

# ALKEMY

## RULEBOOK



## KINGDOM OF AVALON



Paint and picture: Olivier Bredy

## AURLOK NATION



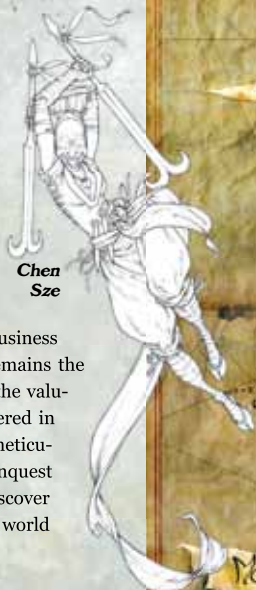
Paint and picture: Barbouille

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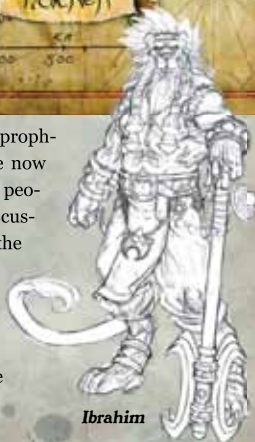
Time has passed since the Alchemical War, but the **Empire of the Jade Triad** never abandoned its desire to rule over Mornea. Its merchants seek to settle in all ports and cities and many of its representatives travel the roads of Mornea. The army of the Triad is still in business to protect its citizens and remains the best way for people to gain the valuable Marques of Jade. Gathered in Yu Cheng, the Celestials meticulously follow their plan of conquest based on three principles: discover the world, understand the world and fight the world.



*Chen Sze*



Learning from their bloody past and the prophecy of Fatiha, the **Khaliman** people have now turned to diplomacy. Their aim is to bring together the peoples of Mornea and resolve their conflicts through discussion. The Sheiks Corps, in its role as arbitrators, built the Canal of the Concord in the border cities of Mornea to stop any conflict before it could degenerate into war. However, the patronizing attitude of these mediators often exasperates those they converse with. Beyond the facade of peace, the Khaliman cannot hide the political strife within their Republic.



*Ibrahim*



The Khaliman Republic faces a new challenge in Cycle 1371. **The Penitentiary of the Tooth**, where deadly criminals are incarcerated, was attacked by a pyrithin ifrit and many prisoners managed to escape. They roam the caliphate seeking to escape the army launched on their heels. Some of them have come together under the leadership of the most formidable of the former prisoners, Hakan One Eyed.



**Hakan  
One Eyed**



*Wolitse*



The Battle of Gigage Gadusi left indelible traces on the **Aurlok nation**. Since their Manitous have awakened, peaceful Aurloks have become terrible animals. Wolves, Aurochs, Ravens and Toads managed to repel the mighty army of the Triad. Today the Aurloks oppose the territorial expansion of the Avalonians.

Among their chieftains, some advise that it is time to take the fight out of their ancestral lands. Many hunters are set to follow a new Father of the Earth that would take them to hunt Those-Who-Carry-Steel.



At the heart of the marshes of Oblaye Itse, as in the capital Otsiliha, the **Walosi** meet to share tasks. Is it because the other Aurloks watch them? Or rather a need to prove their abilities? Those of Clan

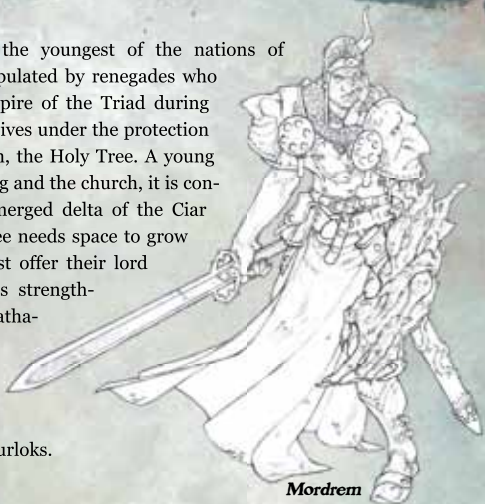
Toad, without abandoning their tribe, now walk together in support against the other peoples. Despite their sneers, they soon learn the hard way that Walosi is not a toad ...



*Toad Thunder-Warrior*



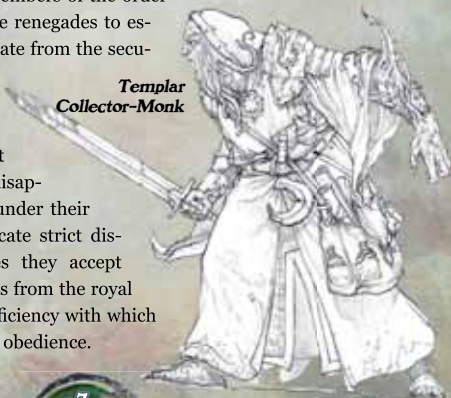
**Avalon** is the youngest of the nations of Mornea. Populated by renegades who fled the Empire of the Triad during the Alchemical War, it lives under the protection of invasive Beathacrann, the Holy Tree. A young nation guided by its king and the church, it is confined to the poor submerged delta of the Ciar River. But the Holy Tree needs space to grow and the Baronies must offer their lord new sons. Their bodies strengthened by grafts of Beathacrann, and their souls through his church, the Knights of Avalon continue to push the boundaries of the Aurloks.



*Mordrem*



Born before the meeting with the Beathacrann, the **Templars** are the legendary Avalon defenders. It is the sacrifice of the members of the order which allowed the renegades to escape the Jade Empire. Separate from the secular church and nobles, the Templars have an aura of mystery that harms their reputation, although it has been improved by the disappearance of the king while under their protection. Its leaders advocate strict discipline, although sometimes they accept the presence of their brothers from the royal troops. The order and the efficiency with which the Templars act shows their obedience.



