

# - Thirst! -

*This simple scenario introduces Objective Markers into games of Assassins and Templars, as players battle to seize control of a crucial local resource.*

## THE STORY SO FAR

Water is a precious resource in the more remote parched areas of Outremer, and whoever controls the water controls the region. Springs are a natural resource and the most common source of water. One such small waterhole provides for the Templars from a nearby outpost when travelling to and from the city. The water hole is flanked by two areas of terrain/scenery which overlook the Spring.

The Assassins titular leader, Old Man of the Mountain, has sent a force of Assassins to occupy the Waterhole and deprive the Templars of this vital resource. The Templars have heard a rumour of Assassin activity and have sent a force to investigate.

## THE SET UP AND WHAT YOU WILL NEED

The table represents an area of desert and should feature a waterhole or oasis in the centre.

Players should alternate between adding pieces of terrain to the table, until the whole area is well covered with sand dunes, rocky areas, thorn brakes, wadis, large boulders, and palm trees.

To decide which player's Retinue starts along which table edge - with no model more than 3" from the edge - Dice off. The winner chooses which side their force enters from, and their opponent begins along the opposite table edge.

One Objective Marker is placed by the well/in the oasis. Two others are placed, in terrain, across a central line on the table. One 18" to the right of the well/oasis, the other 18" to the left. Make sure each of these flanking objectives are placed on a sand dune, in a walled enclosure or a similar piece of terrain.

Include one Happening Cards in the Hero Deck from the beginning of the game.

Drawing the Happening Card triggers a roll on the "Oh this Damn'd Hell Hole" Table\*

## CONTROLLING OBJECTIVES AND WINNING THE GAME

Ultimate control of the waterhole goes to the Retinue that holds the majority of the Objectives Markers. To hold an Objective Marker a player must have more of their Characters within 1" of an Objective Marker than their Opponent.

Once an Objective Marker has been secured, mark/note which side has ownership over it. The Characters are then free to move away.

Objective Markers can be taken and retaken multiple times.

If, at the end of a turn, one Retinue controls all three Objectives Markers - they win the game.

Otherwise:

Hold more Objective Markers than the enemy after 6+ 1D3 turns, (roll the D3 only at the end of the 6th turn).

Kill the enemy Captain.

\*These can be found 1) In the October 2025 issue of *Wargames Illustrated*, 2) On the Desert Conditions Card that comes with the A&T Extra Hero Cards.