

# The spores of Amanita - 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.
- 4) 6 tokens (1 inch diameter - Size 1) represent spores. Each player places a spore (alternating laying tokens between players and starting with the one who has not started the installation of alchemical components) in the opposing side table, in its own table aside, the 3rd token is the choice of the players. Ultimately, there will be 3 spores per side. A spore to be placed more than 7 inches of another spore, and to more than 2 inches of a scenery element or table edge.

## 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 15 victory points win. If at any time, both players manage to get 15 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: 23
- 3) During the End Phase of each round, once exploded spore, we look at who controls each remaining spore. The player who accumulates the maximum AP AND recruitment points control the spore. For each controlled spore, the player scores: 1 VP in the 1st round, 2nd round 2 VP, VP 3 from the 3rd round.

## Special Rules

At the end of the 1st, 2nd and 3rd round, a spore explodes and is removed from game. At the beginning of the fourth round, it will remain 3 spores that will not explode.

Any miniature within 3 inches of a spore is in its control area.

The spore that explodes is always that which miniatures in the control area scores maximum AP. If it's equal in terms of AP, we count the cumulative number of recruitment points. If it is a tie, the spore is determined by a die roll.

When a spore explodes, roll two white dice. All miniatures in its control area suffer damage in the following table: 3/2/2/2/1/1.

The figurines within one inch of the spore suffer damage in the following table: 4/3/3/3/2/2.

