

The chests - blitz

Setting up the Battlefield

- 1) This scenario is intended to be played on a 24"x24" table. Players place 3 chest (diameter 1 inch - size I): a chest in center of middle line and two chest 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 chest.
- 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.

Once all cards are deployed, the players randomly assign a value to each chest: 5, 6 and 7.

Victory Conditions

- 1) The first player who scores 7 victory points win. If at any time, both players manage to get 7 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: 12
- 3) During the End Phase of each round, each player scores a number of victory points depending on the number of controlled chests:
 - 1 for each controlled locked chest
 - 2 for each controlled opened chest

These points are of course accumulated from one round to another.

Special Rules

Chest : each chest is considered neutral at the beginning of the game. Miniature may pick a lock in the first round.

Picking the Lock on a Chest:

During the game, any player can spend 1 AP with a miniature that is within 1' of a chest to pick the lock and open it. No miniature may spend 2 APs in a row to pick a lock. The last player to pick a lock controls that chest at the end of the turn.

Opening a Chest:

Each chest has a value indicating how many times lock picking must be attempted before the chest is opened.

Each time a miniature lock-picks a chest, that value is reduced by 1.

When the value reaches 0, the chest is open.

Once open, a chest cannot be picked anymore.

Traps:

When the value of a chest reaches 0, roll a number of white dice equal to its initial value (5, 6, or 7). For each mace symbol of the dice roll, all miniatures within 1' of the chest suffer 1 Dam.

