

## NICODEMUS HAS GONE MAD! RUN FOR IT!!!!

Klaus stood guard. His warband had fought for weeks to obtain this land and was not about to let man nor beast near.

Suddenly, Klaus heard a big THUMP!

He spun around. There before him was a giant Sword of U'zul, still on fire. Holding it was the greatest wizard of the Empire, Nicodemus, only twenty one feet tall!! "Need Wyrdstone. Give me!!!" he wailed.

Klaus shuddered in the giant's wake.

Magic and strength did not go good together.

The following rules were made in a fit of madness by the Editor of the Village Idiot. He suggests you use them in a multiplayer game, all against Nicodemus.

### Nicodemus the Giant

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Nicodemus is very different from the normal sized one, therefore Nicodemus has the following special rules.

Huge: Now a giant, Nicodemus can move over obstacles under 3" high and 4" wide. As a giant, he has no armor, no one forges it that size. Nicodemus never joins any warband and fights alone.

Fear: Nicodemus is lashing out against others in his rage and is Fear Causing.

Attacks: Nicodemus's physical size is now greatly exaggerated, affecting his mind and powers, whenever Nicodemus makes an attack, roll a d6 below:

1: Nicodemus trips over something and makes an automatic hit on the model he was attacking. Nicodemus also takes an automatic hit from the warrior and on a to hit of 6 kills Nicodemus outright, most likely landing on a weapon and piercing a vital organ.

2: Nicodemus kicks his opponent. Any enemy in base to base contact is propelled d6" away, causing a S3 hit if he collides with structures or other warband members.

3-4: Nicodemus makes a regular attack with his own strength against enemies.

5: Nicodemus gets hungry and picks up a morsel to eat. One random human sized model is taken up to Nicodemus's giant mouth and sustains an automatic S4 hit.

6: Nicodemus recalls a spell, he will casts this in the shooting phase. Roll on the Lesser Magic chart to determine what he casts. All remaining effects vanish next turn and he must roll for a different attack without the help of magic (i.e., Sword of Uzul goes away and does not give him better Strength if 3-4 is rolled).

Bloodlust: Nicodemus curses the humanity he once had and all who would try to stop him in his quest of finding a cure. Therefore, Nicodemus will always run and charge the closest enemy and use any effects from magic to get to or fight against the enemy.