

- Knock Knock -

THE STORY SO FAR

The Battle of Hattin was a disaster for the Christian cause in the Holy Land, the True Cross, a powerful relic was taken and broken up, and the Templars have been seeking the parts of it ever since. A rumour has come to them that it might be found in the Town of Amida, in Mesopotamia. A Templar and his Retinue have been sent there to seek the Relic.

The Old Man of the Mountain has also heard the Rumour and has sent a reliable Fidais Shayk and his men to secure this holy item, to use as a political lever against his foe.

The True Cross has indeed been broken into many small remnants and the largest of these has been brought to Amida by a Faris who has hidden it somewhere near the centre of the town.

WHAT YOU WILL NEED

Two standard A&T Retinues - 12 Assassins, 12 Templars.
One pack of standard playing cards. At least eight buildings.
A small central piece of terrain - statue, fountain or similar. A handful of civilian locals and/or militia figures would also be useful, but not essential.

SET UP

Several buildings - at least eight - representing a part of the city of Amida, should be placed on a 4' x 4' or 3' x 3' table. There should be a variety of structures, single and multi-storey, with as many walled gardens and other obstructions as the players can muster. All placed randomly across the table. Place a central feature in the middle of the board - a statue, fountain or other similar terrain piece.

The two Retinues are deployed on opposite table edges - with no model more than 6" from the edge. Dice off to see who deploys first. The winner chooses where they begin.

Hero Deck

Remove the Happening Cards from the Hero Deck.

Divers Alarums

Use all the cards. Think of the Quicksand card as sewage!

The Encounter Deck

Take a standard deck of playing cards and remove any one suite (Ace to King). Use this to form an Encounter Deck. Give the Encounter Deck a shuffle and place it next to the other card decks. Whenever a Character searches a building draw a card from this deck and consult the Encounter Table to see what they discover...

WINNING THE GAME

Players must search at least four buildings. In the fourth building they search, they find a resident who tells them that the True Cross Fragment has been buried at the centre of the village for good luck.

One Character from the Retinue must occupy the centre of the board for two turns - to dig up a retrieve the Remnant.

To hold the central objective, a Retinue must have at least one Character within 1" of the Objective with no Opposing Characters within 1" of the Objective at the end of the second Turn.

A Player may also win by killing the enemy Captain.



The Encounter Table

CARD	ENCOUNTER
Ace	Ambush! A Crazy Warrior bursts out of the building and attacks the Characters who have disturbed him. He will fight (Melee) until killed, with the following profile: Health: 2. Attacks: 2 Save Value: 4+ Skills: Skill'd at Arms. Strong as an 'orse: -1 to opponents Save Roll. Mighty Warrior: Opponent rerolls all successful Save Rolls a second time
Two	A cackling old Crone* leaves her house and stays with the Spear that found her for the rest of the game. Whenever this Spear activates roll 1D6: 1 - 3: She curses your Retinue; the next 6 you roll must be re-rolled. 4 - 6: She makes a blessing; the next 1 you roll may be re-rolled
Three	The floor is rotten. The whole Spear fall through. If on the ground floor the whole Spear take Mishaps Tokens. If upstairs: roll on the Fall Table, page 11
Four	A cache of arrows/or bolts is uncovered. All Shooting Mishaps are ignored for 1D3 turns.
Five	Spontaneous Celebration! A searching Character finds a store of Strong Wine (Templars) or Hashish (Assassins). At the end of every turn roll 1D6. 1: The Character falls asleep and is removed from game, 2 - 3: The Character sings loudly and out of tune. 4 - 6: The Character picks a fight with nearest other Character - friend or foe. Melee ensues!
Six	Ambush! A group of D3+3 angry townsfolk bust from the building and charge into Melee with the searches. Use the Ambusher profile (A&T Rules page 30).
Seven	Ambush! Bad luck - this building is the Guard House of the City Militias. There are 1D3 +1 of them. They charge into Melee with the searches. Use the Assassins Cultist Fighter profile (A&T Rules page 8, and QRS).
Eight	This is the home of a Potheary*. He can heal one wound from any one Wounded Hero.
Nine	This is the home of a soothsayer. Take the top Divers Alarums Card.
Ten	The searchers uncover an exceptionally well made weapon. Any Retainer, or Hero, may take and use it. In Melee their opponents have a -1 to save.
Jack	The searchers find a pile of gold coins! Roll a 1D6 for each Retainer. 1: They abscond with a handful of coins. Remove them from the game.
Queen	This is the home of an Alim. Roll 1D6. 1: They utter a profanity and leave. 2+: They impart a blessing - re-roll all 1's next turn.
King	A crafty old man* joins your Retinue. Roll 2D6 for Cunning Plans and take the higher roll.

*These Characters cannot be hit by missiles or in melee, they stay with the Spear for the rest of the game.

Ambushes: All Ambushes - the three listed in the Encounter Table and 'normal' ambushes - are treated as per the Ambusher rules (A&T Rules page 30). For all Ambushes, the Ambushers charge out of the building being searched, or the nearest building, and the action takes place in the street.