

# The Chests

## Victory Conditions

The first player to reach 7 Victory Points at the end of a turn wins the game.  
If both players manage to get 7 or more victory points in the same turn, the result is a draw.

If at any time, one player has no living miniatures, the result is a draw.

## Setting up the Battlefield

This scenario is intended to be played on a table measuring 48" by 36".

The players must place at least 8 scenery elements with the following constraints:

- Each scenery element must be placed at least 3" from any table edge, objective, or any other scenery element.
- The players alternate placing one scenery element. Roll a die to see which player starts.

The players then define the gaming area:

The table is divided in two, lengthwise.

Each deployment area is 13" from the center line of the table.

The players then place three markers: one at the middle of the center line, and the two others on the median line, 12" from the center. These markers represent the trees holding the chests.

The players then roll to determine on which side of the table they will deploy.

The players then place 8 Alchemical Component markers with the following constraints:

- The markers must be placed on a scenery element
- They must be at least 5 inches away from any other Alchemical Component marker.
- The players place 2 of their components in their table half, and 2 in their opponent's half. The players place the Alchemical Component markers alternately, one at a time, starting with the player who did not choose the side.
- All components MUST be placed on the table.

## Deployment

The players alternate deploying the miniatures from one card at a time in their respective deployment areas.

The player with the most cards starts.

If both players have the same number of cards, the one with the highest Mind value starts.

If both players have the same Mind value, randomly determine who starts.

Once all cards are deployed, the players randomly assign a value to each chest: 5, 6 and 7.

## Special Rules

### Picking the Lock on a Chest

Each chest is considered neutral at the beginning of the game.

During the game, any player can spend 1 AP with a miniature that is within 1" of a chest to pick the lock and open it. No miniature may spend 2 APs in a row to pick a lock.

No miniature may pick a lock in the first turn.

The last player to pick a lock controls that chest at the end of the turn.

### Opening a Chest

Each chest has a value indicating how many times lock picking must be attempted before the chest is opened.

Each time a miniature lock-picks a chest, that value is reduced by 1.

When the value reaches 0, the chest is open.

Once open, a chest cannot be picked anymore.

### Traps

When the value of a chest reaches 0, roll a number of white dice equal to its initial value (5, 6, or 7).

For each mace symbol of the dice roll, all miniatures within 1" of the chest suffer 1 Dam.

### Gaining Victory Points

At the end of the turn, each player scores a number of victory points depending on the number of controlled chests:

- 1 for each controlled locked chest
- 2 for each controlled opened chest

These points are of course accumulated from one turn to another.

