Drudd
The Rauberthal	Scenario 5: Last Orders
The Great Confluence	Scenario 6: The Flood-Plain
The Talabec Borders	Scenario 7: The Shifting Paths
The Barren Hills	Scenario 8: Fowl Play
The Taalford Lowlands	Scenario 9: The Wild Wood

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.

Scenario 1: 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

Scenario 2: 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 Schwarzlache'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.

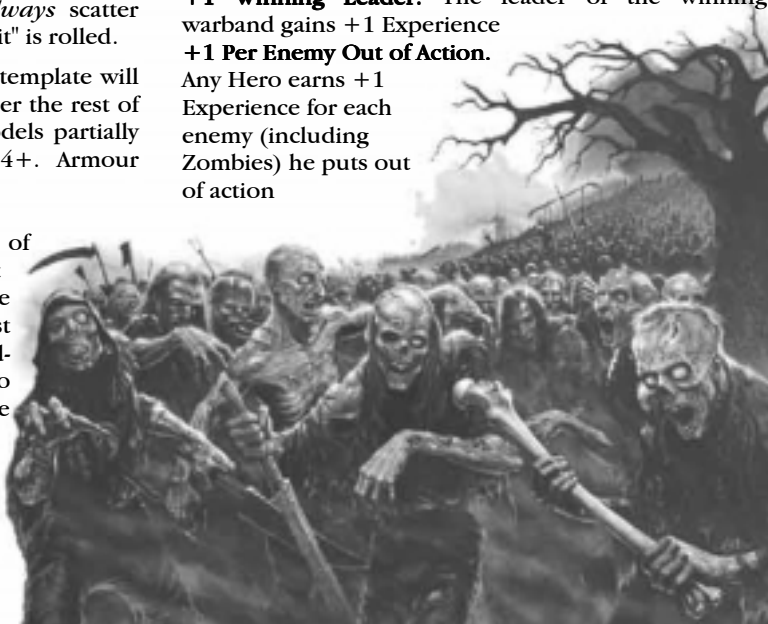
Any Hero earns +1

Experience for each

enemy (including

Zombies) he puts out

of action





Scenario 3: 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 always 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:

D6	Effect
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 fizzles 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

+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



Scenario 4: The Lost Mines of Abrazi Drudd



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>.

GOING UNDERGROUND

Those of you who have played Warhammer Quest will remember the fun of exploring dungeons and encountering all manner of evil creatures in the depths. You can also play Mordheim games in dungeons using the following rules. These rules are applicable to any setting including Mordheim, Khemri and Karak Azgal (a fallen Dwarf stronghold).

FIGHTING IN TUNNELS

For the most part fighting skirmished in the confined tunnels of a Khemrian tomb or a Dwarf stronghold follows the normal rules for fighting in city streets. There are however a few additional restrictions on movement:

Large Creatures. Large creatures (Ogres, Trolls or mounted models) can move and run normally in rooms and halls but cannot run in tunnels, as they have to stoop. If they charge in a tunnel they are limited to normal movement.

Flying. Flyers may fly only in rooms and caverns where there is more height. In tunnels they must walk or if there is no normal move characteristic corresponding to walking then half movement.

Blocking tunnels. Space in tunnels is limited, for a model to pass by another there must be a gap equal to the width of the passing models base. This is especially important to prevent models charging around the back of an enemy who is blocking a passage. In three-dimensional terrain it is easy enough to obey but care should be taken when playing on two-dimensional tiles.

Narrow passages: On occasions the corridors will be as narrow as 1". These are often the secret passages linking other locations. As they are so narrow only models with 20mm or 25mm wide bases will be able to creep along them. Running is not possible. Large creatures such as trolls and ogres will not be able to enter a narrow passage at all.

UNDERGROUND TERRAIN

There are several ways of simulating tunnels and catacombs in which to fight. The simplest is the tile system used by Warhammer Quest. If you have access to that game you can lay out a dungeon by taking turns to place a tile which links onto a previous one. If you prefer to explore an unknown dungeon then use the rules below for randomising tiles. If you don't have the Quest tiles then they can be reproduced as simply as cutting rectangles from cereal packets.

