

# Footprints - 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 behind the midline.
- 2) Players then place a grid of 16 markers footprint with 4 lines and 4 columns are spaced 6 inches. The grid is centered in the middle of the table as shown in the diagram. Secretly, each player will take a footprint (take the checkers triangle starters) on each line located at the opponent, make a mark on the back of Index and rest in place. There will be four index index footprints, one per line.
- 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, and does not cover a footprint.
  - 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 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 9 victory points win. If at any time, both players manage to get 9 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: 19
- 3) During the End Phase of each round, we look at who controls each of Footprints has just been revealed. For each controlled Footprint, if an unmarked Footprint, the player scores 1 VP. If it is a Footprint Index, the player scores 3 VP.

## Special Rules

The miniatures within 1 inch of a footprint are in its control area.

At the end of each round, a footprint may be shown for each line parallel to the center line. The footprint will have the greatest AP of miniatures in its area will be revealed. If it is a tie with another footprint of the same line, it is the one that will be more recruitment points that will be revealed. If still a tie, rolling the dice.

The footprint to reveal is controlled by the player who has the most AP on the footprint. If it's a tie, whoever has more recruitment points. If still a tie, the footprint is not revealed.

Alchemists have intuition to find footprints. They account for one additional AP for counting the AP to know which will be the footprint revealed, as well as for the calculation to find out who wins the VP.

