

TRAPS

By Paul Smith

Trip wires - 2 gold

Trip wires can be set between two obstacles, such as an opening to an alleyway or a doorway. Anyone moving over this must roll a D6 and add their Initiative score. If the model was running then add 1 from the score, if the model was mounted add 3 from the score, Dwarves and halflings should subtract one from the score. If the total is greater than 7 then the model had fallen over (end of movement) and is counted as prone till the start of their next turn as they pick themselves up again. A horse tripping over must make a test as if it has jumped from a higher level as stated in the Mounted warrior rules.

A trip wire may be set up if the model spends a turn without firing a weapon. Only the model that placed the tripwire knows where it is so even members of your own party will fall prey to it.