WARCROW

THE TREE MOTHER
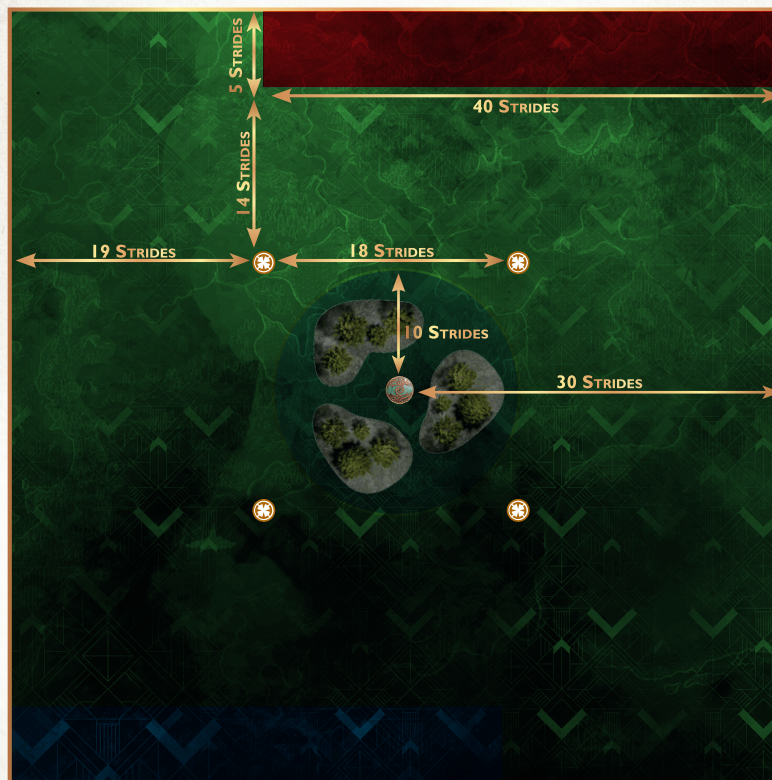
CORVUS BELLI

The Tree Mother

On the border between the Duchy of Aurore and the hegemonic land of Os Marcos, where the World Path crosses, four small Sÿena sprouts have awakened. Far from the Great Forest, their radiance has resonated in the minds of the Sÿsdana of Silver Ivy, who are quick to mobilize the Shadows of the Yew, Protectors of the Forest, and the Grove Curtailers to go and protect these saplings of the sacred tree and, if necessary, transport them safely to Sÿenann territory.

A Druid and an Aoidos join the group, under the command of the relentless Captain Sÿoslaith and the reckless Álula Ynyr. But when they arrive at their destination, what at first seemed like a placid mission, quickly turns into a fierce brawl. Before their eyes, a Tree Mother , the failed offspring of a sacred oak, emits blood-curdling shrieks after emerging alongside the sprouts, while directing her aggression toward the enemies who seek to kill them. The fight is so savage that it is difficult to distinguish the emblems of the combatants. Her sharp branches slash at all who try to approach, and a face seems to form in the center of the reddish bark of her trunk as she turns towards the woodland troops when they appear. There is no doubt then that this arboreal aberration, from beyond the known world, is an ally of the Sÿenann. The life of the forest beats within her, and she unflinchingly supports the defenceless sprouts at the cost of her own life.

If the Embersigians, feudals, orcs, varanks, or dwarves wish to cut down the sacred saplings, they will have to weaken the Tree Mother and defeat the Sÿenann under the command of the legendary Lioslaith Cóic Caledhee and Ynyr Dara Lainn. A difficult task indeed.

Preparation

The battlefield is **60x60 strides** in size.

Game size: **205 points.**

- Blue deployment zone: Sÿenann (defending side)
- Red deployment zone: Raiders (attacking side)

Before starting the game, randomly place one of the following tokens on each of the objectives:

- Tinge ✳ token.
- Damage 🌢 token.
- Command token.
- Activation token.

Place Event 1 token in position 1 on the turn counter.

The Tree Mother
To represent the Tree Mother, use a 55mm base.

Rounds

- The first round lasts **5 turns.**
- The second round lasts **4 turns.**
- The third round lasts **3 turns.**
- The fourth round lasts **2 turns.**

Event 1: The Tree Mother

When this event is triggered do the following:

- **Forest Protectors.** A *Nemorous Sÿenann Character* can be stressed so that the Mother Tree is considered an ally of the Sÿenann during its activation.
- **The Tree Mother** is activated (use the behavior on its profile).
- Advance the Event 1 token 3 positions (Mother Tree has INI 3).

Scoring

At the end of the scenario:

- Sÿenann (defending side):
  - » 1 VP for each sÿena sprout that isn't destroyed
  - » 1 VP if the Tree Mother has not been destroyed

- Raiders (attacking side):
  - » 1 VP for each sÿena sprout destroyed
  - » 1 VP if the Tree Mother has been destroyed

End of the game

The game ends when any of the following conditions are met; at the end of round 4, when one of the companies has no units on the battlefield, when all units of one of the companies are demoralized, or if the Mother Tree and all 4 sÿena sprouts have been destroyed.

Woods

Woods in the blue deployment zone have the keywords: *Block LoS* and *Cover* (◆).

Sÿena sprouts

Each brown objective represents a sÿena sprout.

Destroy a sprout
Any unit of the raiding faction can destroy a sprout by performing the simple action **destroy sprout**. To do so, the unit must meet the following requirements:

- The raiding unit must be adjacent to the sÿena sprout.
- The raiding unit cannot be locked in combat.
- The Tree Mother must not be adjacent to the sprout.

To resolve the action:

- The raiding unit must face off its attack (without activating switches or adding modifiers) at the defense value 🟢◆◆. If the Sÿenann control the target (sprout), they add 🛡🛡 to the defense roll.
- If the raiding unit rolls at least 1 uncanceled ✳ during resolution, destroy the sprout (flip the objective marker so its brown side is not showing).

Return home

When a Sÿenann unit is required to flee, it will do so by moving towards the nearest battlefield edge (ignoring the deployment zone condition).

TREE MOTHER
Token 55 mm

TREE MOTHER CARD

TREE MOTHER				
MOV	W	WP	MOR	INI
-	7	-	-	3

Nemorous - Sÿenann - Neutral - Hostile
Cover (◈) - Golem - Large - Intimidating (1) - Preferred Terrain (Forest)

⚔   **♖**

🔴 🔴 🟡 🟡   🟢 🔵 🔵 ◆

‼ Your target suffers 1 stress

✶ Inflict 1 💧 on your target

‼ Your attacker suffers 1 stress

Root Prison
Units engaged with the Tree Mother cannot disengage by moving.

Ancient Bark. *When you either engage or are engaged*
The enemy unit receives the disarmed state.

The Tree Mother does not push back or pursue her targets.
Roll 🔶 and place the Tree Mother engaged with the enemy unit that is closest to the indicated sÿena sprout, according to the table, traveling the shortest distance possible (She is considered to have charged).
If the indicated sÿena sprout is destroyed, the Tree Mother gains *Raging* for this activation.
At the end of the attack, if the sÿena sprout is not destroyed, place the Tree Mother adjacent to it, traveling the shortest distance possible.

🔶	Brote sÿena
✶!	✶ Tinge token
✶	💧 Damage token
✿! or ✶▯	Command token
! or ▯	Activation token