

# MIRAGES

MISSION

## GAME LENGTH

THE GAME LASTS 6 TURNS OR UNTIL TIME IS CALLED, WHICHEVER IS SOONER.

## WASTELAND

THE ENDLESS TERRAIN HAS BROKEN DOWN STRATEGY AND CREATED A MESS WITH NAVIGATION ACROSS THE BATTLEFIELD. TROOPS GET LOST FINDING SIMILAR OBJECTIVES MILES AWAY FROM THE MAIN ACTION, ONLY TO REALIZE THEIR MISTAKE AND MAKE A MAD DASH FOR THE FRONT LINES.

BEFORE DOING ANYTHING ELSE, EACH PLAYER ROLLS A D6 FOR EACH UNIT IN THEIR ARMY. ON A ROLL OF A '1', THE UNIT IS PLACED INTO RESERVE AND **MUST** BE DEPLOYED VIA THE OUTFLANK SPECIAL RULE. CONTINUE ROLLING UNTIL ONE UNIT IS PLACED IN RESERVE OR YOU HAVE NO MORE UNITS TO ROLL FOR. ONLY ONE UNIT PER PLAYER MAY BE HELD THIS WAY. DO NOT ROLL FOR DEDICATED TRANSPORTS OR UNITS WITH THE SCOUTS, INFILTRATORS, OR DEEP STRIKE SPECIAL RULES. DO NOT ROLL FOR INDEPENDENT CHARACTERS UNLESS THEY HAVE A RETINUE OR ARE A MONSTROUS CREATURE (NOT COUNTING MODELS "TREATED AS" A MONSTROUS CREATURE DUE TO WARGEAR).

## LOOT COUNTERS

FIVE OBJECTIVE MARKERS ARE PLACED ON THE TABLE. PLACE A COUNTER 12" IN FROM EACH TABLE CORNER, TOWARDS THE CENTER OF THE TABLE. PLACE THE FIFTH OBJECTIVE IN THE CENTER OF THE TABLE. IF CONTROLLED AT THE END OF THE GAME, EACH OBJECTIVE IS WORTH 1 POINT, EXCEPT THE ONE IN THE CENTER IS WORTH 2 POINTS. THE TEAM WITH THE MOST POINTS AT THE END OF THE GAME WINS. IF BOTH TEAMS CONTROL AN EQUAL NUMBER OF POINTS THE GAME IS A DRAW.

## BATTLE POINTS

WIN: 15      DRAW: 9      LOSS: 5

MODIFIERS CALCULATED AT THE END OF THE GAME:

- +1 IF YOU PLAY TO AND/OR PAST THE 5TH TURN.
- +1 IF YOUR TEAM CONTROLS BOTH OBJECTIVES ON YOUR OPPONENT'S SIDE OF THE TABLE.
- +1 IF YOUR TEAM HAS DESTROYED ALL ENEMY VEHICLES. IF YOUR OPPONENT HAS NO VEHICLES, COUNT THIS AS MONSTROUS CREATURES.
- +1 IF YOUR TEAM ELIMINATED TWO ENEMY TROOPS UNITS IN THE SAME PHASE OF ONE TURN.
- 1 IF BOTH OF YOUR TEAM'S COMPULSORY HQ UNITS ARE DEAD OR FLEEING.
- 1 IF YOUR TEAM CONTROLS NO OBJECTIVES.
- 1 IF YOUR TEAM LOST A MODEL TO A TANK SHOCK.

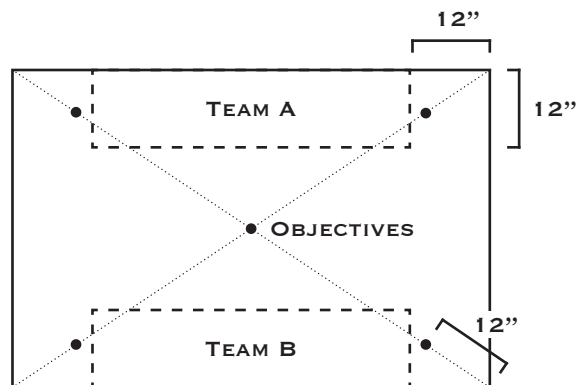
OBJECTIVES

## FIRST TURN

EACH TEAM ROLLS ONE D6. THE TEAM WITH THE HIGHEST ROLL CHOOSES TO DEPLOY FIRST OR SECOND. THE TEAM THAT DEPLOYS FIRST WILL ALSO TAKE THE FIRST TURN, ALTHOUGH THE OTHER TEAM MAY ATTEMPT TO SEIZE THE INITIATIVE AS NORMAL.