*Templar  
Collector-Monk*

## INTRODUCTION



**A**LKEMY is a strategy game set in a medieval fantasy setting. When you play, you take control of a group of fighters represented by miniatures and pit them against an enemy group on a stage. Each game is built around a scenario, with objectives that will allow players to score victory points.

There are 2 versions of the game, the “300” version played on a large area (48 x 36 inches) with 300 points of miniatures (10 to 15 miniatures), which lasts about 1 hour 45 to 2 hours. The second version is “Blitz,” and is played on a smaller area (24 x 24 inches) with 180 points (6-7 miniatures on average) for 45 minutes to 1 hour. The rules for these two versions are the same except for the number and size of the scenery elements and the number and arrangement of components. Obviously, you can play any other point size you and your opponent agree to.



## WHAT YOU NEED TO PLAY BLITZ



A play area 24 x 24 inches.

6 medium sized scenery elements  
(each about the size of a game card).

The elements can be of different heights.



Miniatures that you will assemble and paint.



Profile cards for the miniatures.



Combat Cards (CC).

A tape measure in inches.



Colored dice (white, yellow and red).

Different counters to simulate the scenario objectives and components that the alchemists will collect.



A dry-erase marker to check off hit point boxes on the profile cards.



Plastic covers to protect the Profile Cards.



## THE PROFILE CARD

**E**ach miniature is linked to a profile card. This card shows the characteristics, skills, movement values, and damage table as well as special rules on the back of the card.

Miniature's name







Damage Table (DAM) with dice symbols


Skills


Movement in inches:  
Walk (4)  
Charge (6)  
Run (10)


When a ranged weapon (bows, thrown weapons, etc.) is indicated, the Combat rating and range are listed: (COM/ distance in inches). A second DAM table for the ranged weapon will be below the melee weapon.

   The life level shows Hit Point (HP) boxes in white (Unscathed), yellow (Grave) and red (Critical). For each DAM point suffered, you check a box (left to right). The first non-checked box indicates the health state and gives you the color of the dice rolled for this miniature. When the Last Life Point is checked, the miniature is out of action and removed from the game.

 Mind (MIN) (initiative, resistance to alchemy ...)

 Reflex (REF) (initiative for close combat, disengagement...)

 Combat (COM) (attack, parry, ...)

 Defense (DEF) (to avoid being injured by an attack)

**4** Action Points (AP) to walk, fight, shoot, etc.





## The back of the card

On the back of the card are several things:

- The recruitment point value of the miniature
- The symbol of the faction
- The maximum number of cards of the miniature that can be recruited
- The name of the miniature
- Explanation of skills



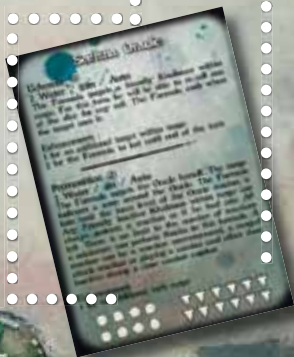
## Multiple miniatures per Card

On some cards, there are multiple lines of hit points. In this case several miniatures can be played with the same card and each has its own lifeline.



## Alchemists

On its card, an Alchemist is rated from 1 to 4, corresponding to the alchemist's level of concentration. Alchemists also have a formula card which includes descriptions of the alchemical formulas, the scope of the formula, the components needed to start the formula, improvements to the formula, and the number of stones and components the alchemist can have.



## CREATE A WARBAND

**T**here are a few rules to follow to properly build an army list. The points format recommended for Alkemy "Blitz" is 180 points. Each miniature costs a certain number of points. The total points of recruited miniatures should not exceed 180. **It is compulsory to recruit 1 hero.** Heroes are named and have no limit indication on the back of the card. From 201 to 300 points, you must recruit 1 or 2 heroes, and for over 300 points, you must recruit 2 or 3 heroes.

### Limit of Cards

You can take a card up to the limitation number of times (the number in brackets on the back of the card). When several miniatures use the same card (several lifelines on the card), **you must recruit all models on the card before selecting this card again.** A hero may be recruited only once in the same force.

### Faction Symbol

All the cards in your force must have at least one common faction symbol. Some cards have multiple symbols and can belong to different factions.

### Architekt

Architekt is an army generator on the internet. You can view all profiles of all factions, build your army list, save it, generate a PDF, print it with all the features of selected miniatures, etc.

[www.alkemy-the-game.com](http://www.alkemy-the-game.com)

## DICE SYSTEM / SYMBOLS

**T**here are three colors of dice (white, yellow and red). Each dice color corresponds to the health status of the miniature (white for Unscathed, yellow for Grave, red for Critical). The numbers and symbols on the dice faces are different depending on the color. There are three different symbols on the faces: sword, axe and mace. When paired, these symbols will allow you to determine the damage inflicted during an attack or a successful shot.



## Limit of used and kept dice

During the game, each roll uses at least 2 dice. Sometimes you roll 3 or 4 but never more. **In all cases, you will keep only two dice to determine the success or failure of the roll.**

## Dice bonuses and penalties

In some situations, you will get bonus dice and / or penalty dice. These dice are always the same color as determined by the miniature's health. Sometimes you get bonus dice AND penalty dice. In that case, bonus dice - penalty dice = number and type of dice rolled.

