

Scenario 4: Treasure Hunt

Description: There be treasure in them there hills.

Battlefield: The battlefield needs to have three possible locations for the treasure. A location should be a marker; a coin or something of that size is suitable. Each team places one of these markers somewhere in no man's land, both teams then roll a dice and the higher gets to place the third marker.

The rest of the battlefield terrain should be laid out in a mutually agreeable manner.

Deployment:

- Deploy as in a pitched battle scenario

Who goes first?: Both teams roll a dice, the highest gets the choice to go first or second.

Length of game: The game lasts for six turns.

Special rules: Neither side knows where the treasure lies, so its exact location must be determined randomly. To search a location for the treasure move a unit (of at least unit strength 5) to within 3" of a location marker, the unit must be unbroken & unengaged. At the end of the movement phase the unit can then declare they are searching for the treasure. While they are searching, they cannot shoot, though wizards may still cast magic.

When the first location is searched roll a dice, the treasure is found on a 5+, second location a 4+ otherwise it is definitely in the third. The unit that finds the treasure immediately gains 100vps. Place a counter by the unit to mark this.

Once the treasure has been found, any unbroken, unengaged unit (Unit Strength 5+) may make a non-march move to within 3" of its location and dig. Digging means they sacrifice their entire turn, as above. If they are charged they are allowed to make charge reactions as normal. When they dig, they also gain an extra 100 VPs. Only one unit may dig at any one time.

Once a unit has begun to dig, they may remain stationary to continue to gain additional 100vps worth of treasure per turn. If they perform any action in their turn, other than dig, they cannot get this bonus for that turn. Also if there is an enemy unit within 3" of the treasure location no units can gain treasure VPs.

Treasure bonus victory points can be captured in the same way as capturing banners, or are lost if you flee for any reason.

For example, a unit gets lucky and finds the treasure in turn one, they gain 100vps. In the next turn, they decide to keep digging so gain another 100vps, bringing the total to 200vps. The unit is now charged in turn 3, they lose the combat and flee. The winning unit then captures the treasure if they pursue and now owns the bonus 200VPs.

Victory conditions: At the end of the battle, calculate victory points as p 102/103 of the Warhammer rule book adding the bonus treasure victory points captured by your units. No points are given for table quarters.