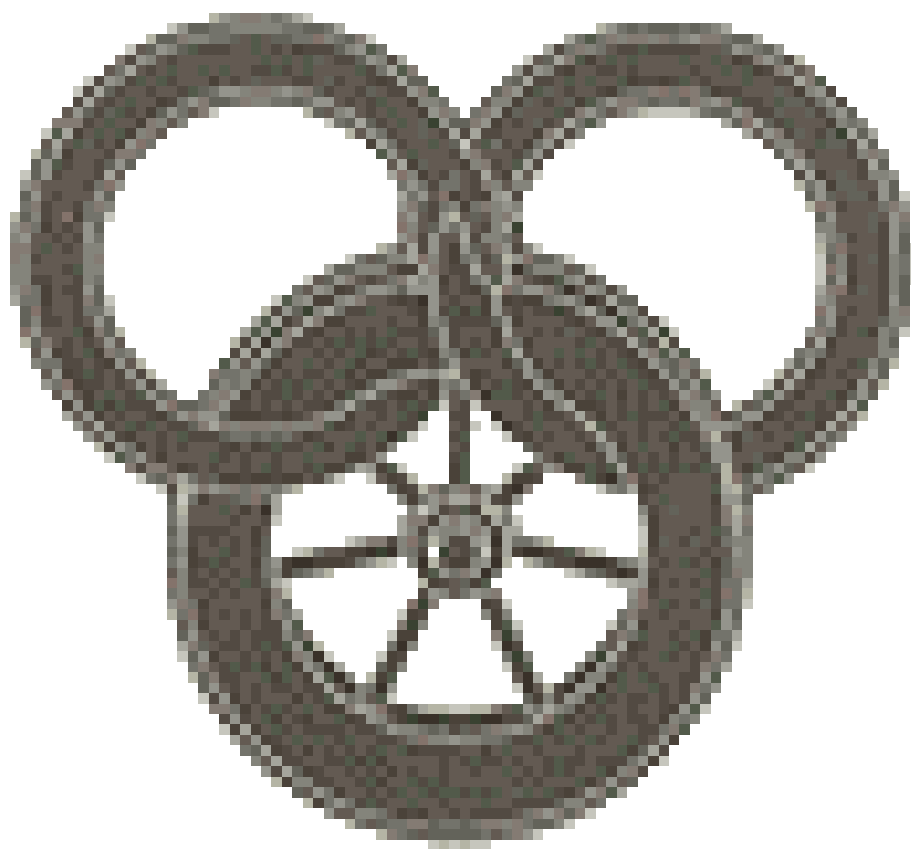


The Wheel Of Time



Core Rules

A rules supplement for Games Workshop's The Lord of the
Rings Strategy Battle Game

Contents

Introduction	3
The One Power	4
Channeling	4
Weaves	4
Linking	8
Bonding	9
Power-wrought Items	10
The Sword Forms	11
Special Rules	13

Introduction

Welcome to The Wheel of Time supplement for Games Workshop's The Lord of the Rings Strategy Battle Game. This unofficial fan-made supplement is being developed to bring Robert Jordan's fantasy world to life on the tabletop.

The supplement consists of two main parts. This, the first, is a set of core rules. These are an addition to the main Lord of the Rings rulebook which introduce concepts from The Wheel of Time setting such as Channeling, the Forsaken and the Sword Forms.

The second part is a series of journeybooks, each one covering one of Robert Jordan's novels. These contain profiles, scenarios and hobby tips relating to the events within that novel and refer to the rules within this book.

The development of this supplement is currently taking place in our own forum:

<http://tomanhead.proboards80.com/>

All your feedback, ideas and suggestions are welcome, and we're always looking for more fans to join the team.

The One Power

The True Source is what turns the Wheel of Time, weaving peoples lives into the Pattern of the Ages as threads are woven into a canvas. It consists of two halves; saidin the male half, and saidar the female half. Both halves work with and against each other to turn the Wheel. The One Power emanates from the Source and consists of five elements: Air, Earth, Fire, Water, and Spirit. A few talented individuals can draw on the One Power and manipulate it; they are known as channelers. Channelers may only draw on one part of the Power. Women may only use saidar and men saidin. The overall strength of channelers varies from one to the next, as does their ability with each of the elements.

