

Incursion - Rice Grains of the Kho Xiang Harvest (Ja)

Victory Conditions

The first player to reach 16 Victory Points at the end of a turn wins the scenario.

- If both players manage to get 16 or more victory points in the same turn, the result is a draw.
- If at any time one player has no living miniatures the result is a draw. (See special Rules)

Setting up the Battlefield

This scenario is intended to be played on a table measuring 48" by 36".

The players must place at least 8 scenery elements with the following constraints:

- Roll a die to see which player starts placing scenery elements, highest score goes first.
- Each scenery element must be placed at least 3" from any table edge or any other scenery element.
- The players alternate placing one scenery element at a time.

The players then define the gaming area:

- The table is divided in two equal halves, lengthwise.
- Each deployment area is set at 13" from the center line of the gaming area.

The players then roll to determine on which side of the table they will deploy, highest score chooses.

The players then place 8 Alchemical Component markers with the following constraints:

- The markers must be placed on a scenery element
- They must be at least 5 inches away from any other Alchemical Component marker.
- The players place at least 2 of their components in their table half, and 2 in their opponent's half.
- The players place the components alternately, one at a time, starting with the player who did not choose the side.
- All components MUST be placed on the table.

Deployment

Player warbands must be Jade Empire defending against one other attacker of Avalon, Aurlok or Khaliman. (There are 3 other scenarios in the Incursion series that switch Defender and Attacker roles. The Defender's scenario in the series is denoted by Av, Au, Kh and Ja in the title)

The players alternate deploying the miniatures of their warband from one card at a time in their respective deployment areas.

The player with the most cards starts.

- If both players have the same number of cards, the one with the highest total Mind value starts.
- If both players have the same Mind value, Roll a die to see which player starts, highest score goes first.

Special Rules

[Checking and examining a Storage Vessel]

Storage vessels are located on scenery elements which represent storage areas of the various farms with goods stored for sale in the Kho Xiang market. However, in the relative darkness the attackers will need to open the vessel and examine its contents while defenders will need to check and secure any open vessels.

- Any miniature that is within 1" of a storage vessel can spend 1 AP to check or examine it.

* Attackers

- Roll one white die, if the score is 1-3 the attacker believes they have taken a sample from this vessel already and will need to find another to examine, if the score is 4-6 it's an unexamined vessel.
- Mark the terrain element to show it is the location of an unexamined vessel.

* Defenders

- Roll one white die, if the score is 1-3 the defender believes the vessel is secure and will need to find another to check, if the score is 4-6 it's an unsecured vessel.
- Mark the terrain element to show it is the location of an unsecured vessel.

[Collecting a Rice seed or Securing a Vessel]

* Attackers

When an unexamined vessel has been found a miniature can spend 1 AP to unlock the vessel and collect a sample of rice seeds.

Poisoned Latch - When a miniature unlocks a vessel roll a white dice. For each Axe symbol of the dice roll, all miniatures within 1" of the vessel suffer 1 Dam due to poison splashing off the latch.

* Defenders

When an unsecured vessel has been found a miniature can spend 1 AP to lock the vessel and make it secure once more.

Xiang's Balm - When a miniature secures a vessel roll a white dice. For each Axe symbol on the dice roll, all miniatures within 1" of the vessel are healed 1 Dam as the Balm of Xiang used to seal the vessel rubs off onto them and helps to heal their wounds.

Once a vessel is secured or a sample has been taken a miniature cannot try and examine or check another vessel at the same spot until the next turn. They will need to check or examine another area of the market.

[Gaining Victory Points]

At the end of the turn, each player scores a number of victory points depending on the number of vessels they've checked or examined, sealed or taken a sample from

- 1 for each vessel checked or examined
- 2 for each vessel sealed or sampled from

These points are accumulated from one turn to another as a measure of the success of the attack or defence.

