

Out of Time

by Giles Blackmore

Intro

Once every four years, a leap year occurs and there is another day in the calendar. Felstead is no different, but has the added complexity that the Chronomancers carried out many of their experiments on that day, some of which are still in operation even now and the thawing ice have uncovered them.

Your wizards and entourage are searching the area of ruins, colloquially known as Tindalos, on just such a day and stumble across one that is a work in progress, huge Time Crystals have thrust up through the ruins, complete with the mysterious beasts known as Chronohounds.

Set-Up

The board is set up as normal.

One Time Crystal is placed in the centre of the board. Each player then places a Time Crystal at least 12" away from any table edge and 9" away from any other.

Each player also places one treasure token as per the normal rules, and more than 6" away from a Time Crystal.

A Chronohound is then placed at each Time Crystal.

Special Rules

Time is behaving strangely, in each of the player's phases, they must declare their models' actions within 3 minutes (use an egg timer). Any actions not declared by the time the sands of time run out, is forfeited. (NB: This is declaration of action, not rolling for results – players have to second guess things !)

Once a player has destroyed a time crystal, this limitation no longer applies to them.

As per the rules in the Perilous Dark scenario *The Dog Days* (p19), Time Crystals have a Fight of +1, Armour 16, and Health of 1. They are immune to all shooting attacks, magic and mundane. However, these Time Crystals cannot be moved by telekenesis !

Chronohounds will only move when they detect any warband member within 10" and behave as described in the Perilous Dark supplement (p88), able to detect models through terrain, and invisible models.

When "killed", they will re-manifest at a random corner of the table (not at the centre of a table edge) in the Creature phase.

When their parent Time Crystal is destroyed however, they immediately disappear, even if they are in combat.

In addition, any Chronomancer spell cast in this scenario is cast at one lower than it normally would be.

Any Enchanter spell is cast at one higher than normal. These modifiers do not apply to out of game spells.

The game ends when all the Time Crystals have been destroyed, or all models have fled the table.

Treasure and Experience

For each Time Crystal destroyed, the wizard gains two treasures. One, and only one, of these treasures may be rolled on the Perilous Dark treasure table, OR the player may choose an item of their choice from the Magic Items table in the main rulebook. All other treasure is rolled for as normal.

Ordinary treasure chests must be off the table by the end of the game, even if carried by a model.

Experience is gained as per normal, with the following additions:

+15 XP for every model on the table when the game ends.

+50 XP for each Time Crystal destroyed by the Wizard's warband.

+75 XP if a Wizard or Apprentice destroys a Time Crystal.