Scenario 043 – Defend The Oasis

Your warband has found an oasis to rest and water on. As you are taking a break you are set upon by another band after the water.

Terrain
Place terrain in the center of 4'x4' board 18 inches from all edges. Rocks, trees, small buildings/ruins are great for this. One item represents a well.

Setup
The Defender deploys inside the oasis, while the Attacker deploys within 6"of any table edge (can deploy on multiple sides.)

Warbands
The warband with the lowest number of warriors defends the oasis. If you have the same number of warriors the one with the lowest water rating defends the oasis. If water rating equal, then roll D6 to see who defends, highest chooses who is the Defender.

Starting the Game
The Attacker goes first.

Ending the Game
If a warband fails a rout test the game ends. If the attacking warband has more men within 6' of the well than the defender the attacker wins.

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.
+5 Water Points: The winner gains 5 water points for the victory. The winner may remain at the oasis (since they successfully defended/captured it), and rolls for a caravan (3+) as normal. Meanwhile, the defeated warband has to roll on the exploration chart with a -1 mod, (as finding another oasis would be considerably difficult).