### Example:

- You have 2 penalty dice and 1 bonus die, you get 1 penalty die
- You have 3 bonus dice and 1 penalty die, you get 2 bonus dice

### Finally:

- Bonus dice: you roll 1 or 2 additional dice and **keep the two dice of your choice.**
- Penalty dice: you roll 1 or 2 additional dice but **must keep the two lowest numbers.**

## Characteristic Dice Rolls and Opposed Characteristic Dice Rolls

The characteristic dice roll is used to determine the success of an action (related to a characteristic) according to a difficulty level. You must roll the dice color indicated by the miniature's health. The player then totals the roll's result and adds the value of the characteristic associated with the action. **The action is a success if it is equal to or greater than the predetermined difficulty.**

The opposed characteristic dice roll is used in cases where 2 figures oppose one another. Each player rolls their dice and adds the figure's characteristic. **Whoever gets the highest score wins.** If there is a tie, the model with the highest characteristic wins the roll. If the characteristics are identical, the players start again until one of them wins.

# MEASUREMENT, SIZE AND LINE OF SIGHT

## Unit of measure

You need a standard for managing the movement and shooting ranges of your figurines. **The unit of measurement in ALKEMY is inches** and is indicated by ". One inch is approximately equal to 2.5 cm.

## Sight lines, covered and hidden miniatures

The line of sight is an imaginary straight line to know what a miniature can or can't see. **Miniatures have a viewing angle of 360 degrees.** To determine line of sight, compare the sizes of the miniatures (listed on the front of the card profile) and the sizes of objects between them.

## The sizes of miniatures and scenery elements

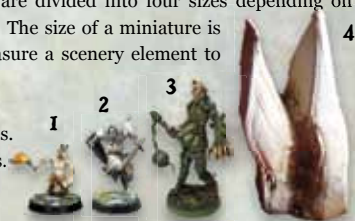
Miniatures and scenery elements are divided into four sizes depending on their height in inches on the table. The size of a miniature is indicated on its card. We can measure a scenery element to determine its size:

Size 1 = 1 inch or less in height.

Size 2 = between 1 inch and 2 inches.

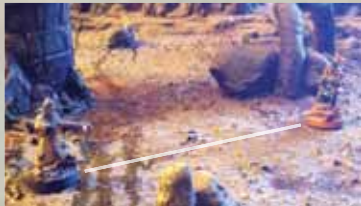
Size 3 = between 2 inches and 3 inches.

Size 4 = more than 3 inches.



If an element has different heights, determine its size according to the height at the point where a line of sight passes.

**A model has line of sight to another:** if a straight line can be drawn from a point on its base to a point on that of the other figure without crossing a miniature or a scenery element larger than the 2 miniatures.



**Crossbowman has a line of sight to the shaman.**

**A model is hidden from another:** if no line can be drawn from a point on its base to a point on the other, without crossing a scenery element larger than the 2 miniatures.



**Crossbowman has no line of sight the shaman.**

**A model has cover:** if it is 1 inch or less behind a scenery element or a miniature of less than or equal size to itself; if it is 1 inch or less behind a scenery element or a miniature of any size but which hides a part of its base.



**The shaman is within 1 inch of the scenery and has cover.**

A miniature placed on a scenery element of a minimum size of 1 gains one point in size (as it is on this element) for the determination of line of sight.

## THE SCENERY

Scenery is essential because it has several effects in the game. **It influences the movements of the miniatures, the sight lines and the resources available for the alchemists.** The scenery elements are placed on the table depending on the scenario.

- *Open areas:* often plains, valleys or other ground. Open areas have no effect on the game.



**Open area.**

- *Hindering terrain*: walls, hedges ... These elements interfere with movement, sight lines and can provide cover against ranged attacks. They are of size 1 or 2 and require 1 inch of movement to cross.



- *Cluttered land*: swamps, rivers or ruined fields. When a model moves through cluttered land every inch counts as double for determining movement.



- *Clogged land*: houses, walls, rocks, trees ... If size 3, it completely blocks movement. If size 4, it blocks line of sight.



- *Special land*: lakes, ravines ... These block movement but have no effect on sight lines. Hills ... They have no effect on movement but completely block line of sight if the miniatures are on opposite sides.





# ROUNDS OF PLAY AND MOVEMENT

## Beginning of round

In the first phase of each new round, **all miniatures regain Action Points up to the value printed on their card.**

## Initiative Phase

The 2 players choose one miniature from their forces. Using this miniature, they make an Opposed Mind Roll (2 dice, color is determined by the health status of the figurine, + Mind). **The winner chooses who goes first for that round.** If the winner chooses for his opponent to go first, the opponent cannot refuse and must play a card.



## Activation phase

- The active player chooses a profile card and plays all the miniatures that are linked to that card. These are the active miniatures and **the player says he activates the card.**



- The player must announce the first action of all miniatures related to the activated card (if multiple figures are linked to the card, these actions may be different). He then spends the number of Action Points (AP) necessary for each miniature.

- After the first action is resolved, **he may announce a new Action** for any miniatures still having AP.



## The basic rules

- Rules on profile cards always override those of the rulebook.
- If you can see a target, he can see you.
- You can not measure distances on the board before the resolution of an action involving a measurement.
- The distances are always measured from base edge to base edge.

**The active player continues to act as long as his models have AP left.** As long as the rules do not specify otherwise, a player can make as many identical actions as he desires (**except Charge and Run**).

- A player **may choose not to spend all the AP of a model during its activation.** When the activation is completed it is then considered to be **“on watch.”**
- A model that has no AP is **inactive.**
- Once the active player has finished activating all the miniatures of his card, **he rotates the card** to indicate to his opponent that the card has been activated. He also indicates **if there are unspent AP** (using dice or small tokens).
- When finished, he gives initiative to his opponent who becomes the active player and can activate a card in turn.



