

NOVUS MALUM

MISSION EXPANSION

GLENMARK The Spirit of Novus Malum M

Fun and entertainment is the priority! If players feel a rule is disrupting this, or is not working as intended, alternative solutions are allowed. If players have different interpretations of a rule, we suggest a roll off to decide which course of action is taken!

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SELDAR



NEW SCENARIO 1: PAYDIRT

Chiggins Mining Co. has reported trouble! Soon after unearthing strange black rocks deep within the earth, miners were attacked by an unknown force. Nervous that this might be the work of the Knome menace, Captain Krag'nair hastily deploys his Dwarven soldiers from a nearby frontier outpost to investigate. Upon arrival, it seems like the captain's suspicions were correct; the Knomes are seen trying to procure the peculiar black rocks before seemingly also trying to destroy the mine! The Dwarves head into the darkness to face their foe...

PRIMARY OBJECTIVE & SCORING - GAME END



Stop the cart!

One point for every 2" of track that remains uncrossed by the minecart (i.e. distance away from the opposite track end to the starting position).



Push the cart!

One point for every 2" of track that has been crossed by the minecart from its starting position.

At the end of each round the minecart moves along the track towards the opposite corner of the playing area.

The cart moves away from the starting position by:

- **0"** if the Knomes **have zero models within 3"** of the cart (irrespective of the number of Dwarves);
- **Up to 2"** if there are models from both warbands **within 3"** of the cart, but **more Dwarves than Knomes**;
- **Up to 4"** if there are models from both warbands **within 3"** of the cart, but **more Knomes than Dwarves**;
- **Up to 6"** if there are **zero Dwarven models** and at least **one Knome model within 3"** of the cart

The player with the combat initiative token moves any models out the way if the cart overlaps them once in its final position.

SECONDARY OBJECTIVE

Secure the Depot! The depot contains valuable treasures which the Dwarves must attempt to secure, lest the contents fall into enemy hands! This can be done by any formation which is **within 3"** of the centre of the depot taking the hold action. If unsecured at the end of the scenario the Knomes score **4 points**.

Tip! You can also add extra stakes and fill the depot with lots of edible goodies that the winner of the scenario gets to scoff at the end of the game!

DEPLOYMENT ZONES & SETUP



Knomes - deploy **within 5"** of the minecart.



Dwarves - **Knome** players select a point **24" away** from the minecart. The Dwarven warband must then deploy **within 5"** of this point.

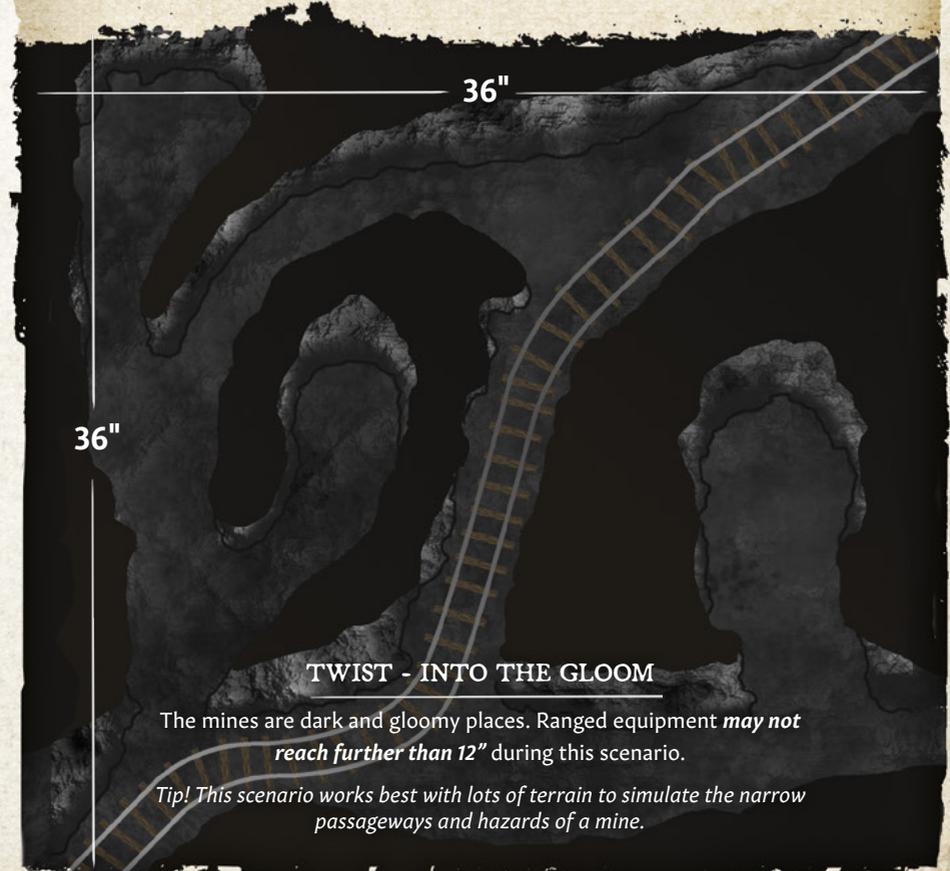


Objectives - Set up a minecart track running from one corner of the playing area to the other (both players agree on its total length). Place **a single minecart** at one end of the track (the "starting position").

The Knome player selects a **point 12" away** from the cart to represent the depot (see secondary objective).

DEPLOYMENT SEQUENCE

First, the Knome player deploys their entire warband. Then they must select a point for the Dwarven deployment as well as a location for the depot. Finally, the Dwarven player deploys their entire warband.



TWIST - INTO THE GLOOM

The mines are dark and gloomy places. Ranged equipment **may not reach further than 12"** during this scenario.

Tip! This scenario works best with lots of terrain to simulate the narrow passageways and hazards of a mine.