

Battlefield Superiority v2.1.2

Missions

Primary (15pts) - Table Quarters (see below)

Secondary (10pts) – Kill Points (see below)

Tertiary (5pts) – One objective is placed in the center of each table quarter not being deployed in. The player who holds more objectives, using standard objective rules (pg. 123), wins the tertiary.

Quaternary (+1pt) – For each of your scoring units still alive at the end of the game. Fleeing units or units in ongoing reserves count as destroyed. This only counts for units taken as part of your roster, IE: spawned units do not count.

Table Quarters

Have more scoring units wholly in a table quarter than the opponent to claim each quarter. At the end of the game you score points for each quarter you hold. The player with more points wins the primary mission.

Table quarter values are as follows:

Your Deployment Quarter – 1 pt

Opponent's Deployment Quarter – 3 pts

Other Two Quarters – 2 pts

Kill Points

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth a KP. Also, any units in ongoing reserves at the end of the game are also worth KP.

* 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 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

Spearhead – The table is divided into quarters. Measure out 12" from the board center; that's the dead zone. The player who chooses deployment zones selects a table quarter and the other player deploys in the one diagonal from that. You deploy in your table quarter respecting the 12" dead zone which you cannot deploy in.

Your table half is the entire board length you deployed in up to 24" in, including the dead-zone, IE: same as Dawn of War. Your table edge is the entire board length on the side you deployed on.

Game Length

Standard game length (pg. 122), or time, whichever comes first.

Special Rules

Night Fighting (pg. 124), Reserves (pg. 124)