

Tactical Warfare

Missions

Primary (*pts) – Key Numbers

Secondary (15pts) – Kill Points

Tertiary (10pts) – Objectives

Quaternary (*pts) – Assassination

Key Numbers

You will need a well shuffled, traditional playing card deck (Jokers Removed.)

A player draws two cards at the beginning of their player turn and chooses one before they begin their turn. They must kill the exact number of models on the card they choose this turn to claim the card, no more, no less. (Removing from play counts as a kill, but falling back does not)

Face cards are wild cards, if a face card is drawn, pick a number value from (1-11) and treat that card as having that number value. (Remember the value you give them)

At the end of the game both players add up their cards number values and add that to their final score.

Kill Points

A player gets +1 point, for each unit they fully destroy. The player with the most points wins the Secondary.

Objective Control

Before deployment each player takes turns placing 3 Objective Markers each. The Objective must be 6" away from the table edge and 12" away from another objective.

Capture objectives by having an uncontested, scoring unit, within 3 inches of the objective. The player controlling the most objectives wins the Tertiary.

Assassination

A player, if able to claim a card on the same turn they **Slay the warlord**, gets double that cards number value.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

** If a mission is tied or neither player achieve it, with the exception of the primary and quaternary, then both players split the points for that mission rounding up. Also, If you table your opponent (destroy his/her entire army), then you may use the remaining turns, if there are any left, to achieve the missions. Tabling your opponent is not an automatic win; you still need to accomplish the missions.

Deployment: Vanguard

Game Length: Standard Game Length

Special Rules: Night Fighting, Reserves