



DICE  
TOSSERS

# PROVIDE NO QUARTER

## 5B

Your mission is to inflict destruction upon the enemy and clear sectors of the battlefield - provide them no quarter!

### THE ARMIES

Choose armies as described on page 118.

### THE BATTLEFIELD

Next, determine your Deployment Map (see page 118) and then set-up terrain (see page 120-121).

### PLACE MARKER

After setting up terrain, place a marker at the center of the table. This marker serves as a guide to divide the table into four equal rectangles - table quarters.

### 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 her/his army first goes first unless her/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 - Table Quarters

Divide the table into four equal portions. Each rectangular portion is a table quarter worth 3 Victory Points awarded to the player controlling that quarter by having more scoring units (see page 123) wholly inside that quarter. If both players have an equal number of scoring units in a table quarter, neither player is awarded control of it.

In any table quarter awarding points to a controlling player, subtract 1 Victory Point for each of her/his opponent's denial units wholly within that table quarter from the 3 Victory Points awarded for controlling that quarter. At least 1 Victory Point is awarded to the controlling player regardless of the number of opposing denial units.

#### SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

### MISSION SPECIAL RULES

Night Fighting, Reserves.

