



# A Walk In The Wood

*House Rules article to give your forest pieces a more tactical aspect in the game.*

**By Sebastien Deleest**

A forest is a relative safe place for an infantry formation, when it fights against another infantry formation. But when the bombardments begin and the wooden shrapnel flies low, the quiet clearing, where your Ork boys were picking juicy fungus for their next brew, may quickly become a real hell.



## THE WOODS ARE NO LONGER SAFE

A tree is obviously less resistant than Power Armour. So whilst, individual bullets will do little damage to a wood a giant barrage weapon may well flatten whole swathes of forest. To represent this you can give a forest a certain amount of damage counters to represent a forest's wounds. Once all the damage counters have gone the forest is considered destroyed. There is no hard and fast rule about how many damage counters a forest will have this will depend on the terrain piece's size and player consensus. An average epic forest terrain piece should have about 3 counters.

A destroyed forest still gives a -1 to hit units within, it is still considered as dangerous terrain for armoured vehicles. It gives no cover saves for infantry and it does not block LOS.

Barrage weapons, weapons ignoring cover or flame-based weapons can destroy a forest when hitting troops hidden within or when they fire directly against it. The roll needed to hit a forest is the same needed for troops within it but with no modifiers (the wood can't hide itself), a hit signifies that the forest has lost a damage point.

The forest damage capacity can be represented with counters.

## BURN, IT WILL BURN

When units use flame throwers or dangerous bio-chemical weapons in wooded areas, sooner or later a fire will be lit.

The following table gives the basic chances of a forest fire:

Weapons	Fire Setting chances
Laser	6+
Fusion weapon	5+
Flame base weapons	4+
Barrage weapon	5+
Ignore cover weapon	Add +1 to the initial chance of the firing weapon

Example: *Scorchas firing their flame throwers against an Imperial Guard unit hidden in a forest may set a fire ablaze on a 3+ (initial 4+ and +1 modifier for ignore cover weapon).*

Any formation in a wood at the beginning of an activation can try to light a fire, in addition to its action. It needs an initiative test with a -1 (in addition to any other modifiers).

When a wooded area is set alight, at the end of each turn the forest will lose a damage point. The fire ceases when the wooded area has no more damage points. While the forest is on fire, it is considered as a dangerous field for all types of unit.

Units inside a burning forest at the end of the turn take an automatic hit.



## MAKING THE DAMAGE COUNTERS

**Tools and Materials** I used the following tools and material in order to build my forest counters.

- CD-ROM holder*
- Some small tree branches*
- PVA glue*
- Staples (metal pins)*
- Hand Drill*
- Sand*
- Flock*

**Making the Counters** Draw some shapes on the CD base with a pen (roughly 3cm for the diameter). Then cut it with a modelling knife or small saw.



Here is the result...

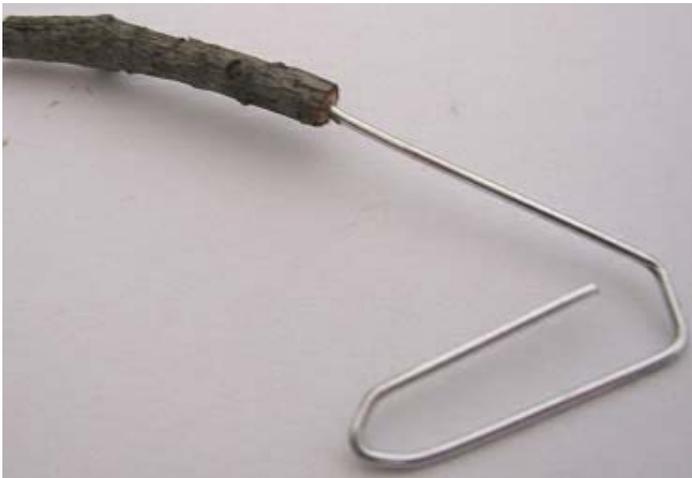


Drill some holes for the trees about (3 trees to a base gives a good rendering).



Cut the base of the branches and plane the bottom so it fits snugly on the plastic base.

Drill a hole in the smooth base of the branch and glue a pin.



Cut the right pin to the right size and glue it on the base.



Glue some flock on to the branches.



Paint the base brown.



Glue the sand to the base.



A completed wooded area made up with the counters. Simply remove a counter every time the forest is 'wounded'.

