Totems - blitz

Setting up the Battlefield

1) This scenario is intended to be played on a 24?x24? table. Players share the table into 4 quarters. Determine where the deployment areas of each player (4.5 inches x 4.5 inches).

2) Each player roll a die, the one who makes the highest number begins. You must place a totem in a table quarter deployment area and a totem in a table quarter of the opponent's deployment zone. The first player:
- Place the first totem (and clan token) in a table quarter
- His opponent place the second totem (and clan token) in a table quarter
- Both players remake the same for the 3rd and 4th totems

There must be a totem table by quarter, and they must be spaced at least 7 inches between them. A totem should be placed more than 3 inches from side table and deployment areas.

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 quarter, and 1 in their opponent's quarter. 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 other quarter.
- 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 12 victory points win. If at any time, both players manage to get 12 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, count victory points:
- Each player scores 1 VP / symbol / totem when he has more than his opponent

Eg: a player who has more than symbol (x3) for each totem (x4) mark 12 VP at the end of the round

Special Rules

A totem is size 3 and can generate a cover.

A model being 1 inch or less of a totem may spend 1 AP to dance to invoke the spirits of the totem. It is not possible to spend 2 AP in response to invoke the spirits. A model with 4 AP can dance 1 time a totem, spend 1 or 2 AP (walking, attack, magic, shooting, running, concentration, ...) and re-spend 1 AP to the totem (the same way that the scenario "chests").

When the AP is spent, his opponent must take the 4 cards in hand, choose one that places it face down on the table, and the player must guess the card.
- If the player does not guess the right card, it rolls 2 dice of the color of the health's miniature and retains only 1 symbol on the totem pole he places next to the miniature.
- If the player guesses the right card, it rolls 3 dice of the color of the health's miniature and maintains:
. is 2 symbols on the pole side of the figure
. either one symbol on the pole side of the miniature and one symbol on the card totem

Refer to the table the number of symbol in the column of the totem miniature has invoked.

Zones de déploiement de 4,5"

Exemple de placement, laisser au moins 7" entre chaque totem

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