

Empire in Flames FAQ

[Unreleased draft, March 2011]

VEHICLES OF THE EMPIRE

Wagon Movement table (page 30)

How is it possible that wagons move up to 10", while horses have a movement of 8" and mules as low as 6"?

Remember that wagons don't run. So a lightly loaded wagon drawn by two horses is pulled at Movement 10 by the extra effort of the two horses. The Movement of an averagely loaded wagon is 8", which is the same as a normal horse so this represents that horses can easily pull an average wagon at the same speed as a normal horse. The running aspect is represented in Applying the lash which gives +6" as the maximum. So the maximum movement of a (lightly loaded) wagon is 10+6" which is the same as normally running horse.

What's the cargo quota? It is never used anywhere (except being referenced once under TRANSPORT on pg.31).

Cargo would have to be mentioned in the scenarios that make use of them, as you normally wouldn't assume that the warband is carrying useless chests and boxes around. Usually one crate or chest equals one warband member in weight.

Collisions (page 31)

It says: "Warriors that are out of action cannot get out of the way of a wagon and are therefore automatically hit." Since warriors *out of action* are not on the table any more, it's probably supposed to be either *knocked down* or *stunned* or *stunned only*. But which one?

Both. Neither *knocked down* nor *stunned* models can move out of the way of an approaching wagon.

Losing control of the draft animals (page 32)

"The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice)." What does that mean, especially the sentence in brackets?

The paragraph describes how an enemy model may leap on the back of one of the draft horses and thus control the direction of the wagon. Then the driver no longer controls the wagon and the enemy model now has the function of the wagon's driver. In this case, the driver may attack the enemy model in either close combat or shoot at him to stop him from leading the wagon astray. Any injury inflicted on the enemy will suffice to gain back control over the wagon, as a knocked down or stunned enemy cannot control the horse.

"If a warrior has successfully mounted a draft animal he may attempt to cut it free from the team on a 4+ ..." When is this roll attempted?

The warrior mounts the horse in the Movement phase and my try to cut it free in the close combat phase.

Profiles (page 32)

Horses are listed twice, but with different profiles. The second one is presumably for mules, but an errata note somewhere would be nice.

Yes, the second one should read "Mule" instead of "Horse".

Loss of a draft creature (page 32)

"If the steed is taken out of action then permanently reduce the speed ... until the driver can cut the animal free on the roll of a 5+." When exactly is this roll taken?

As mentioned above, cutting free is done in the close combat phase and it replaces attacking in hand-to-hand combat.

Out of Control table (page 32)

Result 6 Loss of control, subsection 5 reads: "The wagon's yoke pole snaps and the draft animals gallop off." And then what? Are the animals gone forever (i.e. need to be bought again) or searched for by warband members and brought back to the warband after the fight?

The animals bolt as described under "Bolting Mounts" in the Mounted Warriors article (page 24, Empire in Flames) or the "Blazing Saddles" article (page 65, Mordheim Annual). If you are lucky, they will stop running before leaving the table. If they are still on the table when the game ends, the warband can get them back, otherwise it is assumed that they ran out of sight and cannot be retained.

General

How many wheels does a wagon or cart have? It doesn't say in the rules, but it is important for slowing down and halting the vehicle.

All wagons and carts are treated as having four wheels.

Do I have to assign ownership to a certain model in the warband like it is normally the case with miscellaneous equipment? I'm asking because of the "Dead" (11-15) and "Captured" (61) results of the Heroes' Serious Injuries chart.

Yes, per the normal rules wagons belong to one of the warband's Heroes. This means that if that Hero dies who has the wagon on his equipment list, the wagon would be lost normally. Also if a captured Hero is sold to slavers the captors get to keep all of his equipment – including any wagons and associated draft animals!

[I'm stressing the "normally", because we play it that wagons (and the respective draft animals) are warband property and not associated with one specific Hero. However, this is a house rule so make sure you agree with your opponents as they have the right to keep the wagon (or watch it getting lost on the death of its owner).]

What happens if my entire warband is taken out of action or at least the wagon driver and all other members on board the wagon? If there is no model left to drive the wagon when I lose the game, is the wagon lost?

If the warband fails its Rout test and no model is driving the wagon, then it is abandoned. The wagon falls into the winning warband's hands. They obtain any cargo left on the vehicle and may choose to use it as their own. You might also consider cutting a deal with the former owners of the wagon per the rules for Captured models (see Serious Injuries).

Can I lose my draft animals?

Sure. If they are taken *out of action* during the battle you need to roll for Serious Injury as normal. If they survive, you can use them in the next battle. If they die, you need to purchase new draft animals or use the wagon at the limited Movement rate. Note that the Plague Cart from the Carnival of Chaos is an exception to this and works differently (see below).

Can models on top a moving wagon shoot their missile weapons? What about crossbows and muskets?

Models may fire their missile weapons when standing on a wagon. As long as they do not move themselves, they can shoot crossbows and muskets and do not suffer the –1 penalty for moving. However, if the wagon itself has moved, they may still fire their weapons but suffer a –1 modifier from the moving wagon.

CARNIVAL OF CHAOS

Plague Cart (page 64)

How exactly does the Plague Cart work since it is a mix of Henchman type and wagon?

- The Plague Cart is a Henchman choice and comes with cart, two draft horses and the Guardian. The cart itself and the Guardian are essentially one and the same “thing”.
- The Plague Cart moves like any other wagon or cart as described in the “Vehicles of the Empire” section (page 30, Empire in Flames). This means that the horses can bolt and run off when going out of control and can be taken *out of action*.
- The Guardian cannot be wounded to be taken *out of action*. He goes *out of action* and is removed when the cart itself loses its last Wound (no injury roll required).
- After a battle in which the wagon was destroyed, roll for Serious Injury just like for normal Henchmen. On a roll of 1 and 2 the cart is destroyed and removed from the roster. On a roll of 3+ the Plague Cart is magically healed by the dark powers of Nurgle and you keep the Plague Cart.

Because the Plague Cart is a very special kind of wagon, blessed by Nurgle, you don't have to roll for serious injuries on the horses separately. They always survive the battle in which they were taking *out of action* and they are automatically retrieved. If the wagon is destroyed in a game, roll for serious injury once. If that roll is failed the entire wagon, including driver and horses is destroyed and removed from the roster.