

NOVUS MALUM

ORIGINAL MISSIONS

GLENMARK The Spirit of Novus Malum

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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Design

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The continent of
SELDAR

SCENARIO 1: CLASH AT THE FORD

A dwarven unit, undertaking a regular patrol from their satellite position in Frondur, noticed a toppled, unattended trade caravan adjacent to a nearby stream. On inspection, the caravan looked to have been ransacked in an unusual way. Some select items had been hastily removed, but many of the expensive goods remained. Neither the traders, nor the horses which were assumed to have been pulling the caravan could be seen, but signs of a recent struggle were evident.

Whilst preparing to transport the caravan back to the local town, a rustling in the adjacent treeline was heard and a group of unusual-looking creatures appeared. Armed with bows, spears and axes, they began to approach the caravan. The dwarves, initially startled, quickly gathered themselves in anticipation of an attack...

PRIMARY OBJECTIVE & SCORING



Protect the Crates!

Dwarves score a point(s) for each crate held at the end of the game.



Steal the Supplies!

Knomes score a point(s) for each crate held at the end of the game.

Additionally, if a Knome model is in base contact with an objective, the Knome player may move this objective up to 6" in any direction at the end of the movement phase (providing it stays in base contact with a model from the same formation).

At the end of the first round, the value of each crate is determined by a *d3* roll. At the end of the game, a crate is considered held by the warband with the most models within an adjacency of 3". If both warbands have an equal number of adjacent models, roll off to decide the holder.

SECONDARY OBJECTIVE

The first warband to completely wipe out an enemy formation scores an additional point.



DEPLOYMENT ZONES & SETUP



Dwarves - The Dwarven warband is deployed **within 5"** of the centre of the playing area.



Knomes - The Knome warband is deployed **within 5"** of two opposing corners of the playing area, either side of the stream.



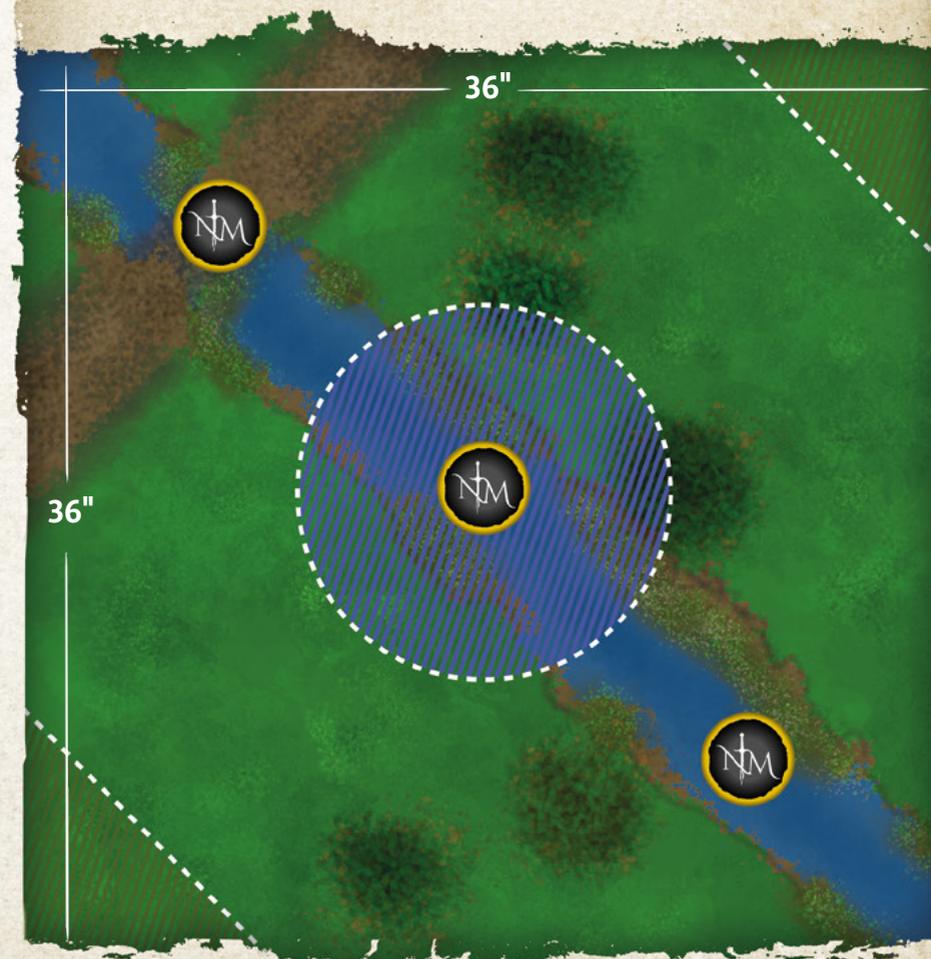
Objectives - 3x objectives (crates) should be placed in accordance with the scenario map.