## DEPLOYMENT ZONES

THE TEAM THAT DEPLOYS FIRST CHOOSES A LONG TABLE EDGE AND DEPLOYS WITHIN 12" OF THAT EDGE. THE OPPOSING TEAM THEN DEPLOYS WITHIN 12" OF THE OPPOSITE LONG TABLE EDGE. NEITHER TEAM MAY DEPLOY WITHIN 12" OF A SHORT TABLE EDGE.



DEPLOYMENT

## CHASING SHADOWS

OPPRESSIVE HEAT, REPETITIVE TERRAIN, WARP STORMS OR SHADOWS HAVE OBSCURED EACH SIDE FROM GETTING A SUCCESSFUL LOCK ONTO EACH OTHER. ASSAULTS TURN UP NOTHING, AND SURPRISE ENCOUNTERS BECOME COMMONPLACE AS THE GENERALS CAN NO LONGER TRUST THEIR EYES OR THEIR LONG-RANGE SCANNERS.

AFTER DEPLOYMENT IS COMPLETE BUT BEFORE THE GAME BEGINS, EACH TEAM CAN CHOOSE TO ROLL A D6. ON A ROLL OF A '1' YOUR OPPONENT CAN REDEPLOY ONE OF YOUR TEAM'S UNITS. ON A ROLL OF A '6' YOU MAY REDEPLOY ONE OF YOUR TEAM'S UNITS. IN BOTH CASES THE UNIT MAY BE REDEPLOYED UP TO 6" OUTSIDE OF IT'S DEPLOYMENT ZONE.

## STANDARD RULES

FOLLOW STANDARD RULES FOR RESERVES, DEEP STRIKE, INFILTRATE, OUTFLANK, AND SCOUT.

## LINES OF RETREAT

UNITS WHICH FALL BACK WILL DO SO TO THEIR TEAM'S LONG TABLE EDGE.

# MORNING SURPRISE

MISSION

## OVERVIEW

TWO ARMIES HAVE DECIDED TO PROBE INTO ENEMY TERRITORY DURING THE NIGHT. IT'S UNUSUALLY QUIET AND DARK OUT (PROBABLY THE WORK OF SOME FOUL CHAOS SORCERY) AND UNITS HAVE GOTTEN SEPARATED. SOME ENEMY FORMATIONS HAVE EVEN BLUNDERED INTO EACH OTHER. AS THE FIRST RAYS OF DAWN HIT THE BATTLEFIELD THE TWO ARMIES FIND THEMSELVES ON TOP OF EACH OTHER.

## GAME LENGTH

THE GAME LASTS 6 TURNS OR UNTIL TIME IS CALLED, WHICHEVER IS SOONER.

## DAWN

TURN ONE USES THE NIGHT FIGHT RULES.

## SURPRISE DISCOVERY

AS BOTH ARMIES FIND THEMSELVES SUDDENLY WITHIN SPITTING DISTANCE OF THE ENEMY THERE IS A MOMENT OF PANIC AND CONFUSION AS BOTH FORCES ATTEMPT TO REGROUP AND FORM BATTLE LINES. DURING TURN ONE OF THIS MISSION, UNITS MAY NOT ASSAULT OR BY WAY OF MOVEMENT, SPECIAL RULE OR OTHERWISE, ENGAGE IN CLOSE COMBAT. THEY MAY OTHERWISE SHOOT OR RUN AS NORMAL. UNITS THAT CAN DEEPSTRIKE OR OUTFLANK MAY CHOOSE TO DO SO BUT OTHERWISE NO UNITS MAY BE VOLUNTARILY HELD IN RESERVE. VEHICLE CREWS ARE JUST AS SURPRISED AS INFANTRY AND MAY NOT TANK SHOCK OR RAM ON TURN ONE. INFILTRATORS AND SCOUTS MAY USE THEIR SPECIAL DEPLOYMENT/MOVEMENT RULES BUT MAY NOT DEPLOY OR ENTER INTO THE OPPONENT'S DEPLOYMENT ZONE. SNEAKING FORWARD IS WHAT GOT THEM INTO THIS SITUATION IN THE FIRST PLACE.

