

# Territorial conquest - blitz

## Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Players determine their table side. Each deployment zone behind a line at over 9 inches from the midline.
- 2) 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.
- 3) 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. After deployment, players have 8 flags (diameter 1 inch - size 0) to give as they want to their miniatures, to a maximum of 2 per miniature (draw points on profile cards to represent flags).

## Victory Conditions

- 1) The first player who scores 5 victory points win. If at any time, both players manage to get 5 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: 6
- 3) During the End Phase of each round, if a player has at least one flag planted in the opponent's half, he won IPV. The player with the most planted flags gains 1 extra VP.

## Special Rules

**Plant the flags:**

A miniature may spend 2 AP to plant a flag (diameter 1 inch - size 0) on a neutral background element (without flag). The flag is in contact with base's miniature and scenery element. A miniature cannot plant the flag if it's in its deployment area.

A flag can be attacked as a figurine. It don't fight, it have 2 VP and DEF 9. When a flag is attacked, the opponent can possibly make a free "defense" (see below).

The flags are immune to shoot and alchemy (whether a target formula or area formula).

When a miniature is removed from the game, flags it wearing are lost.

**Defence:**

Where an opponent miniature attack a flag, a miniature on watch within 2 inches of the flag can for free, to make a "defense", even if it has attacked / run this round. It is then placed between the flag and attacking miniature (the 3 bases should be aligned and in contact, even if we should reduce attacking miniature to do so). We then consider that it is the defender who is the target of the attack, not the flag. A miniature can perform a "defense" if attacked at the same time as the flag, but it can not perform "defense" if it was already in combat.