

# The Market of the Horn

## Victory Conditions

If at the end of any turn, a player has reached 20 victory points, he wins the game. In any other case or if either player has no miniatures left, the game is a draw.

## Setting up the Battlefield

This scenario is intended to be played on a table measuring 48 by 36 inches. The players will use the deployment areas specified on the map.

The map shows 9 different areas of the market (from A to I). Each of these areas is 16x6 inches and are placed on either side of the median line (areas D, E and F are placed on the median line).

Each player deploys a building (no larger than 3 inches by 3 inches) in each area. These scenery items represent the different shops and stalls of the market and are size 2.

The players then deploy two additional items of scenery on their side of the table, outside areas D, E and F. Bear in mind that all scenery items must be placed at least 3 inches from any table edge, other scenery items or objective markers.

The players then randomly choose their deployment area.

Each player places four alchemical component markers in contact with a piece of scenery as follows: each player places 2 markers on their side and two markers in the opponents side, alternating placement. Roll a die to see which player starts. These markers can not be placed in areas D, E and F.

## 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 one with the highest Mind value starts.

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

## Special Rules

At the end of each turn, 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.

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.

### Value of the Areas

For the player 1 -

Areas A, B and C are worth 1 point.

Areas D, E and F are worth 2 points.

Areas G, H and I are worth 3 points.

For the player 2 -

Areas G, H and I are worth 1 point.

Areas D, E and F are worth 2 points.

Areas A, B and C are worth 3 points.

### Gaining Victory Points

At the end of each turn, the Victory Points are counted and added to the Victory Points of all previous turns.

The number of victory point gained for each controlled area is equal to its value above (for example an area with a value of 2 brings 2 Victory Points).

