

# The Harvest's Carnival of Dong-Yi - blitz

## Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Place a miniature in center of the table.
- 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. 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.

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

- exactly 6 inches away from one currently deployed enemy miniature
- at least 6 inches from all other enemy miniatures
- at least 4 inches from all friendly miniatures.

If a player is unable to deploy the next miniature according to these rules, he may deploy it within 4 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 based contact with this miniature.

## Victory Conditions

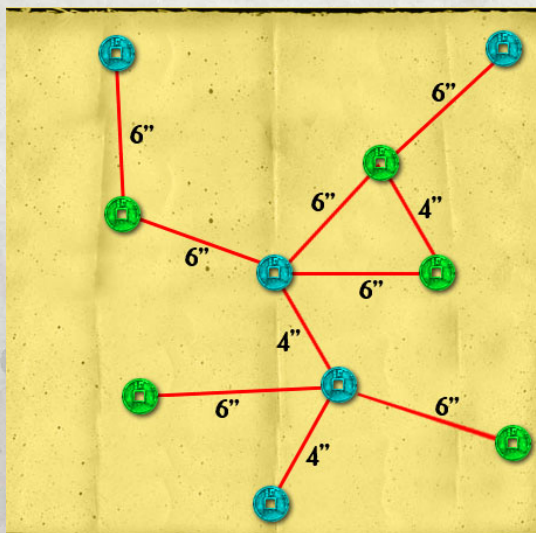
- 1) The first player who scores 6 victory points win. If at any time, both players manage to get 6 or more victory points in the same round, or if both ambassadors are killed, or if one player has no living miniatures, the result is a draw.
- 2) Maximum number of VP to win: 6
- 3) During the End Phase of each round, 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.

## 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	Ambassadeur	Opt
	<b>Sans Faille</b> Lorsqu'une figurine dotée de cette compétence choisit la CC « Parade » elle peut forcer son adversaire à relancer son jet de combat avant qu'elle-même n'effectue le sien. Le second jet doit être conservé et ne peut être relancé.	
<b>Taille 2</b> <b>Sans Faille</b> <b>Passif</b> <b>Toujours Prêt</b> <b>Attitude Défensive</b>	<b>Passif</b> L'Ambassadeur n'est pas considéré comme faisant partie de l'armée avec laquelle il est déployé (ainsi il ne peut être la cible de formules ou d'effets ciblant des figurines amies). L'Ambassadeur se déplace en même temps qu'une figurine amie qui se trouve au contact socle à socle avec elle. Il ne peut toutefois pas bouger de plus de 12 pouces en un tour et doit toujours rester en contact socle à socle avec une figurine amie, qui peut changer au cours du mouvement.	
	<b>Toujours Prêt</b> Si l'Ambassadeur doit dépenser 1 PA avant de bouger (bourrasque violente, enchevêtrement, etc) on considère que cette dépense est automatique et gratuite.	
	<b>Attitude Défensive</b> L'Ambassadeur ne peut jouer que la carte Parade en combat. Il ne peut toutefois pas effectuer de riposte. Si l'Ambassadeur est en combat, on considère qu'il se désengage automatiquement lors de son déplacement (si la figurine avec laquelle il se déplace est aussi en combat, celle-ci doit faire un désengagement).	