

- The Crack'd Jug -

This scenario can be played with two or four players. It was run as a participation game at the Crack Con V wargames event in October 2025, with four players.

THE STORY SO FAR

A party of Templars has rested overnight in at The Crack'd Jug, kfar (village) Inn, on their way to Nablus, in The Kingdom of Jerusalem. The following morning some of the Templars take the pack animals to the local waterhole to fill their waterskins for the journey, while the others prepare the horses. Meanwhile, the Assassins have heard of the Templars presence and are infiltrating the kfar in preparation for an ambush.

WHAT YOU WILL NEED

Two Players - one standard Assassin and one standard Templar retinue.

Four Players - one Captain, one Squire, and six Retainers for each player. The Templar player deploys two Spears to get the waterskins filled (see Set Up).

Some pack animal models. Three is ideal, but just one will work.

THE SET UP

The table (4' x 4' is ideal) should represent a small kfar with several buildings, at least four, scattered across the board. In the middle of one table edge place a building to represent the Inn. In the centre of the table place a waterhole or well. Next to the waterhole place the pack animals, and one Templar Hero and their Spear. The rest of the Templars are preparing their steeds for the journey behind the Inn and are not on the table at the beginning of the game.

Include Happening Card 1 from the beginning of the game. Include Happening Card 2 in the End Phase of Turn 3. Both cards trigger rolls on the "Oh this Damn'd Hell Hole" Table.*

SPECIAL RULES

The Assassins. They should be organised into Spears before the game begins. As their Hero cards are drawn, roll 3D6. Any 1s mean that the Hero and their Spear cannot be deployed this Turn. In the Second Turn, roll 2D6. In the Third Turn, 1D6. In the Forth Turn, they will automatically deploy.

When they deploy, place the Hero and their Spear, in any one of the buildings, the Assassin player may choose to Activate them immediately or wait until more of the Assassins have deployed.

The Templars. The Hero with the pack animals rolls 6D6 to see if the water jugs have filled. For each 6 rolled a waterskin has been filled. When six waterskins have been filled, the Hero and his Spear may lead the pack animals back to the Inn, or off the table if the rest of the Templars have activated.

The Remaining Templar Heroes do not activate until the Assassins show themselves. When their cards are drawn roll a 1D6. 1 = they do not activate this turn.

OPTIONAL RULE

The remaining Templars Heros have saddled their steeds and arrive Mounted. It takes longer to ready the horses so roll 3D6 to see if they activate. Any 1s = they do not activate this turn. The following turn roll 2D6 to see if they activate. Any 1s = they do not activate this turn. They may deploy automatically on the third turn. They enter the table from the same edge that the Inn is on.

WINNING THE GAME

The Templars win if they get the pack animals off the table. The Assassins win if they prevent this.

Either side can win by killing the enemy Leader.

*These can be found 1) In the October issue of *Wargames Illustrated*, 2) On the Desert Conditions Card that comes with the A&T Extra Hero Cards.