

First game of Alkemy



www.AlkemyTheGame.com

Welcome to Mornea

Welcome New Alchemist to the wonderful world of Mornea. The purpose of this document is to show you the first principles of the Alkemy miniatures game. Once this first game has been played, we advise you to read the rulebook, in order to discover all the rules. If you have any questions, do not hesitate to ask them on the Facebook page or on the Alkemy forum: <http://alkemy.webkido.com>

www.facebook.com/alkemy.the.game

Assemble your miniatures

To be able to discover the game, you need miniatures (-). Assemble your miniatures (plan between 30 minutes and 1 hour), or you can also select 3 to 4 miniatures for each player to start do discover the game.

Assemble the scenery sets

Take out the printed sheets from the box, fold, assemble, put a dot of glue if you wish. For this first game, you don't even have to play with the scenery sets, it may remain optional :-)

Presentation of a profile card



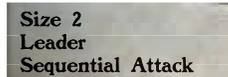
The white, yellow and red triangles are life points. According to the state of health of the miniature, you play with the dice of the same color. Each time your miniature is injured, you check as many boxes of life as the damage (DAM) it takes. If all life point boxes are checked, the miniature is eliminated, it's removed from the game.



In the center, it's the circle of characteristics. Top in white, it's the mind (MIN) that serves for the initiative, for some alchemist formulas that will have to pass the mind of the enemy, and for some skills. On the left in blue, it's reflex (REF) which is mainly used for fighting, to know who strikes first. On the right in red, it's the combat (COM) which makes it possible to know if you hurt the miniatures in combat. Down in green, defense (DEF) is the value to be reached when an opponent wants to hurt you. In the center in white on a black background, this is the number of action points (AP) that the miniature has per round.



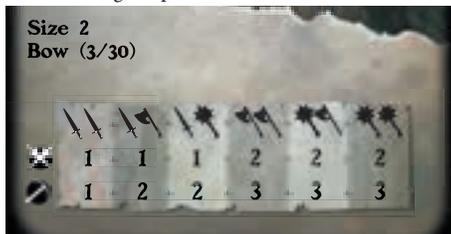
Below the characteristic circle are the movement values (walk / charge attack / run) in inches (1 inch = 2.54 cm).



Then you have the size of the miniature, usually the miniatures are size 2, and you have the skills of the miniatures that are explained on the back of the card.

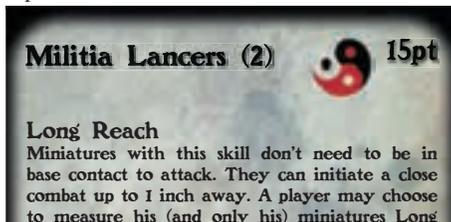


Finally, the damage table (DAM) of the miniature for fighting. For shooters, their weapon is indicated with 2 digits in brackets (3/30), the 1st digit is the SHOOT value and the 2nd digit is the maximum shooting distance in inches. Shooters have a 2nd DAM line for a shooting weapon.



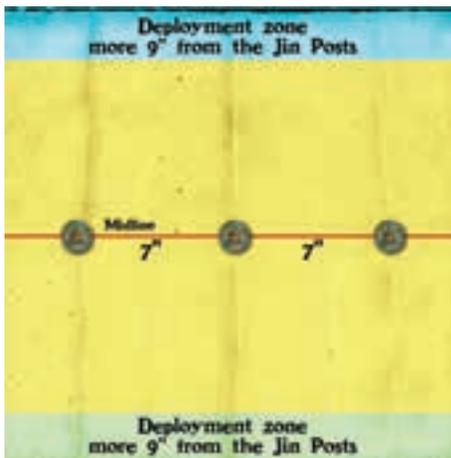
Alchemists have numbers from 1 to 4, which corresponds to the level of concentration of the alchemist. Some alchemical formulas require a certain level of concentration to be cast.

On the back of the card, you have the point cost of the miniature, the number of times you can recruit the card (number in brackets), the faction symbol(s) of the profile, and the explanation of skills.



Game set up (see diagram)

- Unfold the battle mat and place it on a table
- Set up of the 3 jin post. For the first game, we play the scenario of the "jin posts". Set up the 3 jin posts, 1 in the center of the table, and the two others on the center line at 7 inches away from the center post.
- Set up of the 6 scenery pieces. Choose randomly to find out who starts laying the scenery pieces. The scenery pieces are alternately placed. A scenery



piece must be more than 3 inches from a jin post or other scenery piece, and not in the opposing deployment area.

- Placement of alchemical components (only if at least one player has 1 alchemist). It is the one who did not start placing the scenery pieces that begins to place the components. The 1st player places 1 component where he wishes it (in contact with a scenery set) and you have to alternate the placement from one player to another. In the end, for each player, it takes 1 component in its half of the table, 1 component in the opposing table half, the 3rd is free placement. Components must be placed at least 4 inches apart.