For a regular dungeon player (and it can become addictive) then it is worth constructing a set of 'Foot Tiles'. Each player builds 8 tiles 1 ft square (hence the name) which can be laid out to fill a 4' x 4' table in a variety of ways. The tiles are made to standard dimensions and are hence compatible whoever builds them. The simplest can be painted onto a flat piece of card or board. I have made a simple set by sticking photocopies of Quest tiles onto cork floor tiles. Those of you who visited Games Day UK may have seen our demo table with fully modelled 3D scenic modules.

EXPLORE AS YOU GO

These rules are for placing Warhammer Quest dungeon tiles for underground scenarios. Each player starts with a small room at one corner of the table. From here they will build the Tomb as they go, unless a scenario states other wise. Also a large room is placed in the centre as the objective, unless stated otherwise in the scenario. Start each turn by rolling to see what type of tile you may place on the board and than roll a d6 to find out where to place it. When adding a tile it must:

1. Be off the end that is not connected to a previous tile
2. Connect to the tile you most recently placed
3. Not go off the table

Roll a d6 to determine onto which edge of the last tile the new tile is placed, (eg: the last tile you placed was a hall. Select each side to be a different value 1-2 left side, 3-4 end, 5-6 right side after you roll for the edge place the tile connecting to that edge.

You may connect to other halls, rooms, etc. but you should never end up going off the table.

Roll 2d6 to find out what type of tile you may place on the board:

- 2 Large Room
- 3-6 Hall (corridor)
- 7-8 T junction
- 9-11 Small room
- 12 is your choice



FOOT TILES

Foot Tiles are modular terrain sections for use in tunnel settings. They are meant to be portable as well as functional. Each foot tile is a 12" square piece of terrain for use in underground scenarios. The rules for creating them are a standard for creating modular terrain.

There are several advantages to using standardised tile rules. The foremost of which is that each player can

build terrain that is 'favourable' to his (or her) style of play. A player with a 'shooty' warband is going to want some areas with long corridors that he (or she) can take advantage of. A player with a 'goon squad' of hand-to-hand warriors is going to want lots of short hallways and areas roomy enough to set up a good skirmish line in. Both players can get what they want, provided they build it.

Which points the way to another advantage of the foot tile standard. Every time a player plays against a previously unmet opponent, the challenge of the table's layout is renewed. If both the players are playing warbands that prefer to kill at a distance, the foot tile standard will generate a table with lots of long hallways to shoot down (making both players happy).

If both players are using warbands that go for getting 'stuck in', the table will be a labyrinth of turning hallways (again, making both players happy). If the players split in their warband fighting styles, the table will have elements of both.

The last point in favour of using this standard is one of simple mechanics. If everyone is working off the same standard, then the Set Up rules for any scenario can take the standard into account as they are being written, allowing for a more robust cross-section of scenarios. By allowing part of the tabletop to use more traditional terrain a large underground gallery can be created.

This would allow for a scenario that takes place in a Great Hall, Calendar Chamber, or Treasure Store Room and the corridors around it. In essence, the standard allows a 'short-hand' method of describing very complex areas of the underground setting.



Building the modular terrain for the Foot Tile Standard follows these rules.

1) While it would be nice for each tile to be exactly 12"

by 12", some allowance has to be made for the fact that the tiles are not likely to be perfectly square or sized. If the tile is fractionally under measured then it will still work fine. So the tile should be as close to 12" x 12" without exceeding that measurement. If there is to be fractional error, the must be fractionally LESS than 12".

2) All tiles are to be built with the exit/entrance points CENTRED on the tiles edges and all exit/entrances should be 2" wide. Again there will be some error in measurement but errors in the 'doorways' between tiles will not cause the table to 'warp' (so they are much less critical).

3) The minimum width for a hallway is 2". This allows two 20mm or 25 mm base models or one monster base model to effectively block a hallway and still leaves a little room to get your fingers in and move models without grazing them off of one another.

4) The measurement between the most distant exits MUST be no greater than 20". This is to prevent players from creating filigree labyrinths pieces that would take a dozen turns to cross and screw up time based scenarios.

5) No section of the tile can cause a 'dead end'. Please note that if a pair of tunnels that cross 'over and under' each other, but never join is still acceptable.

6) Each player is required to have 8 tiles. Of the eight tiles, 5 of them MUST have four exits. The remaining 3 must have three exits.

7) The tiles may have terrain that builds 'upward', but the tile's height should never exceed 6" and the area of the 'floor space' may not exceed 216 square inches. This allows that a tile may be built that has a 'second story', but the area it covered could not exceed 1/2 of the 'first floors' area.

