The Informants

Victory Conditions

The first player to reach 5 Victory points wins the game. Any other result is a draw.

Setting up the Battlefield

This scenario is intended to be played on a table measuring 48 by 36 inches.
The table split in two, lengthwise.
Some markers are placed in triangular pattern, as indicated on the picture. These markers represent the informants. Each informant has a value of 1, 2 or 3.

The players will then place 6 tinted scenery elements as described below.
The players roll to see who starts setting up the scenery.
Each player places one of his scenery elements on his own half of the table.
Each player then places one of his opponent's scenery elements on his own half of the table.
Each player then places one of his own elements on his opponent's side of the table.
All scenery elements must be:
- at least 3 inches from the table borders
- at least 3 inches from the deployment zones
- at least 3 inches from the informants
- at least 3 inches from other scenery elements

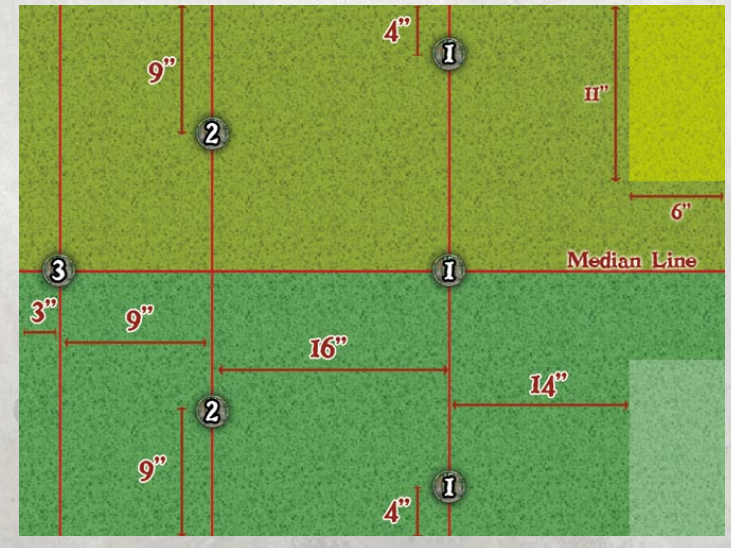
Deployment

Both players deploy their miniatures in their respective deployment areas, which measure 6 by 11 inches.

The players alternate deploying one card at a time in their 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.

Special Rules

Interrogating an informant:
The informants are considered miniatures of size 2. It is not possible to charge them or hurt them in any way.
An informant can only be interrogated at the end of a turn, before checking for victory points.
Each player may only interrogate one informant per turn. Informants may not be interrogated in the first round.

In order to interrogate an informant, you must have a miniature "On Watch" in base contact with an informant.
In the case where more than one miniature is in base contact with an informant, only the ones "On Watch" can make the interrogation.
If one or more miniatures from each side are "On Watch" and in base contact with an informant, no one may interrogate the informant.
An informant may only be interrogated once. After that, the informant will not provide any further information.

Interrogating an informant gives the following victory points to the player interrogating him:
- 1 VP for an informant with a value of 1
- 2 VP for an informant with a value of 2
- 3 VP for an informant with a value of 3