Scenario 069 – Sacred Tree

One warband has discovered the Great Oak of Count Steinhart. Legend has it, that in the glory days of Mordheim, many treasures were buried with in the tree for a hope of grace and prosperity for that year. Now it stands alone in a withered garden of dead branches and dried out undergrowth.

Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Leave an empty square area of around 6" in the center of the board, and place a tree in the center of that.

Setup
The attacker deploys 8" from a table edge. The defender deploys within 6" of the center area.

Special Rules
Timber!: The defending warband is hell bent on bringing down this tree for its treasure. All models have auto hits on the tree with cutting weapons. The tree hand T6, W5. Once the tree is felled, a warrior may take the treasure from the tree and try to take it off the board carried with one arm.

The Hoard: The treasure holds 3D6 gc, D3 gems worth 10 gc each and a Lucky Charm.

Protect The Tree: The attacking warband has been hired by a wise druid to rescue the tree, in order to keep the sacred wishes of the past intact. If the attacking warband can save the tree then they will gain a random magical item.

Starting the Game
The attacker goes first.

Ending the Game
When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends.

Experience
+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.