As long as the 'terrain' created adheres to these rules, the players may build on the tile as they choose. While I would like to see players create their own layouts in three dimensions by placing walls on the tile, drawing and colouring them would do. People who feel that their modelling/painting talents are limited could colour copy or scan the tiles from WH Quest and paste them to the tile.

By agreement with your game group you may also create larger chambers of maybe 2' x 1' or even 2' x 2'. These larger rooms should still confirm to multiples of the standard dimensions for any doorways. As large underground chambers they should have lots of pillars holding the ceiling up and lots of other cover. Think of the amount of cover you would expect in Mordheim.

You may also want to create special 'objective rooms'. These are rooms containing a special feature, which is used as a scenario objective. These may be tombs, treasure chambers, a monster's lair or maybe a prison. These rooms are a good excuse to use your imagination and go to town with the detailing.

Underground Scenarios

In general any Mordheim scenario which can be played in the streets of a ruined city can also be played in the tunnels and chambers of an underground dungeon. There are just a few things that need to be changed.

Entrances: When a scenario refers to deployment on a table edge, it clearly isn't possible as there are no distinct edges in a dungeon. Whichever way you construct your dungeon there must be at least one entrance per warband. Treat each entrance as a potential deployment zone. The warband should all be placed within 8" of the entrance doorway. Either the player can choose an entrance in the same way as he would a table edge or you can randomise the entrances. Place one of those numbered counters that came with the Mordheim box set, adjacent to each entrance and roll a D6. If you roll a non-existent entrance then re-roll. If the entrance is already occupied by a warband then also re-roll.



Exits: One of the nasty things about dungeons is that as soon as you enter, the door slams shut behind you. If there is a need to get off the table with treasure or for a breakthrough etc., then it should be done via a different entrance unless the scenario says otherwise.

Rooms: Where the scenario calls for the occupation or searching of a building then treat a room as a building. A room is any space 3" or wider in both directions. When placing treasure markers you can either randomise the rooms or randomise the entrances to deploy. Either way it prevents one side taking advantage of the setup.

The following are examples of how certain scenarios are affected. Unless otherwise stated, the scenarios follow the instructions given in the Mordheim rulebook.

1. Defend the Find

The dungeon is laid out with a large objective room at the centre. The objective room should have at least three entrances, more if possible. The defending warband is deployed first, inside or within 6" of the objective room. The attacker is deployed within 6" of any one or more entrances. The game ends if at the end of the defender's turn the attacker has more standing models inside the objective room than the defender. Alternatively, when one warband fails its route test the game ends.

2. Skirmish

The warbands are each deployed at a random entrance and fight until one warband routes.

4. Breakthrough

The attacker deploys within 8" of a chosen entrance. The defender may then deploy anywhere in the dungeon at least 14" away from any attacker. The attacker wins if two of his warriors leave the dungeon via an exit other than the one they entered by.

7. Hidden Treasure

The warbands are deployed within 8" of a random entrance. Warriors (not animals) must search for treasure by exploring rooms. As soon as a warrior enters a room roll 2D6. On a roll of 12 the treasure is found. Warbands may not search the room in which they start. If the treasure is not found when there is only one room left, then it must be in that last room. The warband must then get the treasure chest out of the dungeon via an exit other than the one they came in at.

9. Surprise Attack

The defending player determines which warriors are available at the start of the game according to the instructions in the rulebook. The models are deployed anywhere within the dungeon but must be no closer than 8" to another model. No model may be deployed closer than 8" to an entrance. The attacker is deployed within 8" of a random entrance. When defender's troops appear after the first turn they arrive through hidden passages. Number the rooms within the dungeon (place Mordheim numbered tokens) and randomise, which passage each hero or henchman group, arrives through.

Using these principles, almost any Mordheim scenario can be adapted to playing underground. You may also wish to make up your own based on them. Oh, and if you want to try a multi-player scenario then try Monster Hunt from Best of Town Cryer. The Troll Slayers love that one.

The Lost Mines of Khrazi Drudd

The mines of Khrazi Drudd were excavated long ago by Dwarfs seeking iron and other less common ores. It was within these long-abandoned workings that Alaric the Mad chose to hide the Nemesis Crown.

As the centuries passed the mines collapsed, and it was only when the Howling Hills were afflicted by a great earthquake that the mines were uncovered once more. It is here that a band of Dwarf miners happened upon the Crown, itself later stolen by a black-hearted Night Goblin.

