



## Wicked Woods

The woods around you thicken to the point where you lose sight of the men who were once directly beside you. You hack and slash your way through thick brambles that seem to seek out any exposed flesh to tear away anything they can when ~whack~!

Blinking quickly, you look up into the boughs of the trees above, your head resting in a pile of rotting leaves. Confused, you take a moment to try and clear your head when another surprised scream erupts from somewhere off to your left. It is followed by another, and another, and then another.

### **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.

### **The Wicked Woods:**

The trees in this forest are ancient, twisted and evil. Their long life has exposed them to the harsh and saturating evil that permeates from the Sylvanian soil. As such, they are spiteful beings bent on destroying anything that dares defile their presence.

### **Special Rules:**

**Roaming:** After warbands have set up, each player designates one grouping of trees. These trees have the potential of moving at the end of the players round. Roll a D6, with the roll representing the grouping of trees that the respective players placed (D3 if need be). That group of trees will move D6" in a random direction. If they run into another group of trees, they will stop there. Any models who find themselves within the group of trees will suffer D3 S4 hits.

**Whack!:** A model who finds itself within 2" of the treeline at the end of his movement phase will suffer D3-1 automatic S3 hits, to a minimum of 1. This will occur to all models, be they engaged in close combat, in hiding, even if they had not moved since the previous turn (hell, if they are dense enough to stay close to the trees, then...). If the models are engaged in Close Combat, and only one model is within reach of the treeline, then randomize the hits as per the rules for shooting into Close Combat.

### **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 being hit by a tree:** A Hero who takes a hit from a tree receives +1 Experience.