Explanation of the scenario

You must control more jin posts than the opponent at the end of each round. Whoever controls the most jin posts scores 1 Victory Point (VP) (if you control 2 jin posts and your opponent 1 jin post, you score the VP). The game is played to 3 VP (there is no limitation of game rounds). The jin posts are neutral at the beginning of the game, you have to be 1 inch or less from a jin post and spend 2 Action Points (AP) to control it. The jin post remains controlled until the opponent spends 2 AP to make it neutral. You do not have to stay near the jin post to control it.



The recruit is less than 1 inch away, it can spend 2 AP to control the jin post (or make it neutral if the opponent controls it).

Some basic rules

- The game is in alternating activation, I play a profile card, you play a profile card, etc. (A profile card sometimes includes 2 miniatures, this is the case of militia lancers or militia archers)
- We work at distance estimation. You have to announce an action before you can measure (no worries, it comes very quickly :-))
- The distances are measured from edge to edge of the bases.
- In general an action costs 1 AP to Alkemy, to walk, charge, fight, shoot, cast a formula, etc., only run costs 2 AP. The scenarios have their own special rule. For the jin post scenario, it uses 2 AP to control or disable a jin post.
- Who sees is seen by the other.
- Movements are not necessarily in a straight line.
- At Alkemy, we roll base 2 dice. Sometimes we can have bonus / malus die and we can roll 3 or 4 dice but never more than 4. In any case, in the end we only keep 2 rolled die.
- When rolling a double 6, squeeze both fists, raise your arms, and shout very loudly: Alkemyyyyyyyyyyyyyyyyy :-)
- The round is over when all profile cards have been activated, or if both players skip the turn (a player may decide to skip, the turn returns to the other player, but if the other player skip too, the round stops).
- Keep your cheerfulness throughout the game, you're here to have fun ... and your opponent too :-)

Deployment of the miniatures

The player with the most profile cards (excluding the formula card) deploys first. In case of a tie, each player rolls 2 white dice and adds total to the highest MIND value among his profile cards. The loser starts the deployment. In case of a tie, it is the one with the lowest MIND that deploys first. If there is a tie again, roll the dice again.

Follow the diagram for deployment areas that are 9 inches from the jin posts.

I **deploy** the(s) miniature(s) linked to 1 profile card, you **deploy** the(s) miniature(s) linked to 1 profile card, I **deploy** the(s) miniature(s) linked to 1 profile card, etc. until all the miniatures are deployed.

Summary of a game round

- Start of the round (the miniatures regain their AP)
- Initiative phase (MIND roll in opposition)
- Activation phase (players activate their miniatures in turn)
- End of the round (count of victory points)

Initiative phase, MIND roll in opposition

Each player rolls 2 white dice and adds total to the value of the miniature with the highest MIND. **The winner decides who starts the round** (usually in the first round, it is interesting to start the opponent, unless he has shooters who are well positioned...). In case of a tie, the one with the highest MIND wins the roll. If there is a tie again, roll the dice again.

Activation phase

The player who starts the round activates a profile card, which is linked to a miniature (or 2 miniatures in the case of militia lancers or archers). He plays the AP of his miniature (or the first AP for each miniature if there are several miniatures on the profile card, then the 2nd AP for each miniature). **A miniature does not have to spend all its AP during its activation, it can keep them to react (reaction movement, reaction shot, fight) when it is the opponent's turn.** Once the card is played, it rotates the card to locate that it has been played, it is up to the other player to play.

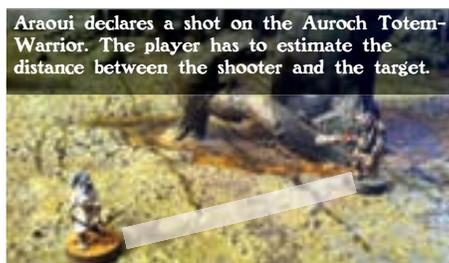
ACTIONS	1 AP	2 AP
To walk	X	
To charge attack	X	
To run		X
To play a combat card (fight)	X	
To shoot	X	
To engage	X	
To focus an alchemist	X	
To cast a formula	X	
To make a reaction movement	X	
To make a reaction shoot	X	
Control or disable a jin post		X

Be careful, after a «Charge attack» or «Run» action, a miniature can no longer perform movement action (Walking, Charging, Running, Engaging, Reaction Movement) until the end of the round.

Activation of a shooter

A miniature with a shooting weapon can spend 1 AP to make a shot. The player spends 1 AP and chooses a target, **he must estimate the distance in inches between his miniature and the target miniature.** The distance from base to base is measured. If the distance is greater than the distance at which the weapon can shoot, the shot is missed. **If the estimate is correct, the shooter has 1 bonus aiming dice for shooting,** he rolls 3 dice of the state of health of the miniature and retains 2 dice.

