



## EMPIRE OF THE DEAD – CAPTURED ANIMALS

If you try and keep a wild Animal (such as a Wolf) it's going to keep trying to get away - then you run risk of it either escaping, or injuring one of your Faction (as it would HAVE to be guarded). Using the Bravado Roll/Joining the Faction ruling - simply doesn't make any sense.

After the initial Capture, and after each game roll on the table below - In addition to this, should the Faction who captured the Animal wants to keep it, it costs 3 Shillings to pay for the Animals Upkeep between games (food, upkeep of the cage, etc).

### D10 ROLL

### RESULT

1 - 6

The Captured Animal Stays Captured, no Bravado test is made (it's a Wild Animal after all). Roll again after the next game, should the Animal still be contained.

7 - 9

The Captured Animal attempts to escape - play out a 1 on 1 fight between the guard (any single Regular Member of your Faction) and the Animal. Apply injury results as usual Roll (re-rolling any Captured results rolled for the Guard). If the Animal is not Captured or Killed, it escapes and re-joins its fellows.

10

The Captured Animal Escapes! Its guard (any single Regular Member of your Faction) takes an immediate Injury Roll (re-rolling any Dead or Captured results). The Animal then re-joins its fellows.