**After the first walk, the player will spend a second AP to perform another action.**



**Garlan spent 2 AP, and is put “on watch.” He still has 2 AP (symbolized by 2 tokens) and the card is rotated.**

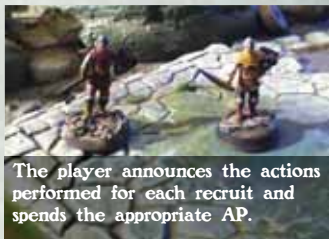
## **PASSING ONE'S TURN**

**The active player (a) may choose to pass and not to activate a card.** He gives initiative to his opponent (b). If (b) decides to activate a card, he must give initiative to his opponent (a) once the card is played. The player who has previously passed (a) can then activate a card again.

A player may pass as many times as he wants. **The round ends when both players pass in the same turn.**

## MULTIPLE FIGURES PER CARD

Some cards have can have multiple figures. In this case, the card has several lifelines, each lifeline corresponding to a miniature. When activating the card, all the models must be activated. Each miniature has the number of action points indicated on the card. **The actions of each model must be announced before performing the actions** (walk, charge, shoot, etc.) and spending the AP, but the miniatures are not required to perform the same action.



The player announces the actions performed for each recruit and spends the appropriate AP.

## MINIATURE ON WATCH

A model “on watch” is a figure who still has AP, whether it has been played during the current round or not.

There are several possible actions for miniatures “on watch”

**1) Reactivation.** The active player must spend 1 AP to reactivate a miniature that has been previously activated. **The figure cannot make any new movement if it has previously run or before charging.** The AP spent only serves to reactivate the figure on watch. It must spend more AP if it wishes to perform further actions. Therefore, only figures with 3 or 4 AP printed on their card may reactivate.

**2) Reaction.** During the activation phase of the active player, his opponent may choose to spend 1 AP to have one miniature “on watch” react to certain actions directly targeting the miniature. If the model **is targeted by a ranged attack**, it can make a reaction movement or a reaction shot. If the model **is attacked**, it may make a reaction shot. If the model **is in combat** with an enemy model that initiates a fight with it, it can participate in the combat.

## MOVEMENT (MVT)

The three digits at the base of the circle indicate the different movement values of the figure. These are respectively: **walk or engagement (4)**; **charge (6)**; and **run (10)**.



**Watch Out! During movement, whichever it is, it is not possible to pass through a miniature, friend or foe.**

### Walk

**For 1 AP, a model can walk.** It allows the model to move all or part of the walk movement in inches. It can move in **any direction** and not necessarily in a straight line. A walk **cannot put the figure in contact with an enemy model or initiate a fight** against an enemy model.



### Run

**For 2 AP a model can run.** Running allows a model to move all or part of its run value in inches. It can run in any direction **and not necessarily in a straight line**.

**Running prohibits any further movement** (it is possible to perform one or several walks before running to the limit of AP available). A miniature that runs **cannot contact or initiate a fight** against an enemy model.



## CHARGE

For 1 AP, a charge allows movement in inches equal to its charge rating.

**A charge must be announced before measuring.**

Charging can be performed in all directions and **not necessarily in a straight line.** It allows a figure to initiate a fight with one

or more opposing miniatures if the conditions are met. Each figure can make **a single charge per round.**

**To be successful, the charging figure requires** line of sight to its target and the distance to the target miniature must be equal to or lower than its charge movement.

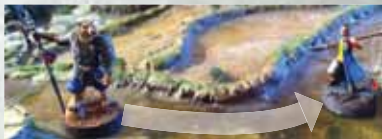
A **successful charge** receives a **free attack** (against a single miniature in the case of a charge against several miniatures) and **a bonus die for the COM** attack roll.

### Failed charge

If the model can not reach its target with its charge movement it fails. It immediately conducts a walk in the direction of the target. **It cannot be placed in contact with the target and combat is not initiated.**

A model failing a charge can only play the Combat Cards (CC) “Parry” or “Inactive” until the end of round.

**Regardless of whether the charge is successful or unsuccessful, a miniature who attempted a charge can no longer perform movements until the end of round.** It can perform any other actions.



The player announces that the ghulam charges the inquisitor. He spends 1 AP. As it has the Long Reach skill (page 24), it can be placed within 1 inch of the inquisitor.

The ghulam was too far to successfully charge. The charge fails and the ghulam performs a walk towards the inquisitor.



## Charge multiple opponents

The attacker designates all models he wishes to charge and **chooses one of the figures as the initial target**. For each target, all constraints are taken into account (distance, diplomatic immunity, stealthy, etc.):

- If successful, he places his figure in contact or within Long Reach (if the charging model has this skill) with the charged figures. **The free attack and bonus die are used against the original target of the charge.**
- If the charge fails, **the charge is unsuccessful** and the miniature must make a walk movement **in the direction of the initial target**. It can not be placed in contact with the target and combat is not initiated.

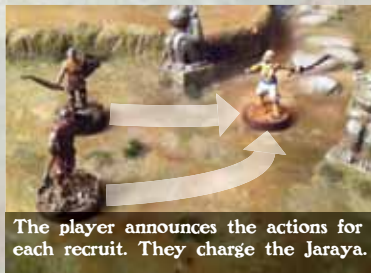


The player announces that the ghulam charges 2 models.

## Multiple miniatures per card and charge

When several miniatures are linked to the same card, you must announce what is done with each of them. If the 2 miniatures charge the same target, both miniatures are moved to the target of the charge. **We resolve the attack of each miniature one by one** in the

order desired by the attacking player. If the target changes in health status during the fight with the first miniature, it is taken into account for the second fight. If the target is put out of the game when fighting with the first figure, the second model can not use its free attack. **It is not possible to change the target of a charge to another model.**



The player announces the actions for each recruit. They charge the Jaraya.