## E'S OVER DERE

ANY TROOPS CHOICE MAY CHOSE TO FORGO IT'S SHOOTING (THOUGH IT STILL COUNTS AS HAVING SHOT) AND INSTEAD SERVE AS SPOTTERS AGAINST ONE ENEMY UNIT WITHIN WEAPON RANGE AND LINE OF SIGHT OF AT LEAST ONE MEMBER OF THE SQUAD. THEY MAY ACT AS SPOTTERS FOR ONE UNIT IN THEIR TEAMMATE'S FORCES. THAT UNIT, WHEN THEIR TIME COMES TO SHOOT, IGNORES NIGHT FIGHT IF SHOOTING THE ENEMY UNIT HIS TEAMMATE "SPOTTED."

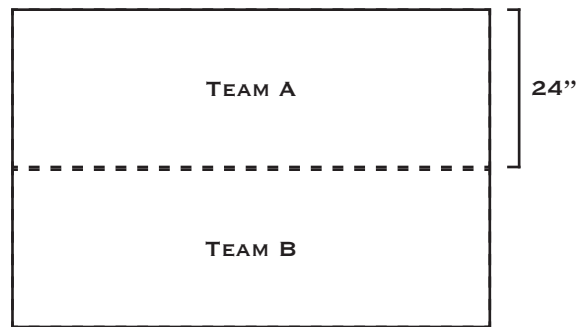
SPECIAL RULES

## FIRST TURN

ON BOTH TEAMS, EACH PLAYER ROLLS A D6 AND THE TEAMS COMPARE THEIR TOTAL ROLLS. WHICHEVER TEAM ROLLED THE HIGHEST CHOOSES A LONG TABLE EDGE AND WHETHER TO DEPLOY FIRST OR SECOND. THE OPPOSING TEAM TAKES THE OPPOSITE LONG TABLE EDGE. THE TEAM THAT DEPLOYS FIRST TAKES THE FIRST TURN. THEIR OPPONENTS MAY NOT TRY TO STEAL THE INITIATIVE.

## DEPLOYMENT ZONES

THE TEAM THAT DEPLOYS FIRST DOES SO WITHIN 24" OF THEIR LONG TABLE EDGE AND THE OPPOSING TEAM DEPLOYS WITHIN 24" OF THE OPPOSITE LONG EDGE. ALL MODELS MUST BE DEPLOYED AT LEAST 1" FROM ENEMY MODELS.



DEPLOYMENT

## KILL POINTS

THIS MISSION FOLLOWS STANDARD KILL POINT RULES. THE TEAM WHICH HAS EARNED THE MOST KILL POINTS AT THE END OF THE GAME WINS. IF BOTH TEAMS HAVE THE SAME NUMBER OF KILL POINTS THE GAME IS A DRAW.

## BATTLE POINTS

WIN: 15      DRAW: 9      LOSS: 5

## MODIFIERS CALCULATED AT THE END OF THE GAME:

- +1 IF THE ENEMY MARSHAL IS DEAD.
- +1 IF NONE OF YOUR TEAM'S UNITS ARE DEAD OR FLEEING.
- +1 IF YOUR TEAM EARNED AT LEAST ONE KILL POINT ON TURN ONE.
- +1 IF HALF OR MORE OF YOUR TEAM'S REMANING UNITS HAVE THE MAJORITY OF THEIR MODEL(S) IN THE ENEMY DEPLOYMENT ZONE.
- 1 IF NONE OF YOUR TEAM'S UNITS ARE ABOVE HALF STRENGTH.
- 1 IF NONE OF THE ENEMY UNITS ARE DEAD OR FLEEING.
- 1 IF YOUR OPPONENT EARNED 2 OR MORE KILL POINTS ON TURN ONE.