If the estimate is wrong but  ranged weapon COM value



the distance is less than the distance of the shooting weapon, the shot is made with 2 dice. Once the dice are roll, to know if the target is hit, **we add the sum of 2 dice to the SHOOT value of the weapon.** If the score equals or exceeds the opposing DEF value, the target is hit. Look at the 2 symbols indicated on the dice, and **find this combination in the table of shooting DAM (2nd line),** the digit is the number of DAM inflicted. Your opponent checks as many life points as the number of DAM.



It's charge attack!

A charging miniature (1 AP, 2nd movement value on the profile card) gets a free attack. It will have to choose 1 combat card among the 3 combat cards of attack (quick, normal and brutal). If your opponent has no AP to react, play a brutal attack card. **You have 2 dice of the state of health of your miniature, plus 1 bonus die of charge attack,** you roll 3 dice,  you retain 2 dice. Add

the sum of 2 dice to your COM value and you must be equal to or greater than the opposing DEF. In this case, look at the 2 symbols indicated on the dice, and find this combination in the combat DAM table of your miniature, the digit is the number of DAM inflicted on the opponent. **In case of a brutal attack, you shift the DAM inflicted on the DAM table to the right.** Your opponent checks as many life points as the number of DAM inflicted.



To fight



In case both players have AP, they can fight.

- Both players choose a CC and pose face-down in front of them (a miniature without AP must play «inactive», **a charging miniature can not play either «inactive» or «parry», and will get 1 bonus die for the COM roll.**)
- If neither player has played a CC «Parry» or «Inactive», they perform a REF roll in opposition  (with Bonus / Malus due to CC). **If a player plays the Inactive CC, he does not spend 1 AP.**
- The player who wins the opposition REF roll makes a COM roll  (2 dice with Bonus / Malus due to CC + 1 bonus die if there is a charge attack). It retains 2 dice + COM value of the miniature, **it must pass the DEF of the target** (equal or higher) and inflicts the DAM on success.

• If his miniature has  survived, the player who has lost the opposing REF roll **makes a COM roll** in turn, he must pass the DEF of the target and inflicts the DAM if successful.

• If a player has played a CC «Parry» and the other a CC «Attack», they make a COM roll in opposition, the attacker rolls first the dice (2 dice + 1 bonus die if there is charge attack, **he retains 2 dice**), then the defender (he rolls 3 dice because he gets 1 bonus die against a CC «attack», **he retains 2 dice**). Each player adds his COM value to the result of his 2 dice, **the highest score wins.** If there is a tie, it is the one with the highest COM value that wins. If both players have the same value of COM, you have to restart. If the player who chooses the CC «attack» wins the roll, he inflicts the DAM. If it is the player who has chosen the CC «parry», he blocks the attack and can possibly counter-attack (read the CC «parry»).

• If both players played the CC «Parry», each spends 1 AP and nothing happens.

• If one player played the CC «Parry» and the other the CC «Inactive», the player who played the CC «Parry» spends 1 AP.

• If both players have played the CC «Inactive», no one spends AP, the activation of the miniature ends and it is up to the opponent to play.

Bonus / Malus Die

In case you have bonus and malus die, make the difference between the two in order to know the number and type (bonus or malus) of dice to roll. Example: 2 bonus die and 1 penalty die = 1 bonus die. Reminder: bonus dice, you retain 2 dice of your choice. **In malus, you must keep the 2 lowest digits. Reminder: in the end, you retain only 2 dice.**

Possible reactions when your opponent is playing

In case of Shooting:

- Take a walk to cover (1 AP)
- Engage the shooter (walk value) (1 AP)
- If the target of the shot is a shooter, make a shot reaction (1 AP)

In case of charge attack on a shooter:

- Make a reaction shot on the aggressor (1 AP)

In case of Combat:

- Play a CC (1 AP)

Cast a formula

- Spend 1 AP. Check that the target is within range.
- Spend alchemical components  (your alchemist picks up 4 components for free at the end of an action being within 1 inch of a component).
- Designate the target of the formula.
- Perform an Alchemy roll (if the formula says «Target»). You roll 2 dice of the alchemist's state of health, to which you add his level  + Concentration level of concentration. If the result is equal to or greater than the MIND of the target, the formula is successfully launched, otherwise it fails (and the used AP is lost). If the formula says «auto», the success is automatic.
- Spend up to 4 alchemical stones for improvements  (your alchemist has all the stones at the beginning of the game).

End of the first round

When all the miniatures have been activated, the round is over. We look at whether the jin posts are controlled. **If a player controls more than his opponent, he scores 1 VP, the game is played to 3 VP.**

Learn more about the rulebook

Of course, a number of small rules are not explained in this document, and we invite you to read the rulebook to discover them, and perfect your knowledge of the game.