## ENGAGEMENT / DISENGAGEMENT

### Engagement

For 1 AP, this allows **movement** in inches equal to the model's walk distance. Engagement is used when you want a miniature to come in contact with an opposing miniature which is already involved in a fight, or in response to shooting.

As with charge, **you get a free attack** (against a single miniature in the case of an engagement against several miniatures). However, contrary to charge, the figure does not end its movement and it gains **no combat bonuses**. **All combat cards are available for the free attack**. This movement must be done in the most direct route. You cannot pass an enemy figure.



In the previous round, the ghulam charged the disciple and used Long Reach. The disciple spends 1 AP and engages the ghulam.

### Disengagement

A miniature in combat with one or more opponents may disengage from combat. It must make a test to see if its opponent manages to attack before it leaves the fight. If it is **in combat against multiple opponents, the opposing player chooses which model** makes the test. A model with the Long Reach skill does not have to perform a test against a miniature who does not have Long Reach and is not in contact.

**The two miniatures make an opposed REF roll.** If the model that disengages wins the roll, it disengages without being attacked. If it loses the roll, before disengaging, **all opposing miniatures can make a free attack.**



The ghulam disengages from the combat. He will have to make a REF roll in opposition to one of the two miniatures.

This free attack reads a column to the left in the Damage Table. This attack is the choice of the player, it is not mandatory.

**Disengagement can be a walk, run or engagement. Watch Out! Disengagement cannot be a charge.**

## FIGHT

### Initiate combat

A model initiates a fight when it manages to charge one or more opposing miniatures. Once started, a fight continues as long as one of the involved miniatures remains in contact or melee with Long Reach.



### Contact

Two miniatures are in contact when they do not belong to the same warband and their bases are touching.

### The distance cheat

Models with the Long Reach skill do not need to be in contact to fight. They can initiate a melee with figures within 1 inch of themselves.

The Templar is in close combat with Xian Ling, and in melee with the sergeant.



### Fighting

**Fights always resolve one against one**, even if multiple miniatures are in contact or within distance cheat of an opposing miniature. If a model is in combat against more opposing miniatures, it is free to choose which it fights. **A model can not shoot when in combat.** Once in combat, no movement is permitted without first making a disengagement. There is no fighting between two miniatures when the two are no longer in contact or within distance cheat of each other.



## Special Case: disengagement / engagement

When a figure without the Long Reach skill is in combat with a miniature with the Long Reach skill, and is charged by another model with the Long Reach skill, it is in combat with both. For 1 AP, it can disengage out of the Long Reach of the first miniature and engage the second.

## Combat height

A model can fight an opponent whose base is 1 inch above or 1 inch below his.



The Templar disengages from the right guard and engages the left guard.

## Falling

A model falls if it:

is forced off a scenery element by movement or special ability;

when it jumps to move down a scenery element (a model with the Leap skill ignores the fall).

It then takes DAM determined as follows: Height of fall (in inches) - Size of the figure = number of DAM rounded up (the Tough skill does not apply).

## Fighting with multiple miniatures per card

We resolve combat actions one after another, in the order chosen by the attacker. If a miniature's health status changes in the first fight, it is taken into account in succeeding fights. If a model plays the "Inactive" CC and his opponent does the same, all activations associated with miniatures on the card are considered completed, although some miniatures may still have AP.



The two recruits are fighting Jaraya.

## COMBAT CARDS (CC)

**W**hen two miniatures are fighting, each player chooses a Combat Card (CC) for its model. **This choice is made only for the current combat. Each player then places the card of his choice, face down in front of him.**

- If a model **charged**, **the player must choose an Attack CC**, so neither “Parry” nor “Inactive” can be chosen.
- If a model has not charged, but it is “on watch,” playing a CC will cost 1 AP unless you play “inactive” CC.
- An **Inactive** figure (which has no more AP) can not act in combat and **must play the “Inactive” CC.**
- A model without the Long Reach skill and in melee with an opposing miniature **can only choose the “Parry” or “Inactive” CC.** If it chooses “Parry CC,” it cannot perform an attack if its result is 3 points greater than that of its opponent.



Both players reveal their CC and spend (or not) 1 AP as described above. They compare the cards to identify potential modifiers and special rules that apply to the combat underway.

### There are four cases:

**1- Both players have chosen an attack CC:** “Brutal Attack,” “Normal Attack” or “Quick Attack.”

The miniatures **make an opposed Reflex (REF) Roll**, based on their health, with the bonus / penalty dice gained by the chosen CC (**1 bonus die for Quick CC, 1 penalty die for Brutal CC**), effects and skills. The player who wins the REF roll **makes his combat roll (COM) first.**



The combat roll (COM) is made against the opposing miniature's defense (DEF). **The COM roll** uses dice determined by the figure's health status with bonus / penalty dice determined by the CC played:

**1 bonus die if the Quick CC is played against the Normal CC**

**1 bonus die if the Normal CC is played against the Brutal CC**

**1 bonus die if the Brutal CC is played against the Quick CC**

+ Effects and skills (remember that charge gives a 1 bonus die).

If the **result of the combat roll (the two dice that are kept after the roll) + the attacker's COM value is equal to or greater than the defense value (DEF)**, the miniature hits the target, inflicting damage (DAM). The second player will make a COM roll if its model is not disabled.



**Deal DAM.** The player determines

DAM based on the symbols (axes, maces or swords) of the two dice kept for the COM roll. Depending on the CC

chosen, read the DAM inflicted on the table:

**shifted one column to the left if a Quick CC was played.**

**shifted one column to the right if a Brutal CC was played.**

+ Effects and skills.



The opponent ticks the boxes corresponding to the number of DAM done on the lifeline of his miniature.