The warbands have decided to investigate the old mines in the hope of finding further clues to the Crown's whereabouts.

TERRAIN

Unlike normal games of Mordheim, where the board edges are largely open, this game takes place underground, where most of the board edges are solid rock!

Each player takes it in turn to place a piece of terrain; most terrain for this scenario should be tunnel sections, with perhaps a few scattered small (6"x 6" maximum) rooms or other open areas. You can find suitable corridor PDF files at:

<http://www.specialist-games.com/assets/Dungeonbowl.pdf>

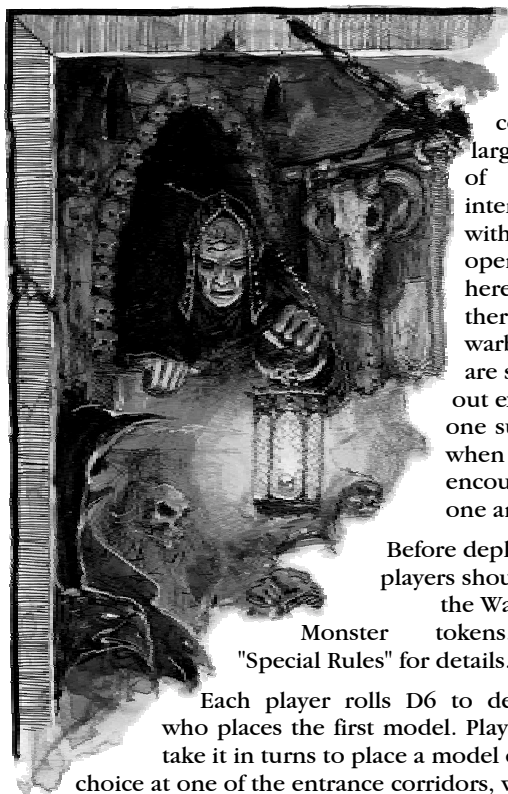
The table may also include piles of rubble, old mining equipment or anything else the players feel appropriate. The walls of the mine are covered with a strange luminescent fungus that provide sufficient light for the warriors to operate.

We suggest that the terrain is set up within an area roughly 4'X4', or 4'X6' for multiplayer games.

Each board edge must have at least one entrance tunnel section crossing it, preferably more.

DEPLOYMENT

There are several sections of tunnels in the old mine that resemble vast mazes. The dwarf mine networks all



consist of large areas of corridor interspersed with small open areas here and there. The warbands are spread out exploring one such area when they encounter one another

Before deployment, players should place the Wandering Monster tokens. See "Special Rules" for details.

Each player rolls D6 to determine who places the first model. Players then take it in turns to place a model of their choice at one of the entrance corridors, within 8" of the table edge, according to the following rules:

- A model may not be placed in a corridor where there is already an enemy model
- A model must be placed at the corridor containing the least number of friendly models. Where two or more corridors have the same number of friendly models, the player may choose.

STARTING THE GAME

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

SPECIAL RULES

Labyrinth: Warriors may leave the board by any of the tunnel sections on the board edge. If they do so they appear at another randomly-determined board edge tunnel section after 1D3 of that player's turns spent off the table. Begin counting with the turn the model leaves the table (so it is possible for the model to return that player's next turn).

Wandering Monsters: All sorts of strange creatures dwell in the abandoned mine shafts.

Prior to deployment, each player should take it in turns to place a total of 2D3 counters. Whenever a model moves within 2" of a counter, roll 2D6 and consult the table below.

2D6 Effect

- 2 Troll.** Whilst you can't avoid combat you do strike first
- 3 Orc.** Compare Initiative to determine who strikes first
- 4 A lone Goblin.** Compare Initiative to determine who strikes first
- 5 Giant Rat.** Stats as per the Skaven band. The rat counts as charging
- 6 Spider Webs.** The model must make a Strength test at the beginning of its turn before it can move on. If attacked he may defend himself but may not strike back
- 7 Pah, nothing!** You're jumping at shadows. Nothing to see here.
- 8 Lucky Find.** You find D6 gold crowns. End your move as you gather them.
- 9 Oops!** A pothole causes you to trip. The model is knocked down.
- 10 Aggh!** Something scuttles up the model's leg. Make an all Alone test or run screaming as per test.
- 11 Come back yur!** A snotling leaps from the dark and snatches a shiny piece of equipment (randomise from the model's equipment) and runs 2D6" away from the model. Place a snotling on the board. After the warband's next phase it disappears into the darkness, never to be seen again. If it is hit (by hand-to-hand or missiles; WS1, S1, T1) before then, it drops the item - place a marker to represent it. The item may be picked up by any model that ends their movement next to it.
- 12 Troll.** Whilst you can't avoid combat you do strike first.