DEPLOYMENT SEQUENCE

The Dwarven warband deploys all formations first, followed by the Knome warband.

TWIST

Watery Torrent: At the start of **round 3**, roll a dice for each objective in the stream. On a 4+, each objective moves 6" downstream (away from the road).



SCENARIO 2: LOST IN THE GLEN

Fresh from a fiery first encounter the Dwarves, having lost sight of their unfamiliar foe, retreated to Frondur in search of the absent traders. The Knomes, growing more comfortable in their bright and vibrant surroundings, set out to explore more of the new land before them. They found an empty discarded saddlebag near the caravan with markings leading away from the stream. Curious to understand more they followed this trail, aided by their experienced trackers.

With half a day's travel behind them, the Knomes found themselves in a narrow glen adjacent to three strong-looking, unfamiliar animals. Each bore a red and gold saddle and two carried saddlebags. As the Knomes prepared to approach, the sound of heavy boots was heard advancing from the other side of the glen. Scouts from Anvil Keep had shared news of an advancing, unidentifiable unit and the Dwarves, still unable to find the traders, had returned seeking to engage the woodland folk.

Upon spotting the animals – recognised as horses – Captain Krag'nair was taken aback by the unusual saddle markings. Keen to prevent them from falling into enemy hands, the order to recover the horses was sounded...

OBJECTIVE & SCORING

Capture the horses!

At the start of the scenario, the 3 horses are roaming free. Both warbands must attempt to capture them.

- From the start of the second movement phase onwards, each uncaptured horse moves up to 6" (minimum of 1") away from the closest formation. Roll off to decide which player chooses how the horse moves
- A formation may capture/steal a horse by moving a model into base contact with it

- Once captured/stolen, the horse follows this formation in coherency (max 6" movement)
- A horse may only be captured/stolen once per turn
- How the horse interacts with other models is decided between the players
- If the captors' formation is completely wiped out, the horse becomes free once again

Warbands score points for each successfully captured horse. The points value is determined and scored at the end of the scenario by a d3 roll.