**2- One of the players chose the "Parry" CC and the other an attack CC.** No REF roll is required, one of the miniatures defends. Both players make **an opposed COM roll**. The player who chose the attack CC makes his COM roll with modifiers (charge, CC, skills, etc.). **He announces the final result to his opponent after choosing two dice.** The player who chose the "Parry" CC makes his COM roll with modifiers (CC, skills, etc.).

If the attacker wins, he hits his opponent, dealing DAM (**there is no need to beat the opposing DEF**). Otherwise, the attack is parried and the defender can possibly benefit from the special rule of the "Parry" CC (**if the parry is 3 points higher than the attacker's COM roll, it can perform a "Normal Attack"**).



**3- One of the players chose the “Inactive” CC and the other an attack CC.** No REF roll is required. The player who chose an attack CC performs a **COM roll** with modifiers (charge, CC, skills, etc.). If the COM roll is successful (the difficulty is the DEF of the target), the miniature hits its opponent, dealing DAM.

**4- Both players have chosen the “Inactive” or “Parry” CC.** Nothing happens. Players who chose the “Parry” CC spend 1 AP. If both players each chose the “Inactive” CC, **the activation of the card ends** and the active player returns initiative to his opponent, even if all miniatures associated with the card have not been activated.

## SHOOTING

Size 2  
Bow (3/30)

3 is the COM value. 30 is the range of the weapon in inches.

For 1 AP, a minia-

ture that is not in combat can use its ranged weapon during activation. A model is considered a shooter if it has a shooting proficiency noted on the profile card: Ranged Weapon (x / y).

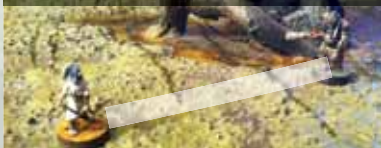
A ranged attack is always against an enemy model. The shooter must have line of

sight, even if only part of the target is visible. The player **announces the attack and estimates the distance in inches** between the edge of the shooter’s base and the edge of target’s base. If multiple shooters are associated with the same card and they are all making ranged attacks, the player must simultaneously estimate the distance of all shots between shooters and targets.

The shot is automatically failed if the distance **is greater** than the range of the weapon. If the target **is within the range** of the weapon and, when measured, the **estimated distance lands on any point of the target’s base**, the attack gains an Aim bonus. If the target is within range, but the player’s **estimated distance does not land** on the target’s base, the attack succeeds but does not get an Aim bonus.

**The Aim bonus** gains the shooter an extra die for the shooting roll.

Araoui declares a shot on the Auroch Totem-Warrior. The player has to estimate the distance between the shooter and the target.



## Shooting roll



The Shooting Roll is done using 2 dice (3 if the Aim bonus is gained, or even 4 if alchemy or skill influences the shot). The total of the two selected dice is added to the ranged COM value of the miniature. If the roll is equal to or greater than the target's DEF, the shot is successful and the miniature deals DAM to his opponent.



DAM from a ranged weapon is the second DAM line on the shooter's card.

If the target is at a distance equal to or less than the shooter's charge distance, **the target is at Point Blank**. DAM from a Point Blank shot is shifted one column to the right.

## Cover



When being attacked by a ranged weapon, a model can receive the benefit of cover from other miniatures or scenery. If the model is behind several pieces of cover (miniature(s) or scenery), **the player who makes the cover roll chooses which one to use**. You can make a single cover roll for each shot fired at a model. If the shooting attack is successful, you then check to see if the target is hit or protected by the cover.

The player controlling the targeted model **rolls 2 white dice (there is no modifier, regardless of the model's health status)**. The cover roll's success is determined by the size of the figure (not the size of the cover). Size 1 = 6 or more / Size 2 = 8 or more / Size 3 = 10 or more. **If the roll is successful, the shot fails.**

If the cover is a model and the cover roll is successful, **the figure providing the cover takes DAM**.

## Multiple figures per card and shooting

When several shooters are associated with the same card, and the player announces a shot for each miniature, he must announce the target and estimate the distance of each shot before any measurements are made. **Shooting rolls are made one after the other, but are considered to happen simultaneously**. If multiple shooters target the same enemy and that figure is removed after the first shot, the other shooters still fire at the removed figure and spend 1 AP each. A shot cannot be redirected to hit another model.

## Shooting into combat

Figures in combat can be targets of shooting attacks. **If the target is in close combat, it benefits from cover.** If the target is in melee with a miniature with Long Reach, there is no cover (unless the target is less than 1 inch, and “behind” its opponent from the shooter’s line of sight).

Once the shooting roll is successful, the target makes a cover roll. If successful, **the figure in the combat with the target takes DAM.** If there are multiple miniatures in combat with the target, the figure closest to the shooter is hit. If several miniatures are the same distance from the shooter, randomly choose which one is hit.

**No matter which type of cover is involved, a model can choose to not make the cover roll.**

## REACTION MOVEMENT

When a miniature “on watch” is the target of a shooting attack, it may, **after the estimate but before the shooting roll of the opposing miniature**, spend 1 AP to announce a reaction movement. The shooter then loses the Aim bonus (if it had one). **The reaction movement takes place after the shooting roll. It is imperative that the model could take cover or move out of range to take the reaction movement.**

Araoui shoots at the Auroch Totem-Warrior. It is in melee (within 1 inch) with the ghulam. It has cover.



Araoui shoots at the Auroch Totem-Warrior. The target spends 1 AP to get behind the rock.



A model that announces a reaction movement can make a walk **to take cover or move out of line of sight or reach**. It can do this even if it already has cover (and can remain behind the same cover). It may also do so if it has the Stealthy skill. In these cases,

the reaction movement will cause the shooter to lose its Aim bonus. **The target can also make an engagement against the shooter, but only if it is not already in combat.**

## RANGED ATTACK REACTION

A model “on watch” can perform reaction fire on one or more miniatures **that successfully charge it**, or one or more miniatures who are targeting it with a ranged weapon. **Each reaction costs 1 AP.** **Reaction fire cannot benefit from Aim or Point Blank bonuses.** A model “on watch” cannot make reaction fire if it is already in combat.

