

# Rats penitentiary - blitz

## Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Players place 5 rat tokens on the center line (diameter 1 inch - size 1) spaced 4 inches edge to edge, the middle one being at the center of table (see diagram).
- 2) Players determine their table side. Each deployment zone behind a line at over 9 inches from the rats.
- 3) The players must then place 6 scenery elements (recommendation about the size of a playing card) according to the following rules:
  - Scenery elements cannot be placed less than 3 inches from any table edge, objective or other scenery element.
  - The players alternate placing the scenery elements. Randomly determine which player places the first scenery element.
- 4) The players then place 3 Alchemical Component markers with the following constraints:
  - The markers must be placed on a scenery element, at least 4 inches away from any other marker.
  - The players place 1 of their markers in their table half, and 1 in their opponent's half. The players place the Alchemical Component markers alternately, one at a time, starting with the player who not place in first scenery element. The remaining marker can be placed in his own half table or opposing half table.
  - All components **MUST** be placed on the table.

## Deployment

Both players deploy their miniatures in their respective deployment areas.

The players alternate deploying all the miniatures from one card at a time.

The player with the most cards starts. If both players have the same number of cards, the loser of an opposed Mind roll deploys first.

## Victory Conditions

- 1) The first player who scores 8 victory points win. If at any time, both players manage to get 8 or more victory points in the same round or one player has no living miniatures, the result is a draw.
- 2) Maximum number of VP to win: 12
- 3) During the End Phase of each round, for each rat placed in the opponent zone, player scores 1 PV.

## Special Rules

Rats begin the game in the den on the center line, ie in any area. Once moved, it may never return exactly on the line. If they have just enough movement to achieve it, considering they do not change area.

A miniature within 1 inch of a Rat can spend 2 Action Points to hunt of his den. He can move the Rat to a distance of 4 inches in any direction without crossing scenery element. Rats can cross miniatures.

Once out of their den, a miniature only needs 1 Action Point to hunt for up to 3 inches.

When Alchemist launches a successful formula, it can move a (single) Rat (even in a den). The movement of the Rat depends on the distance with the alchemist: up to 3 inches if it is less than 3 inches, 2 inches if it is less than 6 inches and 1 inch if it is less than 9 inches.

If Am'n Ayassar uses necrosis Alchemical on an opposing alchemist, is considered to have started a formula successfully.