DEPLOYMENT ZONES & SETUP

 **Dwarves & Knomes** - Each warband is deployed within 7" of two opposing corners of the playing area.

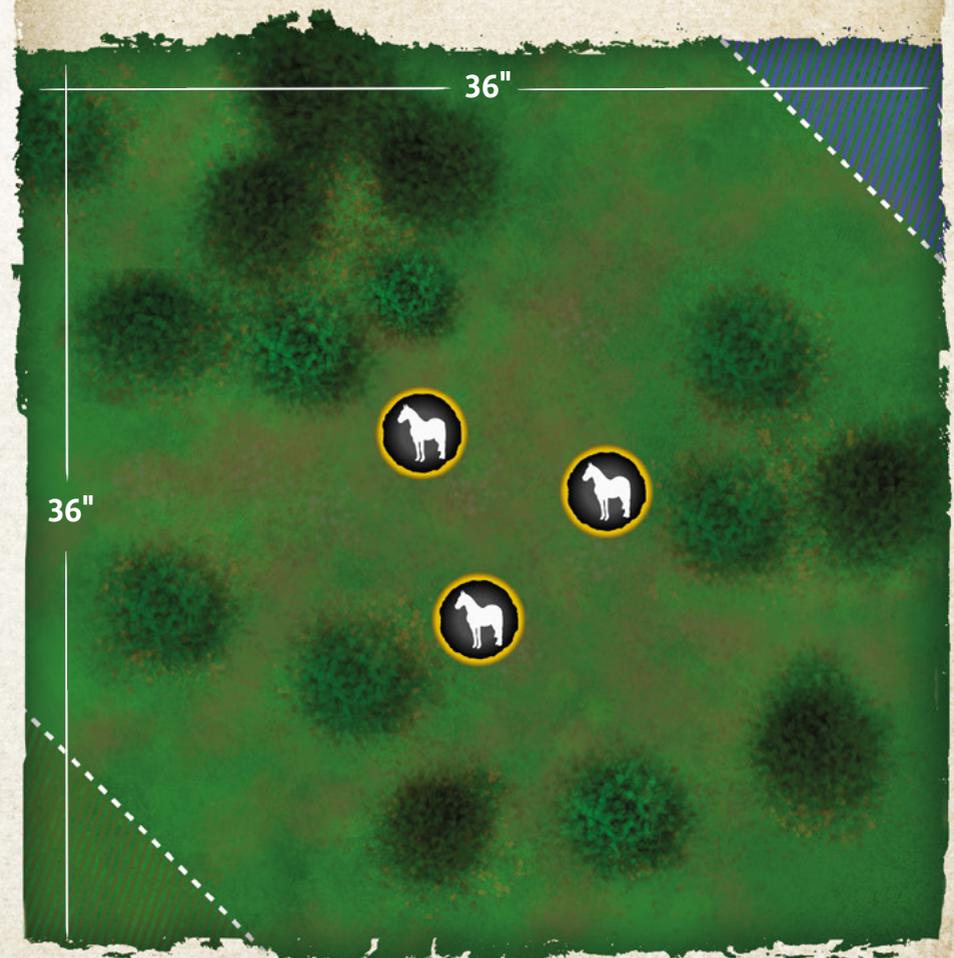
 **Objectives** - 3x objectives (horses) should be placed in accordance with the scenario map.

DEPLOYMENT SEQUENCE

This scenario uses the standard deployment sequence.

TWIST

Wild Beasts: At the start of round 4, roll a dice for each captured horse. On a 5+ they escape their captors and immediately move 6" (direction decided by the opposing player).



SCENARIO 3: MORNING MIST

The horses, though initially captured, had been spooked by the bruising confrontation and escaped in search of calmer surroundings. The Knomes had sought cover deep in the neighbouring woodland and the Dwarves, sensing a potential weakness, made to follow. On approaching the tree-lined entrance, the ground underneath them became unsteady. The branches appeared to thicken, the minimal light within the wood dimmed further and a strong wind formed a near-impassable barrier. Perturbed and confused, the Dwarves instead sought to set-up an overnight camp in the glen. A scout was dispatched to Anvil Keep, carrying a description of their encounter for their learned scholars.

As morning broke, the Dwarves identified a secondary path which led to a clearing in the woodland. The Knomes had shown themselves to be both agile and cunning, almost at one with their environment. However, this morning was accompanied by a thick mist – a mist that afforded stealth to even the heaviest of Dwarven units. Driven by their uncertainty regarding the woodland folk, and feeling uneasy about the seemingly magical events of the night before, the Dwarves discovered a make-shift base of operations within the clearing. They advanced seeking to extract some answers...

PRIMARY OBJECTIVE & SCORING



Little Game Hunting!

Dwarves score point(s) by preventing the Knomes from escaping the playing area.



Extract & Escape!

Knoms score point(s) by escaping the playing area*.

* This can be done by moving half or more of a formation into contact with this "retreat zone". At this point the formation has "escaped" and is removed from play.