OBJECTIVES

# THE CAVALRY

MISSION

## OVERVIEW

A PATCH OF GROUND IN THE ONGOING WAR HAS PROVEN SO VITAL THAT THE BEST OF THE BEST HAVE BEEN CALLED TO GAIN CONTROL FOR THE OCCUPYING FORCE. THESE FAMOUS UNITS HAVE REPUTATIONS THAT PRECEDE THEM, SO ALL IT TAKES IS THE BAREST RUMOR THAT THESE ACE UNITS WILL BE THERE TO BRING THE GLORY HOUNDS OUT OF THE WOODWORK. THIS UNASSUMING PATCH OF EARTH WILL BEAR WITNESS TO A CLASH OF TITANS.

## GAME LENGTH

THE GAME LASTS 6 TURNS OR UNTIL TIME IS CALLED, WHICHEVER IS SOONER.

## ACE UNIT

BEFORE DEPLOYMENT EACH ARMY CHOOSES ONE ELITES OR FAST ATTACK UNIT TO BE THE ACE UNIT. IF THE ARMY HAS NO FAST ATTACK AND NO ELITES, THEN A TROOPS UNIT MAY BE CHOSEN. FOR EACH TEAM, ONE ACE UNIT CHOOSES A STAT UPGRADE AND THE OTHER CHOOSES A SPECIAL RULE UPGRADE:

STAT UPGRADES: +1 I, +1 S, +1 WS, +1 BS, +1 LD

SPECIAL RULES: MOVE THROUGH COVER AND STEALTH, SKILLED RIDER AND STEALTH, HIT AND RUN, FEARLESS, COUNTER-ATTACK

AFTER DEPLOYMENT EACH PLAYER REVEALS WHICH UNIT IS THEIR ACE UNIT, BUT THE UPGRADES THEMSELVES ARE NOT REVEALED UNTIL THEY AFFECT PLAY. EACH PLAYER MUST WRITE DOWN WHICH UPGRADE THEIR ACE UNIT HAS.

ALL ACE UNITS MUST BE HELD IN RESERVE. AN ACE UNIT HAS THE CHANCE TO ARRIVE ON TURN ONE FROM RESERVES, BUT ONLY IF A '6' IS ROLLED ON THE RESERVE ROLL. A PLAYER MAY ELECT NOT TO MAKE THIS FIRST TURN ROLL, BUT MUST ROLL IN THE SECOND AND SUBSEQUENT TURNS. IF IT HAS THE DEEP STRIKE SPECIAL RULE, AN ACE UNIT MAY DEEP STRIKE. OTHERWISE, IF ARRIVING ON TURN ONE, AN ACE UNIT MAY COME IN FROM THE TEAM'S LONG TABLE EDGE. IF IT ARRIVES ON TURN TWO OR THREE IT MAY ARRIVE FROM THE TEAM'S LONG TABLE EDGE OR EITHER SHORT TABLE EDGE. IF AN ACE UNIT COMES IN FROM RESERVE ON TURN FOUR OR LATER, IT MAY COME IN FROM ANY BOARD EDGE.

## SWEEP THE PERIMETER

IF BOTH OF A TEAM'S ACE UNITS ARE IN RESERVE, ONE ACE UNIT MAY ELECT TO REROLL A SUCCESSFUL RESERVE ROLL AFTER IT IS ROLLED. IF THIS IS DONE, THE OTHER ACE UNIT MAY REROLL A FAILED RESERVE ROLL THAT SAME TURN. THE SECOND RESULT STANDS IN THE CASE OF BOTH REROLLS.