The One Power can be used in many ways; as a weapon, to heal, to manipulate distant objects, even to control people. Channelers must combine threads of any number of the five elements to create weaves, each weave having a specific effect.

A channeler must be trained to harness their abilities, as there are many dangers associated with using the One Power. Without guidance, most die during young adulthood as a result of their powers, and even if they survive they must be careful. Drawing too much of the Source can result in "severing", whereby they lose the ability to channel at all. Most who are severed steadily lose the will to live often resulting in them taking their own life.

Channeling

Channeling is treated in the same way as using Magical Powers. Will points are used to cast powers (referred to as weaves), and may be used to resist them as normal. In addition, if a channeler has completely depleted their Will store, they may use Might points as Will points as a last reserve, but will suffer a -1 penalty to the casting roll when doing so.

Weaves

Each channeler will have a list of weaves in their profile that they are allowed to use, along with a range and casting value like Magical Powers.

Some weaves can be maintained over the course of several turns so that they continue to affect their target. This will be noted in the weave's description. To maintain a weave, a channeler must spend one Will point at the beginning of the movement phase, which causes the effects of the weave continue for another turn. If the maintained weave affects another model the target may attempt to resist it once per turn. If the target chooses to do so, they must spend Will as normal then both players roll a D6. Both can spend Will to gain additional dice in this roll, one extra D6 per point spent, but the caster only pays Will for additional dice beyond the first, i.e. their initial D6 is "free". If the victim's roll equals or beats the caster's roll their attempt at resisting is successful and the weave is broken. All modifiers apply as normal.

Any weave that may be maintained may also be tied off, leaving it in effect without any further effort required by the channeler. To tie off a weave declare that the channeler is doing so and then spend one further Will point after the one spent to maintain the weave. At this point the weave is tied off and will remain in play until resisted or cut. No further Will points are required to be spent to maintain the weave. However, tying off a weave leaves it more vulnerable to being broken. The victim of the weave may attempt to resist it once per turn. They spend one Will point to resist it as normal, but merely require a 4+ to break the weave. All modifiers apply as normal.

Designer's note: it may be useful to make tokens to indicate the presence of weaves that have been maintained and tied off.

Channelers can draw upon greater amounts of the Power to boost some of their weaves, increasing their effects. This will be noted in the weave's description. To do this they must first successfully cast the basic weave. They may then opt to spend another Will point to boost the weave, the effects of which are listed in the weave's description. If this would affect more models than the basic effects then one of the affected models may make a further attempt to resist. If they successfully resist the weave is not boosted, but the basic effects are still applied as normal. If a boosted weave can be maintained, it will cost 2 Will to do so.

The two halves of the Power are almost alien to each other so channelers of the opposite gender cannot see each other's weaves clearly. A channeler therefore receives a -1 penalty to all resistance rolls made against a weave created by the opposite gender.

The most common weaves are listed here.

Air Attack (Air element)

Air can be used in a variety of ways to harm a foe, such as slicing them with razor-sharp blades of air or forming it into club-like weaves.

The target takes D6 Strength 4 hits. Alternatively, this can be targeted at an empty point on the board, in which case no hits are taken.

This weave can be boosted. All models within 3" of the target model or point take D3 Strength 3 hits.

Balefire

Balefire is widely regarded as the most dangerous and feared use of the Power. It is a blinding white rod of flame. Anything it touches is simply erased from existence, its thread removed from the Pattern. The most powerful Balefire can even undo the last actions carried out by someone it touches. If the target recently killed someone then being hit by Balefire with enough power can even bring their victims back to life.

Draw a straight line between the channeler and the target. Any models, terrain, walls etc. touching the line are destroyed. Castle walls are counted as having been breached and collapsed, buildings are ruined (and should be replaced by a suitable ruin terrain feature, any models inside take D6 S3 hits), and multi-wound models are slain outright. Will cannot be used to resist this weave, but Fate may be used to avoid the wounds it causes.