Points are scored in accordance the following conditions:

- The Dwarven warband scores **3 points** if zero Knome models escape the playing area
- Both warbands score **2 points** if Alto Mage Zizka and **3-5 additional** Knome models escape the playing area then
- The Knome warband scores **3 points** if Alto Mage Zizka and **6+ additional** Knome models escape *the playing area*

SECONDARY OBJECTIVE

Dismantle & Investigate: If a formation of either warband moves into base contact with a Knome tent, roll a dice. On a 4+, that warband scores a point and the tent is removed from play.

DEPLOYMENT ZONES & SETUP

 **Dwarves** - The Dwarven warband is deployed anywhere **within 3"** of any edge of the playing area.

 **Knomes** - The Knome warband is deployed **within 5"** of the centre of the playing area.

 **Objectives** - 3x objectives (tents) should be placed in accordance with the scenario map.

DEPLOYMENT SEQUENCE

Before starting, the Knome player should secretly select one of the playing area edges as their "**retreat zone**". The Knome warband should deploy first, followed by the Dwarven warband.

TWIST

For the duration of the scenario, the maximum range of all ranged equipment is **reduced by 3"**.



SCENARIO 4: TREASURE IN THE CAIRNS

As the battle subsided, the mist began to clear and the Knomes retreated deeper into the woodland. The Dwarves could now clearly see the remains of a hastily established encampment, but no sign of their adversaries.

A small wooden box was seen protruding from the base of a tree. On closer inspection, a broken red and gold seal was identified, reminiscent of the unusual markings seen on the saddles in the glen. The box was empty save for two small gold pieces, their origin and use unknown to the Anvil Keep warriors.

Beyond the encampment, the thinning woodland led out to a plain. The morning dew had exposed another trail leading towards a series of cairns – old stone columns, allegedly built as a point of reference for travellers. The cairns were at least a couple of hours walk, yet the trail seemed fresh. How were the Knomes able to travel so quickly? As the cairns loomed in front of the advancing Dwarves, Knome units could be seen gathering what looked like more of the gold pieces. Determined to return the assumed Konior-owned treasure to the Royal Kingdom of Efná Draum, the Dwarves and Knomes readied themselves for another attack...

SCORING



Collect The Gold!

Warbands score **1 point** at the end of every round for each stash of gold they hold.

An objective is considered held by the warband with the most models within an adjacency of **3"**. If both warbands have an equal number of adjacent models, roll off to decide the holder.



OBJECTIVES

Before selecting deployment zones, players should place 3x objectives (stashes of gold) in the playing area. Players should take turns (roll off winner goes first) to place an objective anywhere in the playing area so long as it is at least **8"** away from any edge or other objective.

