

Scenario 7: The Shifting Paths

The paths deep within the Great Forest are said by the locals to never lead the same way twice, as though the forest itself is trying to entrap intruders within its realm.

TERRAIN

This scenario is best played on a green 4' x 4' table. The table itself represents dense forest, completely impenetrable to the warbands (even to the Horned Hunters). You may wish to scatter some trees around the table although these are cosmetic and have no real game function.

A network of paths should be arranged by the players. Each table edge should have at least two paths running to it. Players may prefer to model their own paths. Alternatively try using strips of card or find something suitable to print from an internet web site.

In addition, place D3+1 hills or other suitable terrain. These represent glades within the forest. Each glade should have some sort of treasure token placed within it.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

Models may only be placed on the paths.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn.

SPECIAL RULES

The Moving Paths: The trees in the old part of the forest are indeed sentient and will try to get the models lost.

After each player has taken one full turn, roll D6 at the beginning of each player's Recovery Phase. On a 4+ all the trees move. This is achieved by scattering each unoccupied section of path D6" in a random direction.

The orientation of the moved paths should be left generally unaltered. If the dice indicate that the path section should leave the board then move it to the perimeter and rotate it clockwise by the excess number of inches instead.

Note that the glades will not move.

Bursting through: Where the paths are 2" or less from another path or glade, the models may attempt to burst through the dense tangle of forest. To do so, the model must pass a Toughness test.

If the test is failed then the model stops adjacent to the section of forest that he attempted to burst through.

A model may charge a model after bursting through but he must follow the rules for charging an unseen enemy, i.e. be within 4" and pass an Initiative test.

Once a section of forest has been burst through, the thorns and branches will knit themselves back together. Further attempts to pass through this section will require further successful burst-through tests.

Note that it is not possible to burst through to the board edge.

Treasure: Models that end their movement phase in base contact with the treasure token may pick it up providing that he is not in hand-to-hand combat. If a model carrying a token is taken out of action, place the token where he fell.

Should the model's warband fail a rout test, the model will escape with the treasure on a 4+. In a multiplayer game, place the token where the model stood before fleeing.

WINNING THE GAME

The game ends when all but one warband has failed their rout tests.

REWARDS

The warbands may explore the area as normal. Any warband carrying a treasure may keep it on a 4+ as explained above

EXPERIENCE

+1 Survives. If a Hero or Henchman group survives they gain +1 Experience

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Treasure Hunter. Any Hero carrying the treasure at the end of the game (providing they didn't drop it while fleeing) gains +1 Experience

