

Treasure Hunt

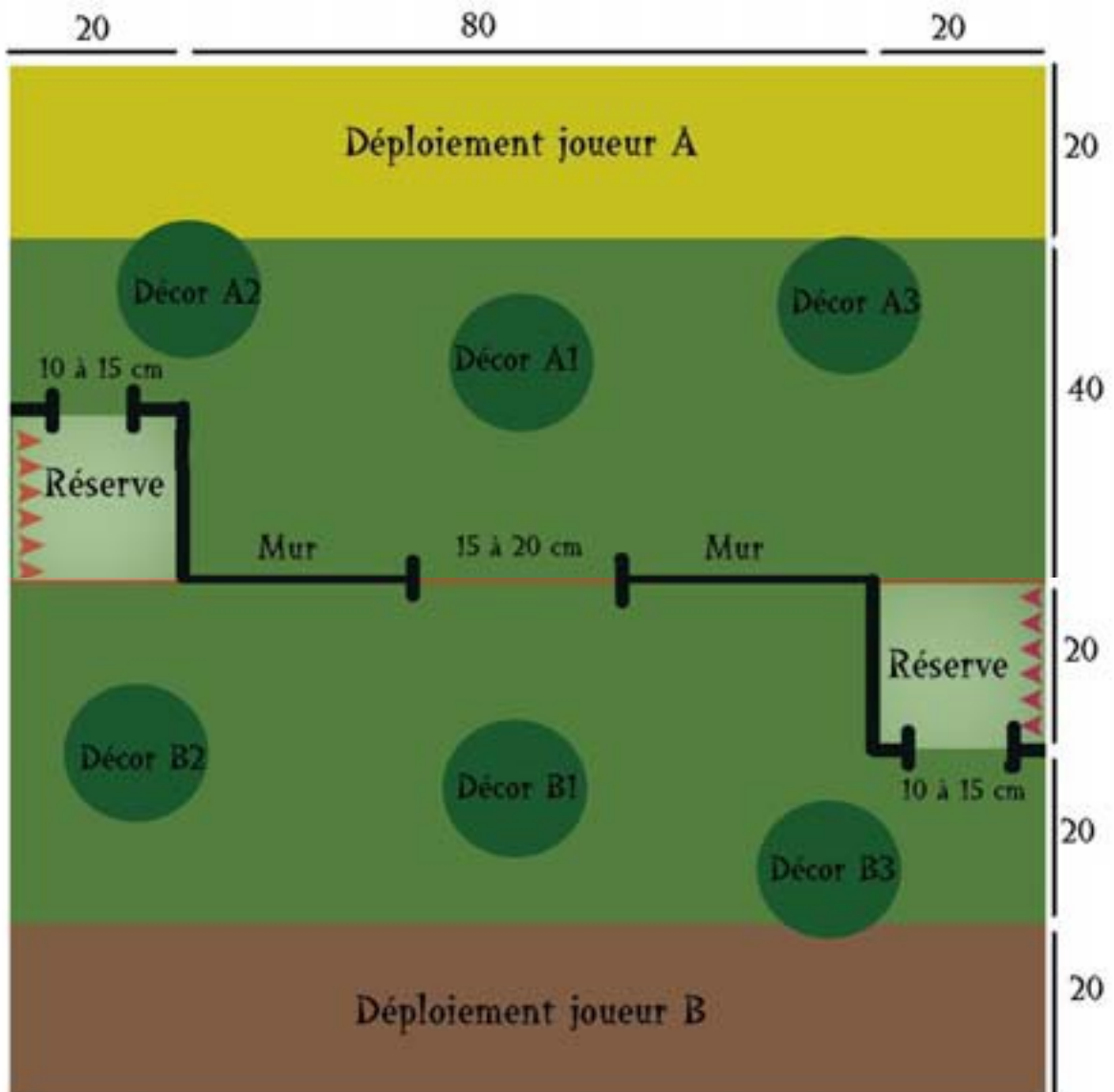
Format:

3000–4000 army points / defender

Attacker: no / 6 turns

Setup:

6 sets of terrain elements as below and walls with 3 spaces. The main entrance has a width of 15–20 cm and the entrance side for reinforcements 10 to 15 cm.



The sets A1 and B1 are placed early in the game.

The other decorations are placed by players.

Treasures:

Before the deployment phase, players must each place 4 "treasure boxes" face down in a central band 50 cm wide. Each player has 2 empty boxes and 2 boxes containing treasure (so each has a total of 4 boxes). The Boxes shall be minimum 20 cm apart each other. The boxes are placed in turns. **WARNING! Players must not know which boxes are empty and which are full.** A unit can carry as much treasure as half of its power (rounded down). Unit Power 4 or 5 can carry up to 2 boxes. To carry 3 requires that its power is 6 or larger.

Special rules:

Terrain elements A1 and B1 allow a unit to teleport to the opposite site of the board. Element A1 allows teleportation to B1–B3 and vice versa for B1 to A1–A3. To teleport, a unit must end its movement on A1/B1, with at least half of the unit in contact with the element. At the end of its activation, the unit must declare whether it wishes to teleport. Teleportation takes place at the end of the turn but before the Mana Calculation phase. The site where the unit is teleporting to is drawn (or rolled using D3) and the side of the element on which the unit will be placed. Use the template to know which side the unit will be placed in contact with. Treasure cannot be teleported in this way, or by spells of teleportation used by mystics.

Objectives:

–Appropriating funds: 1VP per turn for each treasure possessed. To take a treasure, a Unit has to finish his movement before it can pick it up. It is possible to pass a treasure to a friendly unit. This requires that the unit that has the treasure finishes its movement in contact with the unit that they want to pass the treasure to. It should also announce its action. If during the game the power of the unit does not allow him to possess the amount of treasure it trying to carry, it must drop the excess treasure. When a unit arrives in contact with a treasure, they can look at the contents without revealing it to his opponent. However, as its contents are not revealed, no VP is awarded.

–Control the deployment area opposite: 1 VP per turn.

Elixir points:

The 10cm area in the center of the board (band 5 cm wide centered on the input) gives an EP each turn.

Reinforcements:

Players can take up to two units reinforcements. If the player controls one of the reinforcement zones, he can bring a reinforcement unit in that zone. The new unit must be in within 10cm of the edge of the field and 5cm or less from the allied unit in the light green area..