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