

FIREFIGHT

Protracted skirmishing breaks out over important territory as each side tries to muster reinforcements.

THE BATTLEFIELD

Use the standard Preparing for Battle, Random Deployment Zones, and roll off to determine table halves and deployment.

Objective Markers

After terrain has been set up, but before determining deployment map and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers.

DEPLOYMENT

Each player may deploy up to 2 units on the battlefield (independent characters attached to units do not count separately). Every other unit must remain in Reserves.

Up to 2 units that arrive from Reserves automatically on the first turn (such as Drop Pods) may be chosen instead of deploying units on the battlefield.

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

Tactical Objectives

Each player generates 3 Tactical Objectives at the start of their first turn.

GAME LENGTH

The game ends when one player gains 10 Victory Points.

VICTORY CONDITIONS

At the end of the game, the player with 10 victory points is the winner.

Primary Objectives

Achieve as many Tactical Objectives as possible. If, at the start of a player's turn, he has fewer than 3 Active Tactical Objectives, he must generate 1 new Tactical Objective. Tactical Objectives that are impossible to achieve may be immediately discarded and regenerated.

Secondary Objectives

Slay the Warlord, First Blood

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives, Tactical Objectives

Reinforcements: At the beginning of a player's turn, they may choose to trade up to 2 Victory Points in order to automatically bring in up to 2 units from Reserves (1 Victory Point per 1 unit). Reserve rolls are not made, though units in Ongoing Reserve will arrive as normal. Players controlling a unit with Reserve altering abilities (such as rerolling Reserves, or adding +1 to Reserves), may instead make an unmodified Reserve roll for 1 unit without trading a Victory Point to bring it in automatically (only up to 2 units may be brought in).

Victory Points traded for Reinforcements are removed from the player's total Victory Points.

Just a Little Longer: If, at the beginning of a player's turn they have no models on the battlefield, they must automatically bring in 1 unit from Reserves. If a player has no models on the battlefield and no units in Reserves, their opponent automatically wins.

This overrides the normal Sudden Death Victory for not having any models on the battlefield at the end of any game turn.