



Lost In The Bogs!



One of the warbands has become lost in the bogs and separated (obviously a change in leadership is required!). As they call to each other to try to link back up, other warriors hear them and decide to take advantage of their plight...

Terrain

Each player takes it in turn to place a piece of terrain, either a building, set of hedges or walls, hill, section of forest, section of swamp, river or stream, or similar item or terrain appropriate for Empire in Flames. At least half of the terrain placed should be sections of swamp or marshy ground.

Special Rules

The warband with the highest rating is the one that got lost. That player places each of his warband members on the board, not within 10" of a table edge, and not within 6" of each other. After that warband is placed, any other warbands set up their warbands as noted under 'SET-UP', below.

Set-up

After the lost warband has been placed, any remaining players roll a D6 to see who deploys first, with the player rolling highest choosing a table edge and setting up first. If there are two players who are not lost, then the next player sets up on the opposite board edge. If there are more than two players who are not lost, the remaining players choose sides and set up their warbands based on the order of their dice rolls, highest to lowest. A

player must set up his warband within 8" of his table edge, but not within 4" of a side edge. Keep in mind that more than four players setting up on table edges should be accommodated with a larger battlefield than normal (see the "Chaos in the Streets" article on multiplayer games in the Mordheim 2002 Annual, page 26).

Starting the Game

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table (based on where players placed their warbands) from there. The lost warband automatically goes last.

Ending the Game

The game ends when all warbands but one have failed their Rout test. Warbands which Rout automatically lose. If one or more warbands have allied when the other warbands have all routed, they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

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(s) gains +1 Experience.

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

