

CLEANSE THE WOOD

TERRAIN:

On a 4x4 battlefield designate a length of road that runs across the table near one side, cutting the battlefield roughly into thirds, two thirds above the road and one third below.

The larger section above the road should be designated as the Rim-Woods. Within the “woods” area, appropriate terrain should include lots of trees, hills and impassable terrain such as dense undergrowth like thorn bushes. The road represents the Lyonesse road and the area below it is open terrain, bordering a cliff above the Great Ocean.

One player, who will be the defender, sets up all his models within the woods, no closer than 9” from the road or any table edge. No model may be closer than 5” from any other model on the defenders side.

The other player, who will be the attacker, then chooses one end of the road, and sets up all his models on the road or below it within 9” of the table edge.

No model may flee the battlefield from the table edge below the road, designated as a cliff. Any model falling within 1” of the cliff must take an Initiative test. (See Mordheim rulebook page 28.) A failed test will result in the model being taken out of action and heroes will roll twice on the serious injury table.

Any of the attackers models that flee the battlefield on the table edge above the woods will miss the next battle because they are lost in the woods. After the subsequent battle they may rejoin their warband as it is assumed that they will eventually find their way back.

Hiding in the woods is easier, so models suffer a –1 penalty to spot an enemy hiding in the woods. Models may move while hidden (negating the modifier) as long as they are not running, charging or shooting. Much of the wooded area should count as cover for the purpose of shooting modifiers. Starting the game: The attacking player always takes the first turn.

Ending the game:

The game ends when one warband fails a Rout test. The routing warband loses.

EXPERIENCE:

Surviving: If a Hero or a Henchmen group survives the battle they gain +1 experience.

Winning: The leader of the winning warband gains +1 experience.

Take down: For each enemy model taken “out of action, heroes receive +1 experience.

HISTORICAL NOTES:

This skirmish was fought between brigands of the Rim Wood and Bretonnian Knights Errant. While traveling the Lyonnaise road to Mousillon, a party of Knights Errant encountered the bodies of several peasants and their lord brutally slain along the roadside.

The bodies were still warm, and tracks of the attackers led off the road into the Rim Wood. For the sake of justice the knights charged into the forest after the brigands and did catch them in a clearing not far from the road.