

The City Lights - blitz

Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Players place four floor lamps (diameter 1 inch - size 4) 7 inch apart (see diagram).
- 2) Players determine their table side. Each deployment zone behind a line at over 9 inches from the lamps.
- 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.
- 5) Each player places (alternating place) next to each floor lamp a water token, earth, fire and air. Randomly draw to see who starts. The two players cannot have the same element on a floor lamp. In the end, the two players have been place a water token, earth, fire and air.

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 6 victory points win. If at any time, both players manage to get 6 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: 9
- 3) During the End Phase of each round, you score 1 VP per floor lamp for which you have more than your opponent token element.

Special Rules

Floor lamps: at the beginning of the game, the streetlights are off.

Pick up stones: the land is filled with alchemical stones of all colors. A miniature may pick up an alchemical stone (of any color) for 1 AP, it can pick up as she wants. The player rating in secret back of the profile card he picked up the stone (W for water, E for Earth, F for Fire and A for Air). When spending the stone, it shows the back of the profile card with the letter. At any time, indicate to the opponent the number of stones that a miniature has if it so requests.

Lighting a floor lamp: a miniature which is at 1 inch or less of a floor lamp may spend 1 AP with an alchemical stone it has. The spent stone should be the same element that the two token elements placed near the floor lamp during the establishment of the game. The miniature is increasing or decreasing the light of the floor lamp. Place the spent token near the floor lamp when you increase the light of the floor lamp. Remove token element when you decrease the light. The stone used is lost.

Alchemists: they can use the stones they have by spending 1 AP increasing or decreasing the floor lamps. They can use the stones they pick to use or improve their formulas. And thanks to their concentration, they can illuminate remote floor lamps (required line of sight). 1 concentration level used to illuminate a floor lamp to 3 inches, 6 inches to 2 levels, levels 3 to 9 inches and 12 inches to 4 levels.