The statistics for the Orc, Goblin and Troll are as in the Orc warband. The Orc is a Big'Un. The Orc and Goblin are armed with a club and a shield.

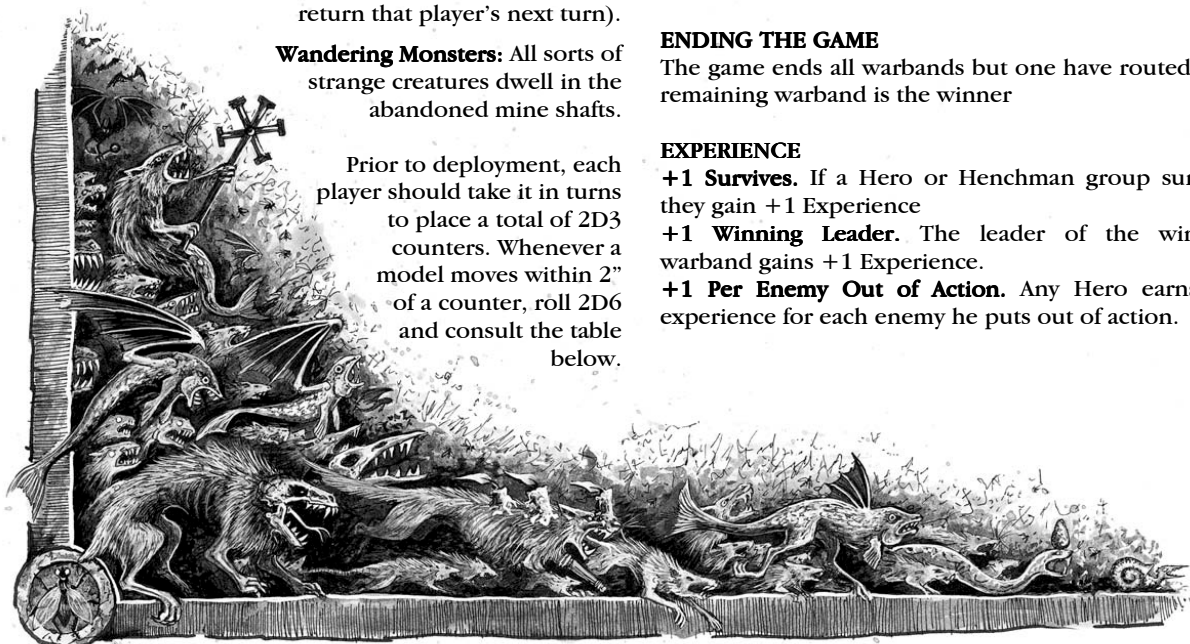
If the Goblin, Orc or Troll wins a fight they will move as quickly as possible towards the nearest table edge (measuring along the corridors) - they will not finish off Stunned or Knocked Down models as they want to escape the area. As they attempt to leave the table they will charge any model in the way if necessary. Giant rats disappear into the darkness when their fight ends.

ENDING THE GAME

The game ends all warbands but one have routed. The remaining warband is the winner

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.





Scenario 5: Last Orders!



Your warband is scouring the Raubertal region, and has decided to take a short respite from their quest at the local watering hole – The Last Chance Inn, a notorious haven for the scum of society, where all manner of low-lives and ne'er-do-wells rub shoulders. And that's just the warbands!

The inn is known locally as a particularly seedy establishment (which is really saying something in a haven of scoundrels like the Raubertal!), but one that puts a premium on security. Between the Ogre bouncers and the confiscation of your weapons, you don't expect much trouble here. Of course, that drunken Halfling at the end of the bar seems to be looking for trouble...

TERRAIN

This battle takes place inside a large inn. The layout of the inn is ultimately down to the players and the terrain that they have available, although we would suggest the following:

The battlefield should consist of 2-3 small (at least 1'x 1', and not more than 1 1/2' x 1 1/2') areas. Each area represents a level of the inn.

