

# The Market of the Horn - blitz

## Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Players determine their table side.
- 2) The players then define the gaming areas:  
The table is divided into 9 different areas rated from A to I.  
These areas are each 8x8 inch and they are positioned either side of the center line (D, E and F areas are positioned astride the median line)
- 3) 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.
- 4) 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.  
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 20 victory points win. If at any time, both players manage to get 20 or more victory points in the same round or one player has no living miniatures, the result is a draw.
- 2) Maximum number of VP to win: 34
- 3) During the End Phase of each round, each player adds up the Action Points value and recruitment points of all miniatures in an area. The player with the higher total of Action Points AND recruitment value controls the area. If both players have the same total, neither one counts as controlling the area.

Value of the Areas:

- 1 VP for area near deployment zone (A, B, C for yellow area, G, H, I for green area)
- 2 VP for central area (D, E and F)
- 3 VP for area near opposing deployment zone (G, H, I for yellow area, A, B, C for green area)

## Special Rules

If a miniature ends its Activation on two or more areas, the player of the miniature decides which area the miniature is on. A miniature On the Watch that is reactivated can choose to change its area.

