Shards of wyrdstone lie throughout the doomed city, but rumors abound that the largest deposits by far lie near the area known as the Pit, the site where the meteor landed. Warbands who dare venture near the Pit risk discovery by the servants of the Shadowlord, and even those that escape the attention of these foul denizens find that the proximity of so much wyrdstone can have a strange effect on reality. Extended periods of time spent near the Pit can warp both mind and body, and those foolish enough to search these areas frequently find themselves sinking into madness or mutation. Even short periods of time spent in these areas can be hazardous, while dabblers in magic find that the presence of large amounts of wyrdstone can make casting spells more difficult, and their incantations can sometimes have unexpected results.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set-up within an area roughly 4'x4', or 4'x6' for multi-player games.

warbands

For basic (one-on-one) games, each player rolls a dice. Whoever rolls highest chooses which table edge to set up on, placing all of his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge. In multi-player games, players use the normal set-up rules (see 'Setting up the Warbands' in the multi-player rules from WD242).

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

wyrdstone

Due to the large quantities of wyrdstone nearby, all warbands add +2 shards to the number found at the end of the game.

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 gains +1 Experience.

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

special rules

Each time a wizard wants to cast a spell, nominate the spell (and target) as normal, but before rolling to see if the spell is successful, roll on the following chart to determine what effects the large deposits of wyrdstone nearby have on his spellcasting:

2D6	Effect
2	The wizard is overloaded with power and may cast no spells this turn.
3	+1 Difficulty on any spell attempted this turn.
4	The range of any spell that the wizard casts this turn is halved. Note that this has no effect on a spell that doesn't have a range (like a spell centered on the caster).
5	The spell is cast as normal, but it is weak and may be resisted. If the target's controller wishes, the target may resist the spell by making a Ld test on 2D6. If the test is passed, the spell has no effect. Note that resisting the spell is an option; some spells may help the target and he may therefore not want to prevent their effect.
6	The spellcaster has inadvertently created some sort of effect in addition to the spell. Resolve the spell as normal (rolling against the spell's Difficulty, etc.), and then roll on the Random Happenings chart, printed in White Dwarf 240, to see what added effect the spellcaster's inept dabblings have created. If the players do not have the rules for Random Happenings, the randomness of the spell has injured the caster. Roll once on the Injury table to determine what happens to the spellcaster.
7	Role reversal! If the spell is normally cast on a friendly model, it is cast on the closest enemy model within 12" instead (resolve any effects like extra movement or attacks during the enemy player's turn). Conversely, if the spell is normally cast on an enemy model, it is cast on the closest friendly model within 12" instead.
8	-1 Difficulty on any spell attempted this turn.
9	The range of any spell which the wizard casts this turn is doubled. Note that this has no effect on a spell that doesn't have a range (like a spell centered on the caster).
10	The wizard may direct his spell at two targets within range instead of one. Spells that affect the caster may be directed at another friendly model within 6" as well.
11	The spell is automatically successful; there is no need to make a Spell Difficulty roll.
12	The caster is filled with magical power! If the spellcaster has more than one spell, he may attempt to cast two spells this turn. Note that the second spell must be different than the first; he may not choose to cast the same spell twice in one turn.