The "ground level" should be the pub itself, and should be relatively open, with a bar, a few tables and several chairs scattered around, stairs at one wall that lead to the upper level, and probably a fireplace.

The "second level" (as well as a third level if you desire) should consist of a series of rooms off a main hallway. Each room should have a small bed, but keep the number of other furnishings to a minimum. Do not forget to include an area to represent the top of the stairs from below (and a set of stairs to the next level if you have one!).

Suitable floor-plans can be downloaded at <http://www.specialist-games.com/assets/BrewhouseBash.pdf> or <http://www.specialist-games.com/assets/Dungeonbowl.pdf>.

Note that models may always attempt a Diving Charge from the tables and bar, irrespective of the true height of the furniture.

SPECIAL RULES

Unarmed: All weapons have been confiscated for this game. If a player wishes, he may have any fighter who owns one to attempt to sneak in a dagger. If this is tried, roll a D6 for that character – on a 4-6 the attempt succeeds, and he gets his dagger; however, on a 1-2 the character has been caught trying to sneak a weapon in, and is banned from the pub (you cannot use him this game)! No other weapons may be sneaked in.

Improvised Weapons: Not being able to bring their weapons with them doesn't mean that the warriors cannot make do with what is available in the pub itself though. At the start of any turn, a fighter can try to find some sort of blunt implement from a nearby table to use as a weapon (this could be a beer mug, a plate, a large wooden cooking spoon, or even the local codger's walking stick!). Only warriors capable of gaining experience may attempt this.

If this is attempted roll a D6 – on a 3-6 the fighter finds something suitable, but on a 1-2 nothing close by will work and the warrior will have to make do with his fists. A warrior MAY search for such a weapon if in combat, but if he does so he will strike LAST in that round (regardless of whether or not he found something). If a weapon is found, treat as a Club with the following characteristics:

Range: Close Combat; **Strength:** As User; **Special Rule:** +1 Enemy Armour Save, Concussion, Breakable

+1 Enemy Armour Save: As the equivalent rule for Daggers and Fists in the Rulebook.

Concussion: As the equivalent rule for Clubs in the Rulebook.

Breakable: If the warrior attempts a close combat attack with this weapon and rolls a '1' on his To Hit roll, the item has broken and become useless. The warrior must find another weapon or resort to his fists for the rest of the combat.

Throwable: A player may choose to throw his weapon. Any model may attempt this, irrespective of his usual ballistic prowess. Use the models' BS and include penalties for cover as normal

Range: 6"

Strength: As user

Special Rules:

Thrown weapon: Models using their improvised weapons as missiles may ignore penalties for moving or range

Other Patrons: The warbands are not the only visitors to The Last Chance, and the other patrons enjoy a good brawl as well! At the start of each player's turn, one randomly determined member of his warband takes a single Strength 3 hit from a random patron. These attacks will NOT cause Critical Hits.

SET-UP

The warbands are scattered about the inn when the trouble starts. Randomly determine which level of the inn each warband member is at. Then each player takes turns placing each warrior in his warband.

After all warband members have been placed, each will scatter 1D6" in a random direction (use whichever method you prefer to determine direction, but the dice Games Workshop makes for figuring things like this out are probably easiest!). Warriors will not scatter past the edge of the level they are on, but CAN scatter "through" walls into another room!

STARTING THE GAME

Both players roll a D6. The higher scoring player takes the first turn.

ENDING THE GAME

The game ends when one warband has failed their Rout test. The Routing Warband automatically loses.

"A bloody nose and two black eyes": Due to the generally non-lethal nature of the weapons used in this fight, players should roll twice for Injury for each

warrior who was Taken Out of Action during the game, and choose the best result. For example, Hans the henchman was Taken Out of Action during the game, the player rolls two dice for Injury, resulting in a '2' and a '5'. Normally a '2' would result in removal from the roster, but the player would choose the '5' instead, resulting in a normal recovery. Injuries for Heroes are done in a similar manner (though in some cases which result is "best" may be something the player has to decide for himself!).

EXPERIENCE

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts Out of Action.

OPTIONAL RULES

The following rules are included for groups who would like to add a little more spice to their brawl. Players are invited to use some, all or none of the following rules, or even to make up their own.

In fun scenarios such as this, the players - being infinitely resourceful - will invariably dream up new sub-rules to fit the situation. As long as all concerned are in agreement then we encourage this approach.

