

RIOTS

The Rabbi knows what the renewal of the Holy Roman Empire means. War and massacre. Especially in Prague, where Catholicism has already been imposed by force. The people will take up arms once again. And when the people take up arms, for some reason, sooner or later, they always turn them against the Jews.

Riots have already begun in Vienna. This is the last chance to flee and reach Prague before true chaos erupts there. Natan ben Moses Hannover has some important business to attend to in the city.

Unfortunately, an enraged mob is about to reach the inn. The Rabbi has also caught the attention of representatives from both factions of the former imperial candidates. The Reds see the Rabbi's survival and evacuation as crucial, as there are people who want to meet with him. The Blues, on the other hand, want to deliver him alive to their employer.



This scenario takes place after the events of the "Swords of Light and Darkness" campaign. However, knowledge of that campaign is not required.

Factions available to the Red player: Defenders of the Crown, Veterans of the Tercios, Monster Hunters, and Vienesse Mafia.

Factions available to the Blue player: Royal Musketeers, Order of the Broken Cross, Bohun's Rebels, and Envoys of the High Porte.

BAND COMPOSITION:

- Adventure Variant: Both bands: 2 Heroes and 3 Commoners each.
- You can also play this scenario using the rules from "Swords of Light and Darkness." In that case, each player receives 20 gold to construct their band.

BOARD AND CHARACTERS SET UP:

The Rabbi should be placed in the marked space.

The Mob should be deployed on the specified spaces. You can use any Viennese characters to represent the Mob, but Peasants and Thugs are recommended. Starting with the Red player, the players take turns placing one character each on spaces marked with their color.

WIN CONDITIONS:

- The Red player earns 5 VP if the Rabbi joins their band and exits the board on one of the boats, accompanied by at least one of their characters;
- The Blue player earns 5 VP if the Rabbi exits the board on a boat, accompanied by at least one of their characters (whether as a band member or as a prisoner);
- Each dead enemy Commoner is worth 1 VP (not including neutral characters);
- Each dead enemy Hero is worth 2 VP.

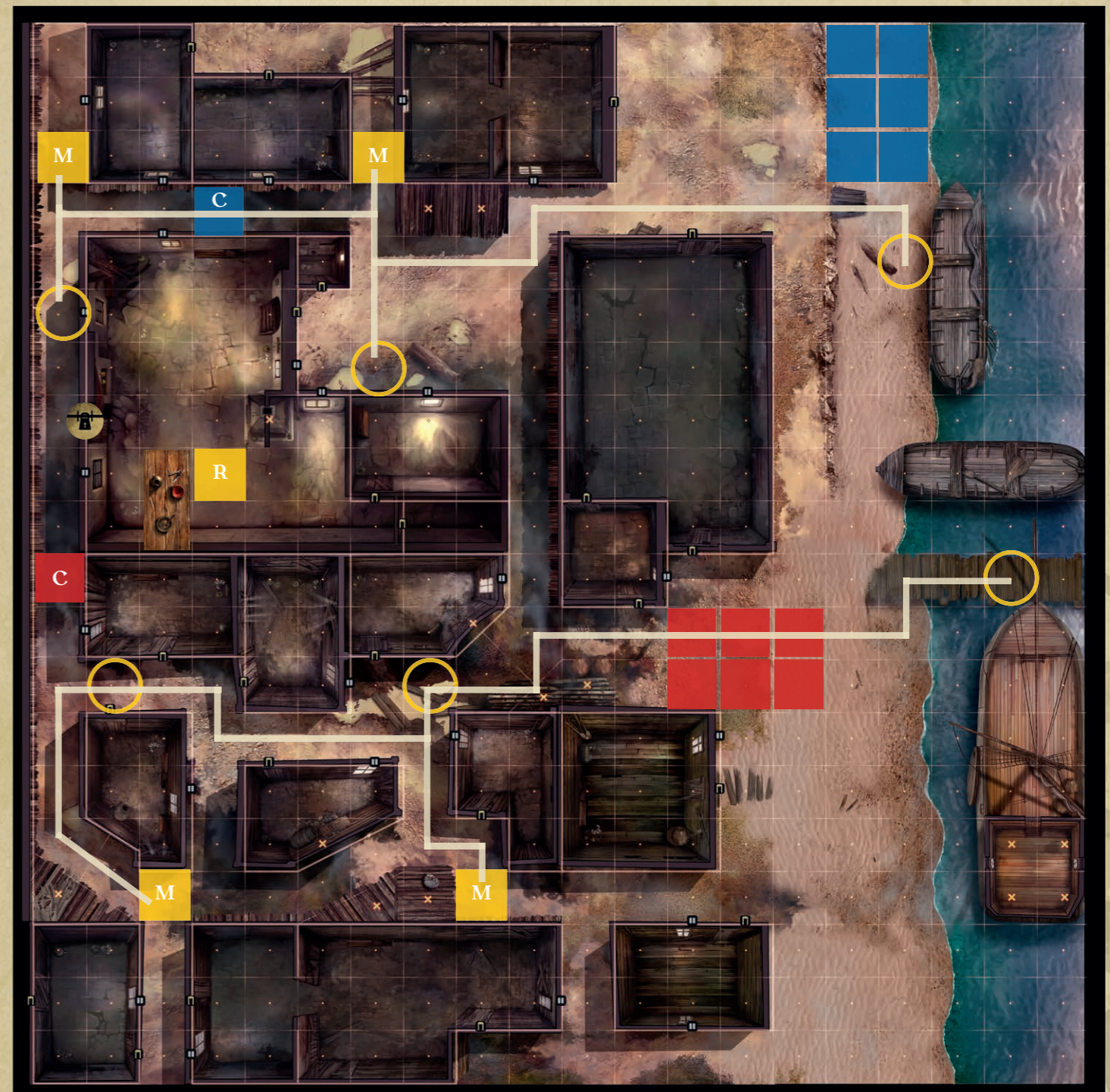
NOTES:

