

Starter Game Scenario

Boar



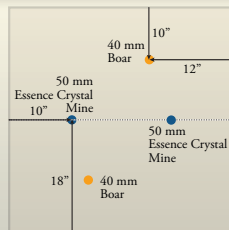
Essence
Crystal Mine

Scenario Rules

Boars are scenario elements. They cannot be attacked, destroyed, or moved, besides when a unit interacts with them. A unit may interact with a boar by sacrificing an action while it is within 1" of a boar. When a unit successfully interacts with a boar, the unit's controlling player may immediately make an M MOV with the boar. During a one action, a unit can only interact with a one boar.

Essence Crystal Mines are scenario elements. They cannot be attacked, destroyed or moved. At the end of a game round, the player with the most friendly models within 1" of an Essence Crystal Mine controls it.

Deployment



Scoring

At the end of the game round you score 1 VP for each Essence Crystal Mine you control and 1 VP for each Boar completely within your opponent's table half. If a player leads with at least 5 VP at the end of a game round they immediately win the game. Otherwise, the player with the most VP at the end of the 5th game round wins.



2024
Scenario