The sandman - blitz

Setting up the Battlefield

1) This scenario is intended to be played on a 24?x24? table. Players place 6 sales counters (diameter 1 inch - size 1). (see diagram)

2) Players determine their table side. Each deployment area is more than 7 inches from the midline, and to over 1 inch counters.

3) Determine an even and an odd player player. Take 6 normal dice. Randomly determine which player starts. The first player places a die on a counter value he wants (2, 5, ...), his opponent then takes a dice it up on another counter, which can have the same value as the previous dice. And so on for the other dice. In the end, each will have a different counter dice value (1, 2, 3, 4, 5, 6).

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 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 24 victory points win. If at any time, both players manage to get 24 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: 41
3) At the end of each round, each die shows the points that are recorded and accumulated. Depending on whether the dice shows even or odd, points are earned by the player even or odd.
Die: 1-2 sandy = 1 PV
Die: 3-4 very fine sand = 2 PV
Die: 5-6 precious sand = 3 PV

Special Rules

The dice show the values of the bags that are highlighted on each counter.

A model being at least an inch counter can change the value of the bag using one or more AP in a row, to INCREASE the value of the dice "+1" by AP spent. Once at "6", when 1 AP is spent, the number of the dice falls back to "1". It is not possible to lower (-1) the value of the dice.

Zone de déploiement à plus de 7 pouces de la ligne médiane — 5"
7.5"
4"
Ligne médiane
4"
7.5"
5"
Zone de déploiement à plus de 7 pouces de la ligne médiane