- The Rabbi and other NPCs can be recruited through persuasion tests (an opposed Charisma Test during the Interaction Phase). The Blue player gets a +1 bonus to persuade the Mob, while the Red player gets a +1 bonus to persuade the Rabbi.
- Once the Rabbi exits the inn, he may perform a one-time full action to "awaken the golem" and place its figure in a space adjacent to the Rabbi.
- The Mob characters move using 4 MP per turn along the designated route. First, move to the 'Fire' spaces near the inn. When they reach a marked space, they perform a full action of arson(only if there is no arson marker already in that space). If there is already an arson marker in that space, they continue moving along their route towards the boats. They perform their actions after the players have completed their activations.
- When the arson action is performed on at least one space adjacent to the tavern (mark this with markers), place 6 Alarm Counters in its area. At the end of each round, remove one Alarm Counter for each arson marker. When the Alarm Counters run out, the tavern catches fire. All characters (including the Rabbi) in its area take 4 Wounds at the end of this and every subsequent round.
- Boats are set on fire accordingly, having 2 Alarm Counters. A burning boat cannot set sail.
- When the players' Characters come into the Line of Sight and movement range of the Mobs, they will attack even if they have to leave their designated route.
- When the Mobs are killed, their respawned versions appear on their starting spaces.
- The opponent does not receive Victory Points for Commoners who join the band and are killed.
- Kidnapping the Rabbi: When Rabbi loses close combat with Blue and would suffer enough wounds to be killed, Blue may take him as a prisoner instead. He stays on the game board under his control. Effectively the prisoner ceases to count as a Character – it may not activate on its own, attack or be attacked etc. When the captor moves, place the prisoner on an adjacent space. The captor has 1 fewer MP during movement actions, may not sprint, and may not move diagonally. If the captor dies and there is no other Blue Character adjacent to the prisoner, the Rabbi escapes and goes back to being an NPC or switches to Red control (according to the status before the capture). If there was an adjacent Blue Character, it became the new captor.

- The Red Player has the Initiative on the first turn. He or she must activate first.
- Each player draws 2 cards during each Card phase.
- The game ends when the Rabbi is killed or leaves the board.

SCENARIO ACTIONS:

- Awakening the Golem - a full action, available only outside of buildings. Only the Rabbi can perform it. The Rabbi must not be engaged in combat. No test is required. The result is the appearance of a Golem in a space adjacent to the Rabbi.
- Arson - a full action that does not require a test. It can only be performed by specific characters who are not engaged in combat. As a result of performing this action, place a universal marker on the space.



R	Rabbi		Standard set up spaces		Fire		Locked door
M	Mob				Designated Mobs route		Table
C			Commoner setup spaces				
C							