

Control the jin posts - blitz

Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Players place 3 jin post (diameter 1 inch - size 1): a jin post in center of middle line and two jin posts on each side, spaced 7 inches edge to edge (see diagram).
- 2) Players determine their table side. Each deployment zone behind a line at over 9 inches from the jin posts.
- 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 3 victory points win. If at any time, one player has no living miniatures, the result is a draw.
- 2) Maximum number of VP to win: 3
- 3) During the End Phase of each round, the player controlling the most Jin Posts gains 1 Victory Point. If both players control the same number of Jin posts, no Victory Points are gained by either.

Special Rules

The Jin posts are considered neutral at the beginning of the game and each player is trying to gain control of them. Players can control jin post in first round. During the game, if a miniature is within 1 inch of a neutral Jin post, it can spend two APs to seize control of it. If a Jin post is under the control of the opponent, a miniature can expend 2 APs to break that control and cause the post to be neutral again. Controlling a Jin post does not require the miniature to stay near it. Control is kept until an opposing miniature neutralizes the Jin post. The allegiance of a Jin post can change many times during a game or even during a round.

