

# The Little Green Alchemist pt3: Leprechaun

## Setting up the Battlefield

This scenario is intended to be played on a table measuring 48" by 36".

The players must place at least 8 scenery elements with the following constraints:

- Each scenery element must be placed at least 3" from any table edge, objective, or any other scenery element.
- The players alternate placing one scenery element. Roll a die to see which player starts.

The players then define the gaming area:

The table is divided in two, lengthwise.

Each deployment area is 13" from the center line of the table.

The players then place five markers: one at the middle of the center line, two on the median line, 8" from the center and the last two perpendicular to the median line, 8" from the center. These markers represent the possible locations of the disfigured Alchemist Noknai Sheega.

The players then roll to determine on which side of the table they will deploy.

The players then place 8 Alchemical Component markers with the following constraints:

- The markers must be placed on a scenery element
- They must be at least 5 inches away from any other Alchemical Component marker.
- The players place 2 of their components in their table half, and 2 in their opponent's half. The players place the Alchemical Component markers alternately, one at a time, starting with the player who did not choose the side.
- All components MUST be placed on the table.

## Deployment

The players alternate deploying the miniatures from one card at a time in their respective deployment areas.

The player with the most cards starts.

If both players have the same number of cards, the one with the highest Mind value starts.

If both players have the same Mind value, randomly determine who starts.

## Victory Conditions

The first player to reach 12 Victory Points at the end of a turn wins the game.

If both players manage to get 12 or more victory points in the same turn, the result is a draw.

If at any time, one player has no living miniatures, the result is a draw.

If Noknai Sheega is killed, the game ends immediately and the player with the highest VP is the winner.

## Special Rules

Starting at the end of turn 1, one player rolls a white dice. Place a suitable miniature representing the disfigured Alchemist Noknai Sheega at the location corresponding to the number rolled and activate him.

At the end of each subsequent turn, after Noknai Sheega activates, one player rolls a white dice. Move Noknai Sheega to the location that corresponds with the number rolled. No disengagement roll is required.

The disfigured Alchemist Noknai Sheega is considered to be Neutral and is activated after all other miniatures have finished activating. The experiments performed on him have taken away his ability to complete formulas and he may not harvest components from the scenery elements. His Coin Ranged Attacks target the closest miniatures to him. If there is a tie for closest miniature, randomize which miniature is targeted. When charged, the non-active player takes the role of Noknai Sheega for the close combat and may choose to Attack, Parry or go Inactive as normal. Noknai Sheega will not move unless specified by one of his abilities.

If this scenario was played along with the first two in a story line fashion, the following rules apply:

If the winning player of scenario 1 has a miniature in base contact with the disfigured Alchemist Noknai Sheega after his activation ends, once per game, they may choose to bribe him into not switching locations as above.

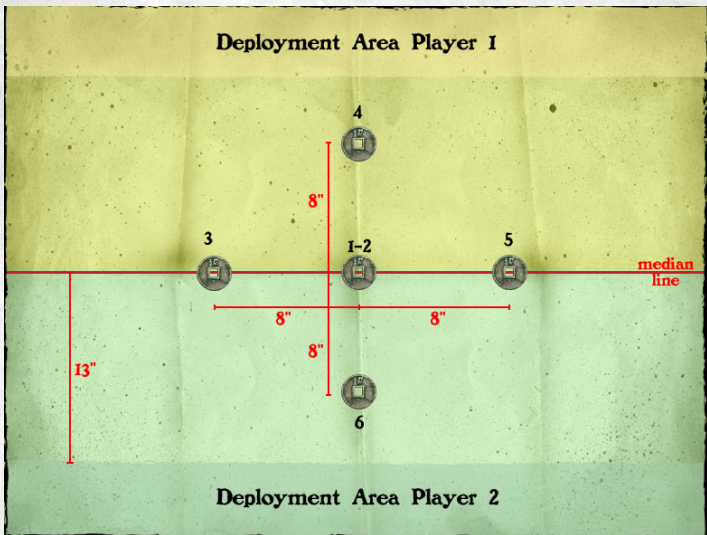
If the winning player of scenario 2 has a miniature in base contact with the disfigured Alchemist Noknai Sheega after his activation ends, once per game, they may choose to bribe him into not switching locations as above.

The profile and special rules for the disfigured Alchemist Noknai Sheega are included below.

## Gaining Victory Points

At the end of the turn, each player scores a number of victory points depending on the number of DAM they inflicted upon Noknai Sheega (note - excess DAM is not counted):

- 1-2 DAM: 1VP
- 3-4 DAM: 2VP
- 5+ DAM: 3VP
- Bonus: The player who manages to Kill Noknai Sheega: +4VP



**Noknai Sheega**

Size 1  
Fearless  
Untouchable  
Tough/2

Coins (5/10)  
Pixie Dust (✓)

Quick Hands  
Acrobat  
Nimble  
Alert

Magical Creature

☒	☒	☒	☒	☒	☒	☒	☒
1	1	2	2	2	2	3	3
☒	2	2	3	3	3	3	4

**Pixie Dust (✓)**  
Pixie Dust is a Ranged Attack reaction used when this miniature is charged. The Charging miniature loses the bonus dice.

**Quick Hands**  
Ranged Attacks benefit from Sequential Attack. A single enemy may only be targeted by Coins once per turn.

**Acrobat**  
When this miniature suffers DAM in close combat, it may choose to make a Reflexes Roll with a difficulty equal to the Attack Roll made by his opponent. If successful, this miniature does not suffer any DAM.

**Nimble**  
If this miniature is in close combat when activated, no attack combat card is played. Instead, this miniature will switch places with the closest miniature within his Mind range in inches and not in close combat. If this is not possible, he will disengage his Walk distance directly away from the miniature he is in contact with and attempt to throw his Coins. No disengagement roll is required for any of the movement made from this ability.

**Alert**  
Ranged Attack Reactions do not cost any AP.

**Magical Creature**  
This miniature ignores cover when making Ranged Attacks, is always under cover, can't be charged by any miniature who is more than 4" away and heals 2 hit points when activated. Parry Combat Cards do not cost an AP to use. If the Parry roll is three or higher than the attack roll, no attack is made. Instead, activate the Nimble ability, but do not attempt to throw Coins.