

Scenario 9: The Wild Wood

Deep within the depths of the Great Forest lurk fey enchanted creatures who do not welcome intruders.

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.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

This area of the forest is inhabited by mischievous Spites. These are magical creatures said to be distant relatives to the Wood Elves. Whatever their origins, they do not welcome intruders into their domain and will use their woodland magic to see them off.

At the start of the game there will be D2 Spites per warband, placed in the centre of the board. At the start of each player's turn they will move 3D6" in a random direction. Roll separately for each Spite model.

If the dice indicate that the Spite has left the board then it is assumed to have lost interest and will take no further part in the game.

Spites may be attacked or shot at as normal. Any successful wound will cause the Spite to flee the board.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spite	3d6	2	0	1	2	1	6	1	8

Special Rules:

Fey Quickness: The Spite has an innate 4+ save vs magic, missiles and hand-to-hand combat

Insubstantial: Spites do not affect another model's movement, even when within 8"

Tricky: After moving, each Spite still on the board will then cast one of its "Tricks" on the nearest standing model that hasn't already been a recipient this turn. The Spites' magic covers the entire board and does not require line of sight (this is their domain after all).

Roll a D6 to determine the effect of the trick:

D6 Effect

- 1 The Spite magically pushes the target model D3" directly away from it. A collision with buildings/trees/etc. will cause a S2 hit. Collisions with models cause S2 hit on both. The model will stop at the point of collision.
- 2 The Spite causes a nearby tree to grab the warrior in its spindly branches. If the model fails a Strength test it cannot move during this turn. He may not attack although he may defend himself.
- 3 The enchanted model imagines that he sees monsters in every shadow of the forest. He behaves exactly as if he was All Alone except he will run in the opposite direction from that he is facing. Warriors immune to psychology may ignore this. If he leaves the table then he is considered lost in the forest. Heroes should roll on the Serious Injury table; a Henchman is eternally lost on a 1-2.
- 4 The Spite uses its glamour to enchant a woodland object. The warrior becomes mesmerized by this seemingly wondrous object. He will run towards it (irrespective of enemy models within 8") until he gets to it. The object is 6D6" in a random direction. If he breaks from hand-to-hand combat he must pass an I test or receive one automatic hit. If the model is charged then the spell will be immediately broken.
- 5 The warrior becomes possessed by a mischievous spirit. For one turn the affected warrior is run by his opponent (who may not have him harm himself). If he attacks a fellow warrior then that warrior must pass a Ld test or attack back. Orcs & Goblins will always retaliate.
- 6 The Spite pulls out a long hollow tube and blows magic dust all over the warrior. The victim must pass a Toughness test or be *knocked down*. The victim may not get up until he wakes himself by passing a Toughness test at the start of one of his turns (test every turn until he awakes).

A sleeping victim who is attacked by an enemy model is awakened immediately. A friendly model may also wake a sleeping victim by spending one whole close combat phase doing nothing but attempting to get the lazy git up (must be in base contact and not fighting in close combat). After the victim has been awakened, he stands up as normal for a warrior who has been *knocked down*.

WINNING THE GAME

The last warband to rout wins the game.

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.

