



DICE
TOSSERS

4B

GRAB BAG

You've been ordered to grab items of great importance while preventing the enemy from bagging items you possess.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Roll a D6 to determine the Deployment Map (see page 118) and then set-up terrain and objectives (see page 120-121).

PLACE PRIMARY OBJECTIVES

After setting up terrain, place four objective markers in a rectangular pattern where each objective marker is placed 16" from a long board edge and then 30" from a short board edge.

No objective can be placed in, or on, impassible terrain, buildings or fortifications. Move any such terrain out of the way to place the objective markers.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first, goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Primary Objective in a player's table half is worth 2 Victory Points.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Reserves, Dynamic Objective.

Dynamic Objective: The following rules cover seizing, moving and dropping the Primary Objective markers.

Seizing the Objective

A model in a scoring unit can seize the Objective by moving into base contact during the Movement phase - that model then automatically picks it up at the end of the phase. From that point, the Objective remains with the model (move the marker with the model to show this) until it is dropped, which can happen voluntarily, but happens automatically if the model is slain.

Moving the Objective

The Objective is fragile, swift movement will likely damage it, so the model carrying the Objective cannot Run and can never move more than 6" in any phase (including Deep Strike). If it is forced to do so, the Objective is immediately dropped. A model with the Objective can embark a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Objective is on board (so don't put it on a Flyer, as the Flyer will automatically crash the next time it Zooms).

A model carrying the Objective can transfer it to any friendly model that is part of a scoring unit if the two models end their Movement phase in base contact. Move the token to the new bearer to show who is currently holding the Objective. The Objective can only be passed to a friendly model once per Movement phase.

Dropping the Objective

The controlling player can choose to have her/his model drop the Objective at any time, in which case she/he places the marker 1" away from the model. If the model falls back or is removed as a casualty, the objective is dropped automatically.

Note that the Objective can only be brought aboard a Transport vehicle if it is carried by a model that can embark upon the Transport. If the Objective is dropped whilst the bearer is embarked within a Transport vehicle, place it 1" away from a randomly determined access point, or for open-topped vehicles the center of a randomly determined facing.

If the Objective is dropped in impassible terrain, place it as close as possible to the point where it was dropped that is not impassible terrain.

