

3B

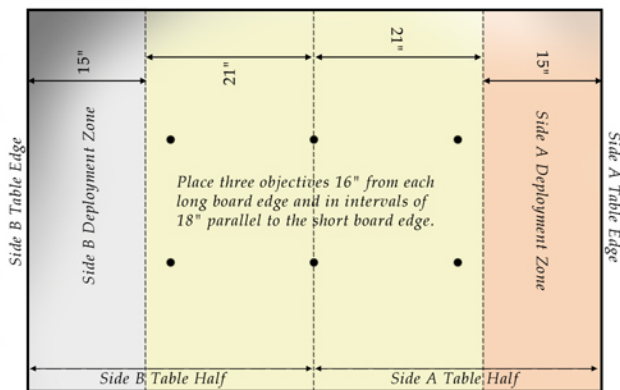
Race against the enemy to secure vital positions, then move on and bring your enemy to a crawl.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Unlike most other missions, the Deployment Map is particular to this mission. A player's board edge is the short board edge touching his/her own deployment zone.



PLACE PRIMARY OBJECTIVES

Before placing terrain, place six objectives so that three objectives are 16" from each long board edge and in 18" intervals parallel to the short board edge.

Now set-up terrain (see page 120), but no terrain piece can be placed upon any objective. Objectives cannot be placed in or on any terrain.

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/her 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 OBJECTIVES

At the end of the game, each Primary Objective awards 2 Victory Points to the controlling player. Unlike most other missions, these Primary Objectives are affected by the Mission Special Rules; Contact Objectives and No Denial (see below).

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives, Reserves, Contact Objectives, No Denial.

CONTACT OBJECTIVES:

Unlike most other missions, the primary objectives are controlled by a player as soon as a model from his/her scoring or denial unit (see page 123) comes in contact with the objective. The objective remains in this player's control, the scoring or denial unit may move on, until an opponent's scoring or denial unit comes in contact with that objective thereby transferring control.

NO DENIAL: Unlike most other missions, denial units do not prevent control of an objective.