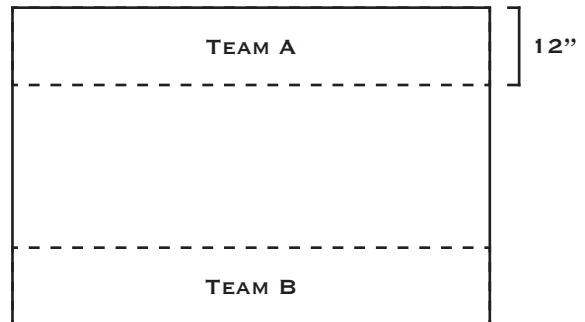
SPECIAL RULES

## FIRST TURN

EACH TEAM ROLLS ONE D6. THE TEAM WITH THE HIGHEST ROLL CHOOSES TO DEPLOY FIRST OR SECOND. THE TEAM THAT DEPLOYS FIRST WILL ALSO TAKE THE FIRST TURN, ALTHOUGH THE OTHER TEAM MAY ATTEMPT TO SEIZE THE INITIATIVE AS NORMAL.

## DEPLOYMENT ZONES

THE TEAM THAT DEPLOYS FIRST CHOOSES A LONG TABLE EDGE AND DEPLOYS WITHIN 12" OF THAT EDGE. THE OPPOSING TEAM THEN DEPLOYS WITHIN 12" OF THE OPPOSITE LONG TABLE EDGE. ALL ACE UNITS MUST BE HELD IN RESERVE. NO OTHER UNITS MAY BE VOLUNTARILY HELD IN RESERVE. IN THE CASE OF CHAOS DAEMONS, THE ACE UNIT IS SET ASIDE FROM THE TWO PARTS OF THE ARMY IN DETERMINING WHICH PART COMES ONTO THE TABLE FIRST.



DEPLOYMENT

## KILL POINTS

THIS MISSION FOLLOWS STANDARD KILL POINT RULES, WITH THE EXCEPTION THAT EACH ACE UNIT IS WORTH 1.5 KILL POINTS. THE TEAM WHICH HAS EARNED THE MOST KILL POINTS AT THE END OF THE GAME WINS. IF BOTH TEAMS HAVE THE SAME NUMBER OF KILL POINTS THE GAME IS A DRAW.

## BATTLE POINTS

WIN: 15      DRAW: 9      LOSS: 5

MODIFIERS CALCULATED AT THE END OF THE GAME:

+1 IF BOTH ENEMY ACE UNITS ARE BELOW HALF STRENGTH.

+1 IF TWO UNITS MADE IT INTO THE ENEMY DEPLOYMENT ZONE AT SOME POINT IN THE GAME. ONLY ONE ACE UNIT CAN COUNT TOWARDS THIS.

-1 IF NEITHER ENEMY ACE UNIT IS BELOW HALF STRENGTH.

-1 IF ONE OF YOUR TEAM'S ACE UNITS WAS INSTANTLY KILLED AS A RESULT OF A DEEP STRIKE MISHAP.

OBJECTIVES

# THE HUNT

MISSION

## OVERVIEW

AFTER MONTHS OF CHASING THE ENEMY, YOUR QUARRY IS FINALLY IN SIGHT ACROSS THE BATTLEFIELD. BETTER YET, WITH YOUR ALLIES MOVING INTO POSITION ON THEIR FLANK, THEY HAVE NO ESCAPE THIS TIME. AS YOU STARE DOWN THE OPPOSING COMMANDER YOU RELISH THE MOMENT, UNTIL THE SOUNDS OF BATTLE SUDDENLY ERUPT BEHIND YOU. SPINNING AROUND, YOU FIND YOUR ARMY CAUGHT IN THE SAME TRAP YOU HAD SET FOR YOUR ENEMIES. IT SEEMS THAT YOU ARE NOT THE ONLY ONE HUNTING TODAY...

## LINES OF RETREAT

UNITS WHICH FALL BACK WILL DO SO TOWARDS THEIR TEAM'S LONG TABLE EDGE.

## GAME LENGTH

THE GAME FOLLOWS STANDARD RANDOM GAME LENGTH RULES.