Cocoon

Hardening the air around their target into an invisible shield, this ability grants the channeler additional protection from attacks.

The channeler may direct this weave at themselves or another model within range. The target gains +2 Defense and becomes Resistant to all elements for the remainder of the turn. Note that this grants them the resistance bonus against all weaves, even those of no specified element.

This weave can be maintained.

This weave can be boosted, granting all models within 1" of the target its effects.

Compulsion

This ability is another which is greatly frowned upon, allowing the channeler to control the mind of another.

This weave functions exactly as the Command/Compel magical powers. This weave can be maintained.

Cut

This ability allows the channeler to destroy a weave created by another.

Cut is targeted at another weave currently in play, i.e. those that have been maintained, tied off, or have effects lasting until the end of the turn. If casted successfully the effects of the target weave are nullified just as if the weave had been resisted.

Earth Attack (Earth element)

Using this weave, the channeler causes the ground to erupt, flinging dirt and foes into the air in equal measure.

If targeted at an individual model the target is flung D6" in a direction of the channeler's choosing, knocked to the ground, and takes a Strength 3 hit for every inch traveled. Alternatively, this can be targeted at an empty point on the board in which case no hits are taken. All models within 3" of the target model or point are knocked to the ground. Any collisions are treated in the same manner as they are with Sorcerous Blast, except no impact hits are taken.

This weave can be boosted. All models within 3" of the target model or point are flung D3" and take one Strength 3 hit for every inch traveled as above.

Fire Attack (Fire element)

The Power can be used to heat objects and even the air to dangerous levels, causing things to burst into flame. It wasn't long before this was used as a weapon.

The target takes D6 Strength 4 hits. Alternatively, this can be targeted at an empty point on the board, in which case no hits are taken.

This weave can be boosted. Any enemies within 3" of the target model or point take D3 Strength 3 hits.

Heal

The One Power can be used to cure ailments, close wounds, and mend broken bones. This process drains the fatigue of both channeler and patient.

The channeler restores one wound to a single friendly model in base contact.

Hide

An uncommon talent, the weave for hiding is not taught very often. Most with this ability discovered it themselves.

The channeler and all friendly models within 6" count as having the Stealth ability until the end of the turn. This weave can be maintained.

Hold (Air element)

The channeler solidifies the air around their target, holding them in place.

The target is Stunned for a single turn. This weave can be maintained.

This weave can be boosted. The Stun effect will then apply to any models of the channeler's choice within 3" of the initial target.

Illusion

Using this weave, the channeler masks their true appearance to avoid detection.

The channeler may not be charged by an enemy model as long as this weave is in effect. This weave can be maintained.

Lightning Attack

The channeler calls down bolts of lightning from the skies, striking at their enemies.

The target takes D3 Strength 6 hits, and it and all models within 3" (friend or foe) are knocked to the ground. Alternatively, this can be targeted at an empty point on the board, in which case no hits are taken.

This weave can be boosted. All models within 3" of the target model or point take a single Strength 3 hit.

Shield

This weave creates a barrier within another channeler, preventing them from touching the Source. This weave must target a channeler. If successful the target may not use any weaves as long as this one is in effect, but may attempt to resist or break the weave as normal. This weave can be maintained.

Sword of Fire (Fire element)

The channeler conjures up a sword made of flames, as resilient as any normal blade yet with the added danger of the element of fire.

The channeler gains a Sword of Fire as part of their wargear until the end of the turn. This counts as a hand weapon which grants them +1 on the roll to wound and counts as a Fire element attack. This weave can be maintained.

Terrify

Using this weave, the channeler evokes a feeling of fear in any who gaze upon them, whether by using an aura or altering their appearance with an illusion.

The channeler gains the Terror ability. This weave can be maintained.

Throw (Air element)

Similar to Hold, the channeler manipulates the very air itself but instead uses it to throw their target.

This weave is treated as using the magical power Sorcerous Blast except that the channeler may choose the direction in which the target is thrown.

Travelling

This weave gives the channeler the ability to create a portal between destinations allowing them to cover any distance they please with a single step.

