

The Manhole - blitz

Setting up the Battlefield

1) This scenario is intended to be played on a 24"x24" table.

2) Define the players play areas:

The table is divided into four (see diagram). Opposing table edges are assigned to each player (randomly determine which player chooses his table edges).

9 manholes are placed according to the diagram. They are represented by markers of 1 inch in diameter. Players then define four areas of deployment. Each being at about 1 inch from the nearest manholes.

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. Each player must deploy, as much as possible, the same number of miniatures in each of his areas at the end of deployment.

Victory Conditions

1) The first player who scores 2 victory points win. If at any time, both players manage to get 2 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: 4

3) During the End Phase of each round, a player wins 1 VP if he controls three manholes that connect straight his two deployment areas (in the diagram, a horizontal line to the yellow player, a vertical column to the green player). A player can win several PV in one turn if he controls more lines.

Special Rules

The manholes are neutral in the early game.

A model in contact with a neutral manhole can spend 2 AP to take control.

A model in contact with a controlled opponent manhole may spend 2 AP to neutralize it.

3 manholes placed 9 inches deployment zones Player requires only 1 AP to be controlled or neutralized (manholes 4, 5, 6 for green and player 2, 5, 8 to yellow).

Concentrated alchemist at level 1 or more needs only 1 AP to control or neutralize any manhole.

The manholes are considered special field: They can be exceeded for 1 extra inch but have no effect on the sight lines.