Option A: Royal Rumble

The above rules describe how to run the scenario as a two-player game. However you may wish to play it as a special scenario that involves all the players in your campaign (or as many as you can fit around the table anyway).

In this case it won't be appropriate for players to field their full warbands - that would be far too many models for a fun game. Instead each warband should be limited to enough warriors to give a reasonable number of models on the board. We'd suggest that a total somewhere between 18 and 24 models would be about right.

On the first go-around, each player randomly determines a Hero from his warband to take part in the scenario. On the second round of selection, each player randomly determines a Henchman. This is alternated each round until the desired number of fighters is reached. No player may include more than half his warband in the scenario - as soon as a player has reached this number of models, he drops out of the selection process and the remaining players continue.

With a limited number of models per player, you should also play the following Special Rules

Drunken Bravado: The warriors have been indulging in the inn's refreshments, and are now very "refreshed" indeed! No rout tests are necessary - the winner is the player with the last standing model.

Drunken and Disorderly: Numbd to the pain of the bruises, the models are able to fight on beyond their normal limits. Any model that starts with only one Wound may add +1 to their number of Wounds before they roll on the Injury table.

Rich Pickings: Warbands may attempt a limited amount of looting and pickpocketing before the local constabulary turn up to sort out the mess. Each Hero that makes a Full Recovery on the Serious Injury table may roll on the exploration table at the end of the battle.

Players should use the standard Mordheim exploration table rather than the Empire In Flames version, as this better represent the types of item likely to be found amongst the inn's patrons.

Option B: Belligerent Drunks

In the (almost nightly) event of a fight breaking out, most of the inn's patrons will quickly go to ground. However there will always be a few who are eager to wade in.

If this option is used then it should replace the "Other Patrons" rule above.

After all the warriors have been deployed, each player may place one drunk model anywhere in the bar. The models will then stagger D6" in a random direction.

The drunks will move and fight in their own turn, which occurs after all the players have taken theirs.

Belligerent Drunk

Profile	M	WS	BS	S	T	W	I	A	Ld
Drunk	4	2	0	3	3	1	2	1	9

Weapons: Improvised Weapon (see rules above)

SPECIAL RULES

"Did you spill my pint?": The drunk will always move at full pace towards the nearest player model, charging if within range.

Option C: The Weapons Cache

The popularity of The Last Chance Inn amongst the rogues of the area is partly due to the safety lent by their strict admissions policy. Armed warriors will only be allowed entrance to the establishment if they agree to deposit their weapons in a locked storage box just inside the door. The doorman, a local Ogre name Grout, confiscates all the weapons at the entrance and drops them into the box.

Warriors may not donate their weapons to their non-playing colleagues at this stage. You might want to make a list of all the confiscated weapons.

Grout the Ogre will stand guard over the box during the entire game. He will not initiate combat, although he will fight back if attacked.

Once the game has begun, models may choose to attack Grout. If Grout is taken Out Of Action, the model that dealt the killing blow is assumed to have gained the key. The box will take one turn to unlock.

Once it's opened, any model in base contact with the box may grab one (and only one) weapon from the list. The weapon may be a hand-to-hand or missile weapon and doesn't need to be the model's own weapon, although it must be one that he is capable of using.

Grout The Ogre

Profile	M	WS	BS	S	T	W	I	A	Ld
Grout	6	3	2	4	4	3	2	3	7

Weapons: Club.

SPECIAL RULES

Fearsome: Grout causes *fear*.

Large: Grout is a Large target

We suggest that all the weapons be returned to their rightful owners at the end of the brawl, although if you'd prefer to have some fun with this then you have our blessing.



Option D: The Busty Barmaid

Frederica the busty barmaid flits around the bar, flirting with all and sundry.

During each player's Recovery Phase roll a D6. On a roll of 6 she will approach a randomly-determined model from that player's party and ask him to defend her honour against "that nasty man over there". If the player has no models then Frederica will move on.

That warrior must pass a Leadership test or move with all haste to charge a randomly-determined model (first roll to determine the player, then roll to see which of his models is the target), breaking from combat if necessary. Use the optional rules for "Escaping from Combat" on page 161 of the rulebook.

The warrior will pursue and fight his new rival until one of them is taken Out Of Action.

Warriors that are Immune To Psychology may ignore Frederica's advances.