The channeler creates a flat doorway up to 2" wide and 2" tall at a point and facing of their choosing. They may choose to have the destination on the table or not. If the destination is on the table place an identically sized exit in a position and facing of the channeler's choosing. Any model touching either doorway as it is formed will take as many wounds as they have remaining, but they can use Fate to avoid wounds caused in this way and will be moved aside to allow the gateway to form if they survive. Any model that moves through the front of a gateway immediately appears out the front of the other and may continue to move afterwards if they have any of their movement allowance left. If the destination is off the table any models that move through the gateway are removed, and counted as casualties for break tests and objectives unless the scenario states otherwise. Both friendly and enemy models can move through a gateway. This weave can be maintained.

This weave can be boosted, allowing the channeler to open a gateway up to 4" wide and 4" tall. Alternatively, it may be boosted to form a Death Gate if the channeler knows how (this will be specified in their profile). It does not change size. Instead the channeler may project the gate D6" in a direction of their choice. Any models touched by the Death Gate at any point along the path are slain outright. Fate may be used as normal, and a successful roll will leave the hero unharmed by the Gate.

A channeler may not boost this weave in both ways; they may only choose one of the two benefits.

Water Attack (Water element)

The channeler manipulates the currents in a body of water, creating whirlpools and undercurrents that drag swimmers under.

This weave can target either a swimming enemy model or an empty point on a body of water deep enough to swim in. Any model within 3" of the target (including the target if it was an enemy model) suffer a -1 penalty when rolling on the Swimming Chart. This weave can be maintained.

This weave can be boosted. The area of effect is increased to 6" from the target.

Web of Fire (Fire element)

The channeler spreads their fingers and thin threads of flame leap from their hands, bringing destruction to anything in the area of effect.

This weave is centered on the channeler. Draw two lines at right angles to each other starting at the channeler's base 4" in length, and a third line between the two end points to form a triangle with one point touching the channeler's base. Anything within that triangle, friend or foe, suffers a Strength 4 hit.

This weave can be boosted. The right-angled lines drawn from the channeler are increased to 6".
Designer's note: Templates for the standard and boosted Web of Fire weave areas of effect are available from the forums.

Wild Growth

This weave provides nourishment to plant life, allowing it to flourish.

This weave can target an enemy model or an empty point on the board. If an empty point is the target an area of trees, shrubs, hedges and undergrowth no greater than 4" across in any dimension is placed centering on that point. This counts as difficult terrain and may block line of sight and/or count as in the way. If a model is the target it takes D6 Strength 5 hits.

Linking

Linking is used by channelers to create weaves far beyond the abilities of an individual. Two or more channelers join their strength together to form a circle (any linking of channelers is called this, regardless of shape and numbers), and one of them takes control of it. The leader of the circle can draw upon the strength of all those that are linked, a strength that is greater than the sum of its parts.

Friendly channelers may opt to link when in base contact with each other. This is done without any expenditure of Will, simply move them into base contact and declare that they are linked. Further channelers may join in the same way, and as long as they make an unbroken chain in base contact they will all be linked. One channeler must be declared as leader of the circle. Once per turn, during the Move phase, leadership can be passed to any channeler within the circle. To leave a circle a channeler must simply break base contact with all other members of the circle. Note that if this leaves a gap in the chain then only those connected to the leader are still considered to be in the circle.

The leader is the only member of the circle who may use a weave as long as they are linked. If another member of the circle wishes to use a weave they must either leave the circle or have leadership transferred to them. The leader can only use weaves that they know but may draw upon as many Will points of any member or members of the circle of their choice when using a weave. Power-wrought items may be used but the effects of multiple similar items are not cumulative (for example, multiple *angreal* will only ever grant a maximum of +1 to cast no matter how many members of the circle have them).

If one of the channelers is targeted by a weave they may also draw upon the circle's power, provided that at least half of the Will points they use to resist the weave come from their own Will store.

Bonding

The process of bonding involves the use of the One Power to create a link between two people. Most commonly used by Aes Sedai on their Warders, it allows them to locate each other and read each other's feelings as well as allow them to draw on each other's strength.

