

# The Intrigues of Bab-el-Assad - blitz

## Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Players determine their table side. Deployment areas are up to 9 inches from the midline.
- 2) The players must then place 6 scenery elements (recommendation about the size of a playing card) according to the following rules:
  - Scenery elements cannot be placed less than 3 inches from any table edge, objective or other scenery element.
  - The players alternate placing the scenery elements. Randomly determine which player places the first scenery element.
- 3) The players then place 3 Alchemical Component markers with the following constraints:
  - The markers must be placed on a scenery element, at least 4 inches away from any other marker.
  - The players place 1 of their markers in their table half, and 1 in their opponent's half. The players place the Alchemical Component markers alternately, one at a time, starting with the player who not place in first scenery element. The remaining marker can be placed in his own half table or opposing half table.
  - All components MUST be placed on the table.

## Deployment

Both players deploy their miniatures in their respective deployment areas. The players alternate deploying all the miniatures from one card at a time. Their warband includes a card with three shareholders, which are deployed like the rest of the warband. The player with the most cards starts. If both players have the same number of cards, the loser of an opposed Mind roll deploys first.

## Victory Conditions

- 1) The first player who scores 9 victory points win. If at any time, both players manage to get 9 or more victory points in the same round or one player has no living miniatures, or the last shareholder of any player is removed from play, the result is a draw.
- 2) Maximum number of VP to win: 15
- 3) During the End Phase of each round, Victory Points are accumulated as follows:
  - 3 VP per opponent's shareholders intimidated and still in play (cumulated)
  - 1 VP per allied's shareholders almost intimidated (no cumulated)
  - 3 VP per opponent's shareholders killed during the round (no cumulated)

## Special Rules

### The Shareholders

The shareholders are miniatures which are considered to be part of the player's faction. They are played like any miniature of the player's warband, even during deployment.

No miniature (including the shareholders) may attempt an action of which the success would result in an allied shareholder's death (including himself).

A shareholder don't charge attack, don't engage and it play ever combat card "inactive".

A shareholder in the Critically Wounded health state may not declare a disengagement action.

### Intimidating a shareholder:

Shareholders start the game with the "Not Intimidated" status.

At the end of a round, a miniature which is "On Watch" and within 3 inches of one of the opponent's shareholders may make an opposed Spirit roll with it.

If the former succeeds, the shareholder is "Intimidated". An intimidated shareholder keeps that status for the rest of the game.

If the former lose opposed spirit roll, the shareholder is "almost intimidated". Shareholder don't keep that status.

If a miniature is within 3 inches of several of the opponent's shareholders, the player must decide which shareholder it tries to intimidate.