If charged, shooting is done before the charge is completed. The range of the shooting weapon does not come into consideration. In the case of a ranged attack, you must verify that the original shooter (the enemy model that instigated the reaction fire) is within range of the reaction fire. The shots are then performed simultaneously. The active figure loses the Aim bonus (if it had one). If other shooters target a miniature that performs at least one reaction shot, they all lose the Aim bonus (if they had any).



Araoui shoots at the Auroch Totem-Warrior. It reacts by spending 1 AP and makes an engagement against Araoui.



The Auroch Totem-Warrior charges Araoui. Araoui reacts by spending 1 AP and fires a reaction shot.



Crossbowman shoots Araoui. Araoui reacts by spending 1 AP and fires a reaction shot.

## ALCHEMY

There are two ranks among alchemists of Mornea. Alchemists of the Outer Circle are the most common and less experienced while those of the Inner Circle are rarer but much more powerful. Their profile cards have additional information: rank, concentration level and the element (air, earth, water and fire) with which they have an affinity.

### Alchemical cards

These include formulas mastered by the alchemist, its reserve components and alchemical stones.

**Components are represented as triangles** and the alchemist has none at the beginning of the game. **The stones are represented as circles** and the **alchemist has all of these at the beginning of the game.**

The alchemists prepare formulas during the game to get astonishing effects. An alchemist can prepare as many different formulas each round as his alchemical components, stones and AP allow. **He can not prepare the same formula twice in the same round.**



Alchemist Rank

Element of Affinity

Concentration Levels





## Formula cards

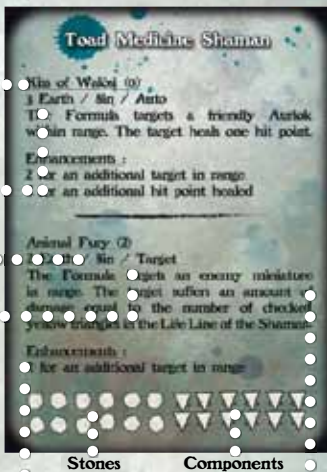
Name of the formula (X). The number in parentheses (0 to 4) is the level of concentration required to prepare the formula.

Components. This is the type and number of components necessary to prepare the formula.

Range. This is the maximum distance in inches that a target can be affected by the formula.

Formula Threshold (Auto / Target). This corresponds to the difficulty level that the alchemist needs to complete the formula. The threshold can be Auto or Target.

Enhancements. These define more powerful affects that the alchemist may add to the formula.



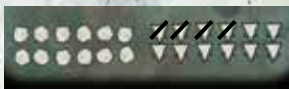
Effects. The consequences of triggering the formula.

## Alchemical Components

After placing the scenery elements, players place tokens representing components on the scenery as described in the scenario. The Alchemists can harvest these components to use in their formulas. **If an alchemist is within 1 inch of a token** placed on the scenery, the alchemist freely harvests tokens **at the end of an action**, reaping components from the scenery. **This can be done only once per round.** If the scenery element contains tokens he has an affinity for, he collects 4 alchemical components if he is from the outer circle or 6 components if he is from the inner circle; if the scenery element contains tokens of other elements, he only collects 2 alchemical components regardless of his rank.



For each component the alchemist removes from a piece of scenery, you check a component triangle on the formula card. The alchemist keeps these until he uses them in the preparation of a formula.



Checked harvested components

## Alchemical stones

Alchemists start the game with all the stones present on their card. These stones are an energy concentrate used by alchemists to increase the impact of their formulas. They are also sometimes used to compensate for their lack of components in the preparation of the formulas.

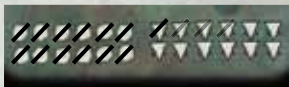


Check all the stones at the beginning of the game

## The alchemical process

Alchemy is practiced in several stages. The alchemist must spend 1 AP to prepare a formula and must have a sufficient amount of components for the formula. **If**

**he doesn't have enough components, he may substitute 2 stones for each missing component.** These stones are not counted in the total stones the alchemist can spend to improve the formula.



Remove the number of components required to prepare formulas


After preparation, the alchemist designates a target. **It must have line of sight to the target.** The player measures the distance between the alchemist and its target and compares it to the range of the formula. If it is less than or equal to the range of the formula, the alchemical process continues. Otherwise, it is a failure and the components and / or alchemical stones used are lost.



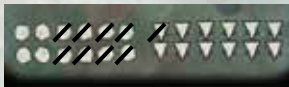
The priest prepares the Litany of Brambles formula on Garlan and targets the recruit and crossbowman.

**Combustion of the formula.** Once you verify that the target is in range, you check to see if it is affected by the formula.

The alchemist triggers the formula's combustion **by performing an alchemy roll**. The difficulty of the alchemy roll depends on the Formula Threshold. **Auto indicates** the formula is automatically successful. **Target indicates** that the difficulty of the alchemy roll is equal to the Mind characteristic of the targeted model.

The alchemy roll is based on  + concentration level the level of concentration and the rank of the alchemist. The Alchemist rolls **2 dice (the color of these dice is based on its current health status) and adds its concentration**. An alchemist of the Inner Circle has a bonus die on the alchemy roll. If the roll is successful, the formula takes effect and can then be improved.