A bond is noted in a model's Special Rules and it will be specified to whom they are bonded. Bonded characters may draw on each other's Might and Will if they are within 6" of each other, and Fate if they are within 3" of each other. When spending these points it must be specified whose total they are coming from.

Designer's note: If bonds are chosen for generic characters you should name them to prevent any confusion as to who the bond applies to.

There are different types of bond, as listed below. Their specific rules are in addition to those above unless otherwise noted.

Sul'dam and damane

The Seanchan fear those who use the Power, seeing them as dangerous if unsupervised. Because of this, they leash female channelers using the a'dam, a silver collar linked to a silver bracelet by a chain. The collar is placed around the channeler's neck (who is then referred to as a damane), and the bracelet worn by a sul'dam; a woman trained to control the damane through it. The damane are treated as pets, and eventually come to act as them as well, trained to fear the very notion of escape.

The *sul'dam* and *damane* must remain within 3" of each other at all times. If either are forced to move then the other must be moved to within 3" of them. If both are forced to move in such a way as to end up more than 3" apart the opponent chooses which moves first, then the second is moved to within 3". When channeling they are treated as a single entity for creating and resisting weaves.

Warder Bond

It has been a long-standing tradition within the White Tower for Aes Sedai to bond men as Warders. However, the various Ajahs have different approaches. Most prefer to have a single Warder, but the Red Ajah never bond Warders, and Aes Sedai of the Green Ajah often have several. For the most part Warders are bodyguards, trained into the deadliest warriors and willing to lay down their lives for their Aes Sedai.

An Aes Sedai's Warder or Warders are Fearless. Although they share Might points, an Aes Sedai cannot use her Warder's Might to channel once she has depleted her Will. Should either a Warder or Aes Sedai be slain the other sharing the bond will be overcome by grief and vengeance. They will lose one Fate point if they had any remaining and must endeavor to slay the model that slew their companion. If this model still lives they will move directly towards it as fast as possible, using any ranged abilities if they can (including weaves). If they come within charge range they will charge that model. This goes on until either the enemy is slain, in which case they will be controlled as normal from then on, or they themselves are slain.

Power-wrought Items

Many objects were created using the One Power. Some were meant to aid channelers by drawing more of the Power, others are activated by the Power, and others still can be used by non-channelers.

Angreal

Angreal let channelers safely handle more of the Power than they normally could. Although not always very powerful, they do provide a notable increase in strength.

An *angreal* grants a channeler +1 to every casting roll. The effects of multiple *angreal* are not cumulative.

Sa'angreal

*A more powerful version of *angreal*, the *sa'angreal* provide an even greater boost to the abilities of a channeler.*

A channeler with a *sa'angreal* may spend a single point of Will per turn without reducing their own Will store. The effects of multiple *sa'angreal* are not cumulative.

Ter'angreal

*The *ter'angreal* were all created with a single specific purpose in mind. Some require channeling to activate, while others do not. The uses of *ter'angreal* vary as much as the forms that they take. They can be anything from ornaments to doorframes, jewellery to weapons.*

A model with a *ter'angreal* will always have its form and purpose described in their Special Rules section. *Ter'angreal* may also be described as part of a scenario, again it will be outlined in the Special Rules section.

Weapons

Catchpole

Trollocs often make use of catchpoles, long shafts tipped with nooses or hooks, in order to unhorse their victims. A catchpole counts as a hand weapon. In addition, if the Trolloc wins a combat against a mounted model then it may attempt to drag the rider out of the saddle instead of striking blows. Roll a D6 for each Trolloc using a catchpole in this way in that combat. On a 3+ on any dice the rider is thrown. The mount is treated as being a loose mount that has passed its Courage test.

Two hand weapons

A warrior wielding two hand weapons can become a formidable foe, giving the enemy two blades to worry about. However, this comes at a price as they too have to focus on wielding both weapons effectively. A warrior with two hand weapons gains +1 Attack but suffers a -1 penalty when rolling to win a fight.

