

Howling Horde

The harrowing experience within the living woods is still fresh in your mind as your breath billows out in great puffs of steam. The night is biting cold, with goose-flesh covering any open skin as you and your band make your way through these less dense trees. The stranger you encountered mere hours ago raises their hand to signal silence... which is swiftly broken by a blood-chilling howl. One word is whispered with a harsh accent, "Run!"

Terrain:

A dense forest setting is needed, with only the deployment zone (6") and a few extra inches in front of it should be free of trees.

Setup:

Each player must roll a dice. Highest roll decides deployment zone. After all warbands are set up, roll a D6 and add your leaders Initiative. Highest roll goes first. Each player must roll for and place their zombie-pack.

Thing in the Woods:

While you may have survived the Wicked Woods, these are no less dangerous. Each table has a Thing in the Woods, as found in the *Empire in Flames* Supplement. As well, another more sinister force is here. Werewolves are rampant in Sylvania, and so too are they rampant in these woods. Every time a model wishes to move, they must roll a dice. On a roll of a 1 or 2, they are immediately charged by a werewolf.

Profiles M WS BS S T W I A Ld

The Thing	5	4	0	5	5	3	4	2(3)	7
Werewolf	5	3	0	4	4	2	4	2	7

Special Rules:

Large Beast: The Balewolf is a huge creature and counts as a large target for the purposes of shooting and may be targeted even if it isn't the closest model.

Fear: The Balewolf is a terrible and frightening creature that causes fear.

Forged by Chaos: A creation of Chaos; the Balewolf was born from some nefarious yet unknown origin. The power of Chaos knits its form together when it is wounded and as such the Balewolf has the ability to supernaturally heal itself. At the start of each of its turns roll a D6 if the Balewolf is wounded. On a roll of 5+one Wound is restored as its skin miraculously knits back together.

Flesh of Iron: The Balewolf's skin is thicker than toughened leather, wholly capable of turning aside blades and arrows alike. The Balewolf has an Armour save of 4+ which is reduced by the Strength of the attack as normal.

Vicious Jaws: The Balewolf's massive jaws are capable of crushing a man's body in two. The Balewolf has an extra Attack from its jaws (as denoted in its profile) which is always its first attack. If this attack hits, it causes a critical hit on a roll of 5 or 6.

Lycanthrope: The blood of the Balewolf contains a terrible and powerful curse. Any model taken out of action from an attack from the Balewolf risks the taint of its dark blood (note that this only affects man-sized creatures and non-mutants). After the battle, if the model survives the attack roll a D6. On a roll of a 6 any injuries the model is



currently suffering are cured but they are now cursed!

In each subsequent battle whenever the cursed model is wounded they must take a Leadership test. If they fail they transform horrifically before the eyes of their comrades into the Balewolf! The model now has the same stat-line as the Balewolf. Any armor or equipment it was wearing is destroyed and any weapons the model was carrying are lost but may be recovered after the battle. The Balewolf will always charge the nearest model, friend or foe, if it can, otherwise it will move at maximum speed towards them. It may try and restrain itself from attacking a comrade by taking a test against his own Leadership (he may not use the leader's). If passed, the Balewolf will ignore friendly models.

Roll a D6 after the battle. On a roll of 2-6 the model returns to normal (albeit without attire ...) but still carries the curse. On a roll of 1, the Balewolf takes hold completely and in his feral state disappears into the wilderness lost forever in myth and legend (remove from roster).

Special Rules: (Werewolves)

Fear: Werewolves are creatures borne of myth and legend, and are terrifying creatures. They cause *Fear*.

Regeneration: Werewolves are incredibly resilient creatures. Many blows that would lay low any mortal man heal themselves instantly. To represent this, a Werewolf has a special 3+ Regeneration Roll for every hit that it suffers. If this roll is failed, the wound is lost as per normal.

Lycanthrope: Same as above, substituting the Werewolf's stat-line for the Balewolf.

Blood Hunger: A werewolf's thirst is never slaked. Should a werewolf take its prey out of action upon their initial charge, they will immediately charge the nearest model, provided they are within charge range. A werewolf will always move towards or charge the nearest living model.

Ending the Game:

The game ends when all warbands but one have failed their rout tests. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

Experience:

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

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Takes Thing in the Woods OOA: A Hero who takes the Thing in the Woods *Out of Action* receives +1 Experience.

+1 Takes Werewolf OOA: A Hero who takes a werewolf *Out of Action* receives +1 Experience.

Bonus:

Queen of Kislev: Extra Hero-Slot, thus allowing for a seventh Hero.

Black Hand: Extra Hero-Slot, thus allowing for a seventh Hero.

Penalty:

Queen of Kislev: 20gc tithe

Black Hand: 10gc tithe

