

# The Harvest's Carnival of Dong-Yi

## Setting up the Battlefield

- 1) This scenario is intended to be played on a table 48" x 36".
- 2) The players must place at least 8 scenery elements, according to the following rules:
  - Scenery cannot be placed less than 3 inches to table border, scenery or an objective.
  - The players place the scenery items alternatively. Randomly determine who begins.
- 3) The players then define the gaming areas:
  - There is only one main gaming area. There are no assigned zones.
- 4) The players then place their components tokens, according to the following rules:
  - The tokens must be placed on scenery, at least 5 inches from any other component.
  - The players each place 4 tokens alternatively. Randomly determine who begins.

## Deployment

The player with the most cards starts.

If both players have the same number of cards, the one with the highest mind value starts.

If both players have the same mind value, randomly determine who starts.

The starting player deploys one of his miniatures in the center of the table. Then both players alternate deploying one miniature:

- exactly 8 inches away from one currently deployed enemy miniature
- at least 8 inches from all other enemy miniatures
- at least 6 inches from all friendly miniatures.

If a player is unable to deploy the next miniature according to these rules, he may deploy it within 6 inches of previously deployed friendly miniatures.

Miniatures with the Stealthy skill are deployed without taking their skill into account.

The strategic ability of Fu-Nihao has no effect.

Once all the miniatures are deployed, each player selects 3 of his miniatures. He then rolls a dice to determine with which miniature the ambassador is deployed. The ambassador is then deployed in base contact with this miniature.

## Victory Conditions

At the end of each turn, both players compare how many hit points their ambassador has remaining.

Victory points are accumulated as follows:

- 2 VP if your ambassador has more hit points than your opponent's
- OR
- 1 VP if your ambassador is alive and the opponent's is dead.

A player wins the game if he has 6 VPs or more at the end of any turn.

If both ambassadors are killed, or if no player gets 6 VPs before the end of the game, or if both players reach 6 VP during the same turn, or if one player's warband is wiped from the table, then the game is a draw.

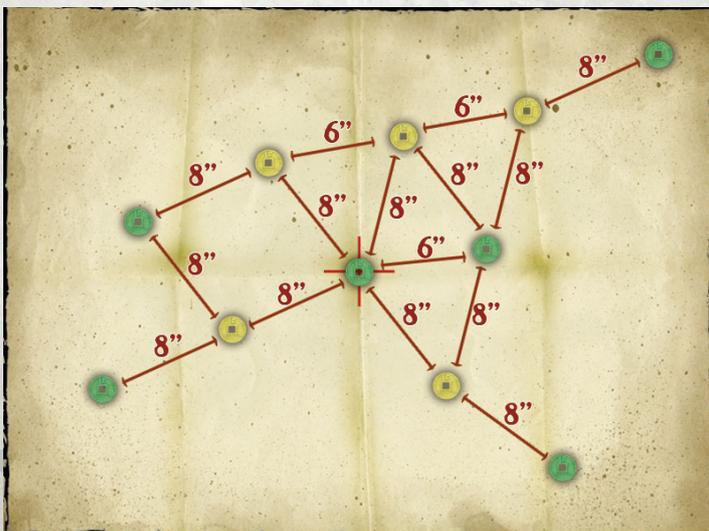
The maximum number of victory points that can be gained is 6.

## Special Rules

### THE CROWD:

For the duration of the game, all miniatures are considered under cover.

The miniatures with the Stealthy ability are considered one size smaller for the "under cover" rolls. For example a size 2 miniature with the Stealthy ability would have a difficulty of 6 for cover rolls. A size 1 miniature with the Stealthy skill will succeed in a cover roll by rolling 4 or more.



Ambassadeur  
0 Pts

Size 2  
Long Reach  
Expert Parry  
Passive  
Always Ready  
Defensive Attitude

Ambassadeur  
Passive

The miniature is not considered to be part of the warband (hence it cannot benefit from formulas or abilities targeting friendly miniatures or members of the warband).  
The miniature moves with the friendly miniature it is in base contact with. Nonetheless, it cannot move more than 12 inches in single a turn and must always stay in base contact with a friendly miniature (this miniature can change during its movement). At the end of the movement, the miniature can be anywhere, as long as it remains in base contact with a friendly miniature.

Always Ready  
If the miniature should spend IAP before moving (Blast of wind, entangle) it is considered to have spent this AP for free.

Defensive Attitude  
The miniature always plays the "Parry" combat card in close combat, although it cannot perform a counterstrike.  
When an enemy miniature attacks this miniature, she can always choose to read the DAM on any column that is to the left of the result.  
If the miniature is engaged in close combat, it is considered to successfully disengage during its movement (if the friendly miniature it is in base contact with is also engaged in close combat, the friendly miniature must disengage normally).