The Sword Forms

The sword forms are a series of offensive and defensive postures designed to achieve a specific purpose in combat, whether to overwhelm a foe's defenses or simply stall them. They combine the movements of sword and swordsman, and a fight between two who know the forms is often likened to a beautiful but deadly dance.

The sword forms are used in the Fight phase. If a hero involved in a fight can use the forms then before rolling to win the fight the player may declare that he is using one. Using the forms is optional. If this is declared then he secretly selects one of the forms available to him. If the opponent has a hero in the same fight that can use the forms he may also elect to do so, in which case he too secretly selects one of his. The choices of both players are then revealed and the fight is resolved accordingly.

If the effects of two sword forms clash (for example, a swordsman uses Sheathing the Sword while his opponent chooses The Wind Blows Over the Wall), then the form chosen by the winner takes priority. However, non-clashing effects still apply, so in the example above if multiple models were against the swordsman that chose The Wind Blows Over the Wall, they would still gain their automatic strikes even if they lost.

An accomplished swordsman knows that by repeating attacks he becomes predictable. Therefore each sword form may only be chosen once every three turns.

Heroes who can use the sword forms will have a list of available forms within their profile similar to how weaves are listed. Such heroes will have a specific level of ability which determines how many sword forms they can use and how complex they can be:

Skilled Swordsman - May learn up to two sword forms of the first level.

Mighty Swordsman - May learn up to four sword forms of the first and second levels, of which a minimum of two must be in the first level.

Blademaster - May learn up to six sword forms of any level, of which a minimum of two must be of the first level and two of the first or second levels.

Unless otherwise stated all sword forms may only be used by a standing hero on foot armed only with a hand weapon or two single hand weapons, and not under the effects of Stun. Each sword form will specify how it works with regard to single and multiple combats if necessary.

The Forms

First Level

The Boar Rushes Down the Mountain

Using this form grants a +1 bonus on the roll to wound against a single opponent. In a multiple combat the swordsman chooses which opponent he gains the bonus on, and he may split his attacks as normal.

The Falling Leaf

Using this form counts as shielding.

The Grapevine Twines

If the fight roll is a tie the swordsman using this form will win. If both combatants use this form resolve as normal.

Hummingbird Kisses the Honeyrose

May only be used if the swordsman has been charged. He may strike a single blow at his opponent before the fight is resolved. If his opponent is slain by this, the slain model will be removed and no fight carried out.

Low Wind Rising

May be used if the swordsman is lying down. If he wins the fight he may strike a single blow as well as rising to stand.

Swallow Rides the Air

The swordsman gains +1 Attack.

Second Level

Lizard in the Thornbush

If there are more opponents than the swordsman has Attacks, then after winning the fight he may choose to strike one blow against each opponent at a penalty of -1 to wound (including any models supporting with spears etc).

Parting Silk

Resolve the fight as normal but any successful wounds will not reduce the opponent's wound total. Instead they will be stunned for a single turn.

Sheathing the Sword

Both combatants may strike blows at each other regardless of who wins the fight. These blows are struck simultaneously after the winner has been determined.

Twisting the Wind

The swordsman may roll to win the fight with as many Attacks as his opponents have against him, but may only roll to wound with the number of attacks on his profile and at a -1 penalty to wound.

The Wind Blows Over the Wall

Neither combatant may strike blows at the other regardless of who wins the fight. When fighting multiple foes this effect only applies to one (chosen by the swordsman), and the others may strike blows against the swordsman regardless of who wins the fight.

Third Level

The Cat Dances on the Wall

This form can be used by a swordsman fighting against a single enemy model. The enemy's Attacks are reduced by -1 for the round of combat.

Heron Spreads its Wings

May only be used if the swordsman has two hand weapons. While using this form he no longer suffers the -1 penalty to win the fight when using both hand weapons.

Striking the Spark

The swordsman may re-roll a number of dice during the fight equal to the number of attacks on his profile. These may be used on the roll to win the fight or the roll to wound, and may be divided between those two rolls in any combination. Remember, you cannot re-roll a re-roll.

Wind and Rain

A more advanced version of the Parting Silk form, this form allows the swordsman to make a single roll to wound his opponent after winning the combat in addition to the stunning effects of Parting Silk.