**Improved formula.** Once the formula achieves combustion, the alchemist can spend alchemical stones to enhance its effects. Each **improvement requires the number of stones indicated in the description of the formula**. It is



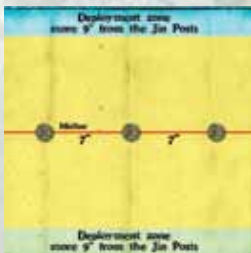
**Remove the number of stones needed to improve the formula**

possible to improve several times. An alchemist of the Outer Circle can spend a maximum of 4 alchemical stones to improve its formula. An alchemist of the Inner Circle can spend a maximum of 6 alchemical stones to improve its formula. If improvements are targeting new miniatures, it is not necessary to perform a new alchemy roll but the alchemist must have line of sight to the new targets. The miniatures are automatically affected.

**Concentration and the Alchemical Circle.** Each formula requires a certain level of concentration to be obtained. In the alchemical circle on the front of the alchemist's profile card there are four small white circles. Each of these circles represents a level of concentration. An alchemist starts the game at 0. **To increase its concentration one step requires 1 AP**. The alchemist can increase its level of concentration at any time during its activation. It retains its focus level until it is hurt. **Whenever an alchemist takes any amount of DAM, it loses a step of concentration.**

## INTRODUCTORY SCENARIO: JIN POSTS

**A**lkemy is always played with a scenario. A scenario is any actions that must be performed during the game (activation of objects, placement of miniatures, investment of objectives, etc.) to complete the victory conditions and win the game. We recommend that you play the “Jin Posts” scenario, which is the easiest to understand and will allow you to get acquainted with the general mechanics of the game. Then you can try other scenarios ([www.alkemy-the-game.com](http://www.alkemy-the-game.com)). You can also create your own scenarios and share them with other players.



### Place objectives

Begin by placing the objectives. For Jin Posts, determine the center dividing line of the game area. At the middle of this line, place a neutral Jin Post. Place two other neutral posts on either side of the first post. These posts must be on the center line and placed 7 inches from base edge to base edge.

### Place scenery

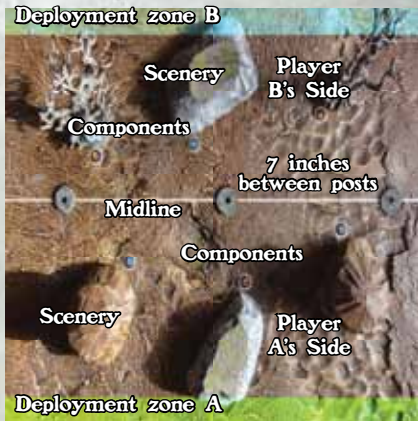
Take 6 scenery elements, each the size of a playing card. Randomly determine who places the first scenery element on the board. **Keep in mind that there must be at least 3 inches** between the edges of the scenery and the board edge, at least 3 inches between the edge of the scenery and the Jin Posts, and at least 3 inches between each element. It is then the other player's turn to place a scenery element, and so on, until all 6 elements are placed.



### Place alchemical components

If you have an alchemist in your warband, it will have to collect components on the board. The components will fuel its formulas. There are 4 types of

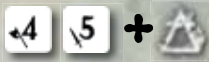
components: Water, Earth, Air and Fire, and each faction is linked to an element. **The two players must place three components** of their element on the game board, attached to the scenery pieces. These elements must be placed even if one of the players doesn't have an alchemist. However, if neither of the two players has an alchemist, don't bother placing components.



The player that placed scenery second, places one of his components on a scenery element on his side of the board or on his opponent's side of the board. The other player then places one of his components, on either side of the board and attached to a scenery element, **keeping it at least 4 inches away from any other components already on the board**. The players take turns until all components are placed. When completed, each player must have one of his components on his side of the board and one on his opponent's side of the board; the third component can be on either side of the board. Remember that components must be placed at least 4 inches apart.

## Deployment

Each player's deployment zone is an area behind a line 9 inches from the Jin Posts. The player with the highest number of cards (not counting alchemical formulas) deploys first. If both players have the same number of cards, the loser of an opposed Mind roll deploys first. **The player chooses a profile card and deploys all miniatures that are associated** with that card in its deployment zone. The other player does the same, and the players take turns until all the miniatures are deployed.



## Scenario objective

The purpose of the scenario is to control the Jin Posts, the neutral posts placed at the beginning of the game. A model within 1 inch of a post **may spend 2 Action Points (AP)** to control the post. An opposing miniature must spend 2 AP to break the control and make it neutral again. Thus, the 2 players can change the posts' allegiance several times during the game. A post remains under the control of a player

until his opponent neutralizes the post. At the end of each round, the player who controls more posts than his opponent gains 1 victory point.

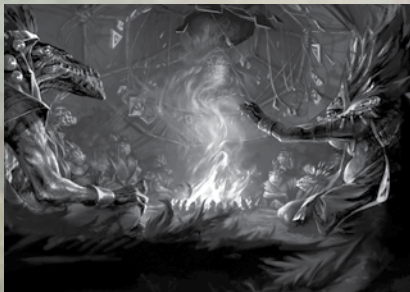
**The player who scores 3 victory points wins.** If no player controls a post or if 2 players each control a post, no victory point is gained.

Good game, and do not forget to loudly shout the word Alkemy!

*When you roll a double 6, raise your arms, clench your fists and yell:  
Alkemyyyyyyyyyyyyyyyyyyyyy*



The recruit is less than 1 inch, it may spend 2 AP to activate the jin post.



Rulebook designed and edited by Alchemist Miniatures with the help of the Galleon forum members. Translated by David Dierks, Brett Haskell, Bethan Hopkins, Jason L. Rush and Donnie Williams.

Publication Date:  
February 2015

## EMPIRE OF THE JADE TRIAD



Paint, conversion and picture: Olivier Brédy

## KHALIMAN REPUBLIC



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