

## The Thing in The Woods

Your warband is travelling to the next town when suddenly you notice that the woods you have been walking through have taken on a distinctly more ominous feeling. The shadows are much deeper here, and strange sounds may be heard. Some of your warriors report seeing something moving just out of sight as well. You had heard rumours about the woods in this area of the Empire being haunted by malevolent spirits and creatures of the night, but you dismissed them as old wives' tales, until now. Then a piercing howl breaks the silence...

### 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 pieces placed should be sections of woods.

### Special Rules

**Fear of the Dark** – These woods are seriously rattling the warbands. Any warband member in a Wood section must take an *All Alone* test every turn (even if there are other friendly warband members nearby). Failure means that the warband member flees 2D6" toward the nearest table edge (warband members who flee off the board are out of the game, though they will not have to roll for Serious Injury after the battle).

**Thing in the Woods** – There is one Thing in the Woods for every warband involved in the game (so a two-player game would have two Things, a four-player game would have four, etc). The Things are placed within randomly selected forest sections and start the game Hidden. At the end of every game turn (after all players have taken their turns), there is a special 'Thing turn'.

A Thing will automatically charge any warband member that strays into its charge range. Otherwise, they move 2D6" in a random direction unless there is another forest section within range in which case they will always move into that. Just like any other player, the Things have their own Hand-to-hand Combat phase, and a warrior who is engaged in close combat with a Thing will fight during his turn and the Thing's turn, just as if it were engaged with a warrior from another warband.

### Set-up

All 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, then the next player sets up on the opposite board edge. If there are more than two players, 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, and not within 10" of another player's warband. Keep in mind that more



The dog got free of its master's grasp and racing through the throng dived at the stranger. Its jaws latched around a failing hand. The figure cried out in pain, distinctly human.

"Get that beast off him!" Shalken cried. He recognised the voice and piled through the paralysed crowd. The roadwarden had followed his animal and grabbed it roughly by the scruff of its neck to yank the feverish creature from the wailing human being.

"Are you alright?" Shalken asked the man sprawled on the floor clutching his hand. The bite was vicious; blood seeped eagerly from the wound.

"I don't understand it," the Roadwarden gasped, struggling to restrain his snarling dog. "He's never attacked someone like that before."

The encircling throng took a collective step back. The stranger threw back his hood. He was human after all, pain etched upon his face.

"The farm has been attacked," he gasped to Shalken, wincing.

"Wolves again," Shalken asked, inspecting the wound. The bite had sheared straight through his glove.

"Yes," he breathed.

Fearful muttering began around the room as all eyes were fixed upon the great unknown of the outside.

"Who is it?" the Roadwarden asked, finally bringing his beast under reluctant control.

"He is my brother," Shalken said.



than four players 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

The players each roll a D6 to determine who goes first. 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. 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*.

**+1 Takes a Thing in the Woods Out of Action.** Any Hero who takes a *Thing Out of Action* gets +1 Experience (yes, this is cumulative for the +1 for taking an enemy *out of action!*).

*(Note: The rules for the Thing in the Woods will be featured in issue 28 of Town Crier. In the meantime, players are advised to simply substitute the Thing for a Troll from page 11 of the Mordheim 2002 Annual.)*

**W**hen you are facing an enemy that is really scary like the living dead or creatures of Chaos, always shoot at them. Never attack them in close combat if you have the option.

I've seen many powerful warriors losing precious seconds trying to overcome their fear and charge these monsters.

And when they did it, it was often too late...