Special Rules

These are a series of advanced rules that cover various other concepts used by this supplement to represent Jordan's setting.

Affinity With Nature

Woodcraft is practiced by many across the land; those with enough skill can move through heavily forested land as well as over grassy plains. Others have lived in the wilds so long that they develop a kinship with the world around them.

Models with Affinity With Nature may move through areas of difficult terrain without penalty as long as they are on foot.

Drain Soul

Many creatures and weapons can kill even the mightiest warrior if they can cause but a scratch, such as the evil dagger of Shadar Logoth.

A model that suffers a wound from a warrior, weapon or power with this special rule is automatically slain regardless of the number of wounds on its profile. Heroes can use Fate to avoid wounds suffered by the attacker, but if even a single wound is not avoided they are slain.

Elemental Resistance/Weakness

Some creatures and people have become accustomed to various elements, whether by evolving to cope, training themselves or an inborn ability. On the other hand, some are vulnerable to these elements.

A model with a resistance to a particular element may force a channeler to re-roll a single D6 when attempting to use weave of the specified element targeted at the resistant model, or force an attacker to re-roll a single dice when rolling to wound. A model attacking another with an elemental weave they have a weakness to may re-roll a single casting or to wound dice of their choice.

A model with elemental resistance will have **Resistance to [element]** in their profile, and models with a weakness will have **Weakness to [element]**. Weaves will have their element type specified in their description. Where a type is not specified they will be of mixed elements, and therefore Resistances and Weaknesses do not apply to them.

Forsaken

The Forsaken are a group of thirteen terrifying and extremely powerful channelers from the Age of Legends. They were bound along with the Dark One in his prison, but as the bonds begin to weaken the Forsaken are slowly coming free.

All Forsaken cause Terror, and are linked with Myrddraal in the same manner as Myrddraal are with Trollocs, as well as being linked with the Trollocs themselves. Additionally, they can expend one point of Will each turn without reducing their own Will store but this is only cumulative with similar effects (such as *sa'angreal*) when more than two Will points are spent. Additionally, they may use up to two weaves per turn although they may only spend one Will point on each of these two weaves. If using only one weave they may use any number of Will points as normal.

Old/Injured

People do not remain young and fit forever. Eventually age will take its toll, joints will become stiff, and the agility of youth will fade. Similarly, someone who has been injured will take time to recover, and will find themselves slowed by their wounds in times of need.

Models described as Old or Injured in their profile must roll 2D6 for a Jump, Climb or Swimming test and discard the higher of the two. Might may be used after the higher D6 has been discarded. In addition, their move is reduced by 1".

Shadowspawn Linking

In order to achieve greater control over them, the undisciplined Trollocs are linked to Myrddraal. Should this link be severed by killing the Myrddraal, the Trollocs will often be sent into a wild panic and be easier pickings for their opponents.

Any Trollocs that are part of the same force as a Myrddraal may benefit from its Stand Fast! rule from a distance of 12"/28cm rather than 6"/14cm. However, if all the Myrddraal in a force containing both Myrddraal and Trollocs are slain, then the Trollocs will count as being Broken regardless of whether or not the force is below half strength. Only Trolloc models within that force have to take Courage tests for being broken until the force drops below half strength, at which point the rest also have to take tests as normal.

Stealth

Stealth is the art of making oneself hidden using a variety of means, be that specially tailored clothing or pure skill.

A model with the Stealth ability counts as wearing an Elven cloak.

Stun

Many people and creatures find it preferable to stun their foe, whether to facilitate escape or render them helpless as they move in for the kill.

A model that has been stunned may make no further move and may not shoot during that turn. If he fights in combat he will be treated as having a Fight value of 1, 1 Attack, and may not strike blows if he wins. These effects cease at the end of the turn.

The Look of the Eyeless is Fear

Many Shadowspawn have the ability to paralyze people with fear, simply by meeting eyes.

A model with this ability may target one enemy model during the Move phase, at any point during its move. The enemy must immediately take a Courage test. If passed there is no effect. If failed the target is Stunned.