All the warriors know that attacking the staff is a sure-fire way of getting banned. No model will attack Frederica.

Option E, Da Bouncer

The landlord has hired a local Ogre, Trug, as a bouncer. And Trug's not too happy that he's got some work to do.

Trug the Ogre

Profile	M	WS	BS	S	T	W	I	A	Ld
Trug	6	3	2	4	4	3	2	3	7

Weapons: Club.

At the start of the turn during which the fighting first

breaks out, place Trug at the doorway to the inn. Trug will move and fight in the same turn as the "Beligerent Drunks" (see Option B above), i.e. after all the players have finished their turns.

He will move full pace towards the nearest hand-to-hand combat, charging the participants if within reach. He will engage as many combatants as possible, dividing his attack equally amongst them (randomise any excess Attacks).

If no hand-to-hand combat is taking place then Trug will stand his ground, watching for any further trouble.

SPECIAL RULES

Fearsome: Trug causes *fear*.

Large: Trug is a *large* target.

Bull Charge: Trug's combination of momentum and mass gain him an automatic S4 hit when he charges greater than 6".

Stupid: Years of being paid in cheap grog have taken their toll. Trug suffers from Stupidity.

Option F, Liquid Courage.

A model may choose to take a slug from a nearby drink during his Recovery Phase. This model may ignore the effects of fear during this turn. He may also ignore the effects of enemy within 8" if he wishes to run this turn. Only models capable of gaining experience may benefit from this.

Note that a model fleeing due to breaking from combat, All Alone or a spell may take a swig during his recovery phase. The model will automatically rally although he may do nothing else this turn.

Unfortunately the effects of the alcohol are not all beneficial. Models taking a swig must also roll on the following table:

D6	Effect
1	the model suffers -1 BS for rest of game
2	the model suffers -1 WS for rest of game
3	the model suffers -1 I for rest of game
4	the model suffers -1 M for rest of game
5	the model suffers +1 W for rest of game
6	The model has unwisely swigged from a flagon of the landlord's extra-distilled moonshine. Roll on this table twice. If a further "6" is rolled add another +1 to the total number of rolls. Keep on doing this indefinitely until the player stops rolling 6's.

Should any stat be reduced to zero, we suggest the following effects:

BS 0: May not use a missile weapon

WS 0: Cannot hit in hand-to-hand combat. Will be hit automatically.

I 0: Always strikes last, regardless of other circumstances such as charging, etc. May also not attempt anything that requires an Initiative test

M 0: May not move (but may fight as normal)

Option G. The One-Armed bandit

There is a one-armed bandit leaning against the wall, quietly sipping his beer and watching proceedings. An unengaged model in base contact with him may pay him three Gold Crowns (models are assumed to be carrying any excess from their warband's last Post-Battle phase).

If paid, roll a D6. On a 5+ he'll throw a Throwing Knife at a target of the player's choice. On a 1-4 he'll pocket the money and then ask for more.

The bandit will not initiate combat but will fight back if attacked.

One-armed Bandit

Profile	M	WS	BS	S	T	W	I	A	Ld
Bandit	0	3	4	4	3	2	3	1	7

Weapons: Smuggled Dagger; Smuggled Throwing Knives

Skills: *Eagle Eyes, Trick Shooter, Step Aside, Dodge*



Scenario 6: The Flooded 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.



Scenario 7: 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. There are many websites offering suitable free downloads, for instance:

<http://www.dungeoneering.net/downloads.php?id=tiles>

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





Scenario 8: 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:

D6	Effect
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

WINNING THE GAME

The game ends when a player fails a rout test. Due to the importance of the mission, voluntary routs are not permitted.

A player failing a rout test must roll D6 for each pigeon being carried. On a result of 1-3, the pigeon manages to fly off as the warrior scrambles for safety.

Players gain +1 Victory Point (VP) for every pigeon still carried at the end of the game. The winner is the warband with the most VPs.

In the event of a tie, the winner is the warband that didn't fail a rout test.

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. In the event of a draw, neither leader receives this bonus.

+1 Pigeon Fancier. Any Hero still carrying a pigeon at the end of the game gains +1 Experience



Scenario 9: 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.

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

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

Special Rules:

Fey Quickness: The Spite has an innate 4+ save vs magic, missiles and hand-to-hand 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 a D6 to determine the effect of the trick:

D6 Effect

- 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.