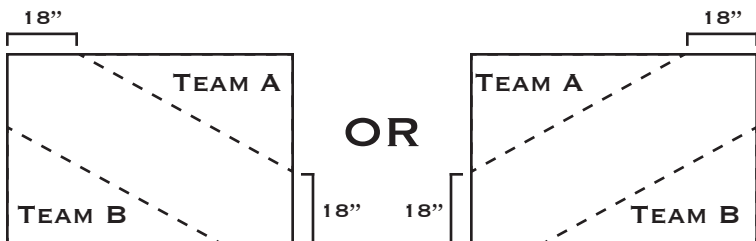
## FIRST TURN

EACH TEAM ROLLS A D6 AND THE TEAM WITH THE HIGHEST CHOOSES TO DEPLOY FIRST OR SECOND. THE TEAM THAT DEPLOYS FIRST WILL TAKE THE FIRST TURN, ALTHOUGH THEIR OPPONENTS MAY ATTEMPT TO SEIZE THE INITIATIVE AS NORMAL.

## DEPLOYMENT ZONES

THE TEAM THAT DEPLOYS FIRST CHOOSES A LONG TABLE EDGE AND A SHORT TABLE EDGE. THIS TEAM DEPLOYS IN A STANDARD DIAGONAL DEPLOYMENT ZONE BORDERING THESE EDGES, AS SHOWN IN THE DIAGRAM. ALL HUNTED UNITS MUST BE DEPLOYED ON THE TABLE, EXCLUDING UNITS WHICH MUST START IN RESERVE. IF THE HUNTED ARMY IS A CHAOS DAEMONS ARMY THEY FOLLOW THE STANDARD RULES IN THE CODIX.

THE HUNTER ARMIES DEPLOY AS NORMAL. IF A HUNTER ARMY HAS CHOSEN OPTION A (SEE SPECIAL RULES) THEIR UNITS MAY, IN PLACE OF ANY OPTIONS NORMALLY ALLOWED, DECLARE THAT THEY ARE ENTERING USING OUTFLANKING OR STANDARD DEEP STRIKE. RESERVES WHICH DO NOT ENTER USING SPECIAL RULES MOVE ON TO THE TABLE FROM THEIR TEAM'S DEPLOYMENT ZONE.



## HUNTER AND HUNTED

BEFORE DEPLOYMENT, EACH TEAM CHOOSES IN SECRET ONE OF THEIR ARMIES TO BE 'THE HUNTED.' A CHAOS DAEMONS ARMY MAY NOT BE CHOSEN UNLESS BOTH ARMIES ARE CHAOS DAEMONS. THE OTHER ARMY ON THE TEAM IS 'THE HUNTER' AND CHOOSES ONE OF THE OPTIONS A OR B, ALSO IN SECRET:

**A:** ALL UNITS IN THE HUNTER'S ARMY GAIN OUTFLANK AND ALL NON-VEHICLE UNITS GAIN DEEP STRIKE.

**B:** ALL UNITS IN THE HUNTER'S ARMY GAIN COUNTER-ATTACK AND MAY CHOOSE TO PASS OR FAIL MORAL CHECKS. FEARLESS UNITS WHICH FALL BACK WILL REGROUP AT THE BEGINNING OF THEIR TURN IGNORING ALL USUAL RESTRICTIONS.

TO ENSURE HONESTY, EACH TEAM WRITES THEIR CHOICES ON A PIECE OF PAPER. AFTER BOTH SIDES HAVE MADE THESE CHOICES, EACH INFORMS THEIR OPPONENTS OF THE CHOICES MADE.

BOTH HUNTER ARMIES FOLLOW STANDARD RULES FOR RESERVES, DEEP STRIKE, AND OUTFLANK. ALL ARMIES FOLLOW STANDARD RULES FOR INFILTRATE AND SCOUT, ALTHOUGH HUNTED UNITS MAY NOT OUTFLANK.

