

# Under control - blitz

## Setting up the Battlefield

- Players place 6 sailors (diameter 1 inch - size 2). Place the sailors as shown in the diagram.
- Players determine their table side. Each deployment area is 7 inches by 3 inches (see diagram).
- Players must place at least 6 scenery sets. Determine randomly which player begins to set a scenery, then the players place the sets in turn.
- A set must be placed more than 3 inches from an objective or other set, and must not be placed in the opponent's deployment area.
- The player who placed the last set places the first component token, then the players place their component tokens in turn. The pieces must be placed in contact with a set and at least 4 inches from another token. Players **MUST** place at least 1 token in the opposing table half. Players **MUST** be able to place all their tokens (if not, change the number and placement of the scenery)

## Deployment

Each player deploys in their deployment area, starting with the one with the most profile cards. If the players have the same number, the loser of an opposing MIND roll deploys one of his miniatures (or more in the case of a multi-miniature profile card) first, then the players roll out their miniatures in turn.

## Victory Conditions

- 1) - at the end of each round, the player who influences the most sailor scores 1 VP,  
- at the end of rounds 1 and 2, the one that influences sailor D scores 1 more VP,  
- from round 3, the person who controls the boarding area scores 1 more VP,  
- After a team has earned their 4 tickets, if a miniature with a ticket is on the boarding area at the end of a round, score 3 VP.
- 2) At the end of a round, if a player has 6 VP or more, he wins. If both players have 6 VP or more, or if a player does not have more miniatures in play, it is a tie.
- 3) Maximum VP to be won: 9.

## Special Rules

### INFLUENCE A SAILOR

Any miniature within 2 inches of a sailor is in his control zone. A miniature can be in the control area of several sailors. You have to have more AP than the opponent to influence the sailor. If it is equal in terms of AP, we take into account the cumulative number of recruitment points. If it's a tie, nobody influences the sailor.

### GET A TICKET SPEAKING WITH THE SAILORS

Players must obtain their ticket for the boarding area, speaking with the various sailors of the port in a given order:

- The player 1 must make the circuit: A1, B, C1, D then boarding area.
- Player 2 must make the circuit: A2, B, C2, D then boarding area.

For this they must be within 1 inch of the sailors, and try an MIND roll with a bonus die, a difficulty of 15.

- If you influence the sailor, you use the white dice.
- If the sailor is not influenced by anyone, you use the yellow dice.
- If the opponent influences the sailor, you use the red dice.

Successful test: it is validated.

Missed Test: You can spend 1 AP to pass the test.

When a miniature has a ticket, place a token or marker on profile card or next to the miniature to find that it has the ticket.

### CHECK THE BOARDING AREA

You need to have more AP than the opponent on the zone to control it. If it is equal in terms of AP, we take into account the cumulative number of recruitment points.