DEPLOYMENT ZONES & SETUP

Dwarves & Knomes

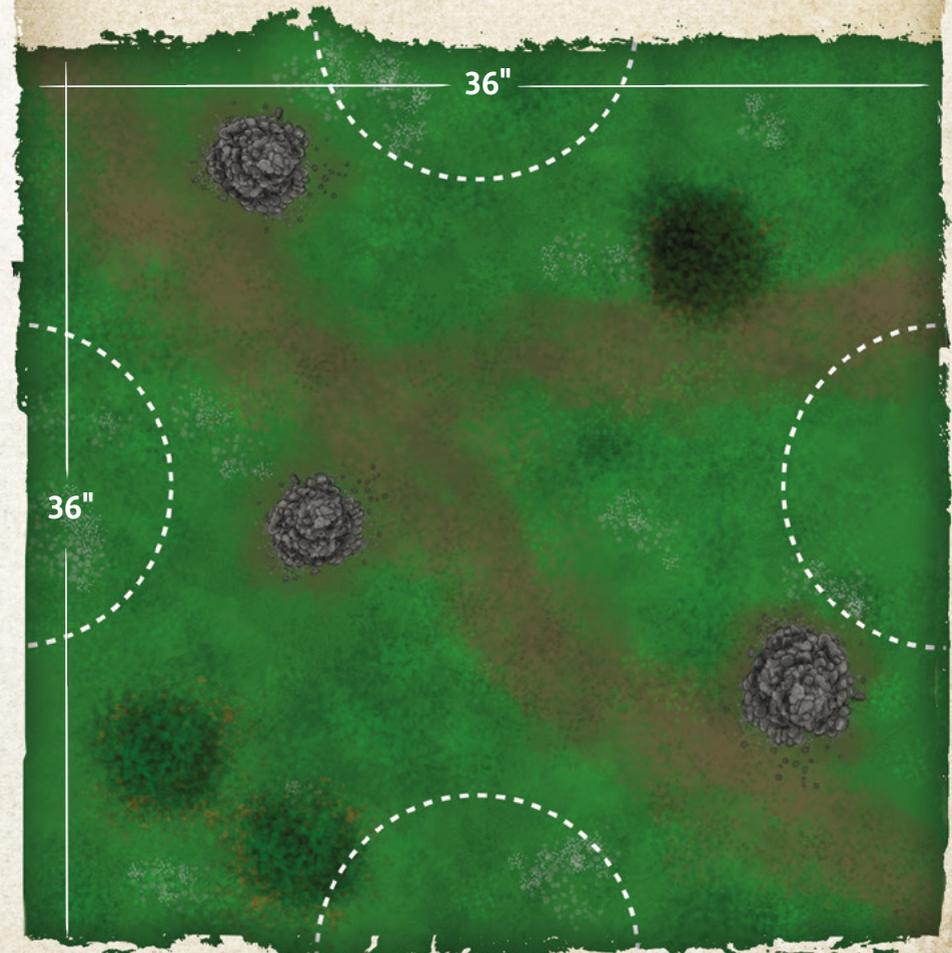
- Create individual deployment zones by marking a point in the middle of each edge of the playing area and numbering them **1-4**
- Place the objectives
- Both warbands then randomly (e.g. using priority tokens) select two zones each and place their formations anywhere **within 5"** of these zones

DEPLOYMENT SEQUENCE

This scenario uses the standard deployment sequence.

TWIST

Get To Safety: The game ends if either hero is removed from play (complete the current round).



SCENARIO 5: KNOME STRONGHOLD

As another conflict ended the Knomes set off beyond the cairns, carrying their remaining loot with them. As they did so, the wind again picked up and storm-like clouds of dust made it almost impossible to be followed. Instead the Dwarves, themselves now also equipped with some of the strange gold, again returned to Frondur to share information of the increasingly strange events surrounding their more familiar, yet ever more unnerving opponents. Word had travelled from Efna Draum that the traders had been located and that the gold coins were but one part of a more valuable collection which should be retrieved without delay.

With these new orders assigned, and buoyed by intelligence from their scouting party, the Dwarves embarked on a day's ride beyond the now settled cairns. Their journey took them ever closer to the Great Shroud – the heavy grey reminder of past tragedy – and towards a long-abandoned tower. The air felt heavy, almost oppressive, and for the first time the Dwarves sensed an inequality in the terrain they had now found. Sensing an opportunity to truly establish themselves, the Knomes emerged from the tower, ready to strike...

PRIMARY OBJECTIVE & SCORING



Raise the Stronghold!

The Dwarven warband wins by destroying the Knome Stronghold.



Defend our Outpost!

The Knome warband wins by preventing their Stronghold from being destroyed.

This is a **win or lose** scenario - **no points are available!**

The Knome Stronghold has **18 "wounds"**, which are reduced upon taking damage. Once this **reaches 0**, the Stronghold is destroyed.

The Dwarves can damage the stronghold in one of two ways:

- 1** - At the end of a round, every Dwarven model in base contact with the Stronghold may roll a dice. For each **3+**, deduct **one "wound"** from the Stronghold.
- 2** - At the end of each shooting phase, if Captain Krag'nair is within **6"** of the Stronghold he may attempt to throw a firebomb. Roll a dice and on a **5+** the tower is set alight. **2 wounds** are reduced from the tower at the end of every round thereafter.

DEPLOYMENT ZONES & SETUP



Dwarves - The Dwarven warband is deployed within **6"** of the edge of the playing area opposite the tower.



Knomes - The Knome warband is deployed anywhere on the opposing half of the playing area to the Dwarves.

DEPLOYMENT SEQUENCE

This scenario uses the standard deployment sequence.

