

# Under the sand

## Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Each player chooses a side of the board, but there is no deployment area. Each player places one figure against the corner table on his side, as shown in the diagram.
- 2) On a sheet (or use the map download link), mark boxes in a 6x6 grid. Each box represents a 4-inch square area of the boardgame. Label the rows with numbers and the columns with letters, thus each box will have a number and a letter. Mark on the sheet, hidden from your opponent, 4 chests of different values (1 VP, 2 VP, 3 VP and 4 VP). Place at least two chests on the opposite half of the table, maximum of 1 chest per area.
- 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 objective or other scenery element, and outside opponent deployment area.
  - 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.

Each friendly miniature is deployed so as to:

- Be less than 6 inches from one friendly miniature,
- Be more than 8 inches from all enemy miniatures already deployed.

## Victory Conditions

- 1) Each player scores as many victory points as the value of the chests he discovered.
- 2) At the end of a round if a player has 6 VP or more, he wins. If two players have 6 VP or more, or if a player has lost all his miniatures, it's a draw.
- 3) Number of VP to win: 10.

## Special Rules

**Probe:** at any time, a miniature can probe an area for 1 AP. Measure the figure's location relative to the board edges to find which area it is in. The opponent indicates whether or not there is a chest in that area. If there is a chest, it is considered discovered and the opponent reveals its value. Each chest can be discovered only once.

If a scenery element completely covers an area, your miniature must be in contact with the scenery element to probe the area.

**Alchemist:** When an alchemist is concentrating and does not discover a chest in his area, he can try to guess if a chest is located in an adjacent area. He can do this as many times as his concentration level (eg. 3 times if at concentrate 3), one box after another. The alchemist stops if he finds a chest in an area.