## KILL POINTS

THIS MISSION FOLLOWS STANDARD KILL POINT RULES, WITH THE EXCEPTION THAT ALL HUNTED UNITS ARE WORTH DOUBLE KILL POINTS. THE TEAM WHICH HAS EARNED THE MOST KILL POINTS AT THE END OF THE GAME WINS. IF BOTH TEAMS HAVE THE SAME NUMBER OF KILL POINTS THE GAME IS A DRAW.

## BATTLE POINTS

WIN: 15      DRAW: 9      LOSS: 5

MODIFIERS CALCULATED AT THE END OF THE GAME:

- +1 IF THE OPPOSING MARSHAL IS DESTROYED.
- +1 IF YOUR TEAM CONTROLS MORE TABLE QUARTERS THAN THE OPPOSING TEAM. A SCORING UNIT CONTROLS THE TABLE QUARTER THEY OCCUPY IF THERE ARE NO ENEMY UNITS IN THAT QUARTER. IF A SCORING OR CONTESTING UNIT IS IN MULTIPLE TABLE QUARTERS IT COUNTS AS BEING IN THE QUARTER WHICH CONTAINS THE MAJORITY OF THE UNIT.
- +1 IF THE OPPOSING HUNTER UNIT WORTH THE MOST POINTS IS DESTROYED. IF MULTIPLE UNITS ARE WORTH THE SAME NUMBER OF POINTS RANDOMLY CHOOSE ONE BEFORE DEPLOYMENT.
- 1 IF THE GENERAL OF YOUR TEAM'S HUNTED ARMY IS DESTROYED.
- 1 IF ALL OF YOUR TEAM'S HUNTED UNITS ARE DESTROYED.

SPECIAL RULES

DEPLOYMENT

OBJECTIVES

# 'THE' TRAP

MISSION

## OVERVIEW

AFTER LENGTHY CAMPAIGNS OF MASKIROVKA, MISLEADING TRANSMISSIONS, FAKE PLANTED ORDERS, AND OTHER SUCH MILITARY ESPIONAGE, TWO OPPOSING ARMIES ARE FINALLY MOVING TOWARDS DECISIVE BATTLE. THE LEADERSHIP OF EACH ARMY IS CONFIDENT THAT THEIR COVERT DECEPTIONS HAVE PAID OFF, AND THAT THEY HAVE SUCCESSFULLY FOOLED THE ENEMY INTO EXPOSING THE VERY UNITS THAT THEY BELIEVE IT IS TACTICALLY IMPORTANT TO HUNT DOWN AND DESTROY. ESSENTIALLY, EACH COMMANDER BELIEVES THAT THE OTHER IS WALKING INTO HIS TRAP.

## STANDARD RULES

FOLLOW STANDARD RULES FOR RESERVES, DEEP STRIKE, INFILTRATE, AND OUTFLANK. SCOUTS MAY OUTFLANK BUT MAY NOT USE THEIR SCOUT MOVE.

## RESERVES AND LINES OF RETREAT

RESERVES MOVE ON FROM THEIR TEAM'S LONG TABLE EDGE. UNITS WHICH FALL BACK WILL DO SO TO THEIR TEAM'S LONG TABLE EDGE.

## GAME LENGTH

THE MISSION FOLLOWS THE RANDOM GAME LENGTH RULES IN THE MAIN RULEBOOK.

## OBJECTIVE MARKERS

OBJECTIVES ARE CONTROLLED AND CONTESTED IN THE MANNER PRESCRIBED IN THE RULEBOOK. WHEN THE GAME ENDS, THE TEAM IN CONTROL OF MORE OBJECTIVES IS THE WINNER. IF NEITHER TEAM CONTROLS MORE OBJECTIVES, THE RESULT IS A DRAW.

## BATTLE POINTS

WIN: 15      DRAW: 9      LOSS: 5

## MODIFIERS CALCULATED AT THE END OF THE GAME:

+3 IF ALL OF YOUR OPPONENTS' SCORING UNITS ARE WIPED OUT.

+1 IF EACH ARMY IN YOUR TEAM CONTROLS ONE OF THE OBJECTIVES IN THE ENEMY'S DEPLOYMENT ZONE (ONE OBJECTIVE MAY COUNT FOR BOTH ARMIES).

-1 FOR EACH OPPOSING ARMY THAT LOST NO SCORING UNITS.

-1 FOR EACH ARMY IN YOUR TEAM THAT CONROLS OR CONTESTS NO OBJECTIVES (EACH OBJECTIVE CAN ONLY COUNT FOR ONE ARMY).

-1 IF YOUR TEAM'S MARSHAL BECAME A CASUALTY DURING THE GAME.

OBJECTIVES

## DRAW THEM OUT

BEFORE DOING ANYTHING ELSE, EACH TEAM COUNTS THEIR TOTAL NUMBER OF SCORING UNITS AND DIVIDES THIS NUMBER BY TWO, ROUNDING UP. THE PLAYERS ON THE TEAM DIVVY THIS NUMBER BETWEEN THEMSELVES ANY WAY THEY LIKE, SAVE THAT NEITHER PLAYER MAY TAKE A HIGHER NUMBER THAN HE HAS SCORING UNITS.

AFTER EACH PLAYER HAS BEEN ASSIGNED A NUMBER IN THIS MANNER, THEIR OPPONENTS MAY CHOOSE UP TO THIS MANY SCORING UNITS FROM THAT PLAYER'S ARMY LIST. THESE UNITS ARE NO LONGER SCORING. FOR EACH UNIT CHOSEN NOT TO BE SCORING THE OPPONENTS MUST ALSO SELECT ANY OTHER UNIT FROM THE SAME ARMY TO NOW BE A SCORING UNIT. IF THIS UNIT IS NOT AN INDEPENDENT CHARACTER, VEHICLE, OR VEHICLE SQUADRON IT MUST COST AT LEAST 100 POINTS OR THE COST OF THE SCORING UNIT IT IS REPLACING, WHICHEVER IS LOWER.

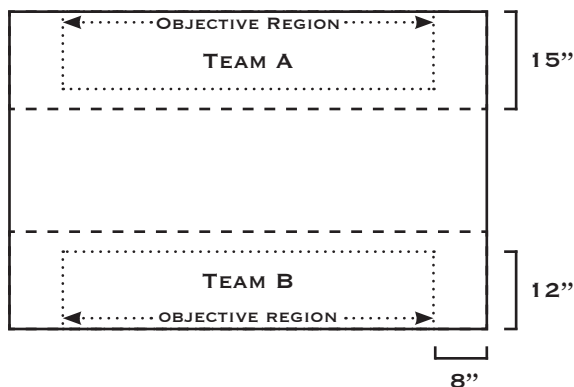
## FIRST TURN

EACH PLAYER ROLLS A D6 AND ADDS HIS SCORE TO HIS PARTNER'S; THE TEAM WITH THE HIGHER TOTAL DEPLOYS FIRST AND WILL TAKE THE FIRST TURN. THE OPPOSING TEAM MAY ATTEMPT TO SEIZE THE INITIATIVE AS NORMAL.

## DEPLOYMENT ZONES

THE TEAM WHICH DEPLOYS FIRST CHOOSES A LONG TABLE EDGE. STARTING WITH THE TEAM THAT DEPLOYS FIRST, THE TEAMS TAKE TURNS PLACING OBJECTIVES, ONE AT A TIME. EACH TEAM PLACES ONE OBJECTIVE WITHIN 12" OF ITS LONG TABLE EDGE AND WITHIN 12" OF ITS OPPONENTS'. THESE OBJECTIVES MUST BE FURTHER THAN 12" FROM EACH OTHER AND FURTHER THAN 8" FROM THE SHORT TABLE EDGES.

AFTER ALL OBJECTIVES HAVE BEEN PLACED, THE TEAM THAT DEPLOYS FIRST DEPLOYS ITS ENTIRE FORCE WITHIN 15" OF ITS LONG TABLE EDGE, EXCEPTING ANY UNITS IT WISHES TO KEEP IN RESERVE. THEN, THE OPPOSING TEAM DOES THE SAME WITHIN 15" OF THE OPPOSITE EDGE.



SPECIAL RULES

DEPLOYMENT