



DICE
TOSSERS

BRIDGE OVER TROUBLED WATERS



This bridge is a one-way road and the battle will determine which way that will be.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Roll a D6 to determine the deployment map (see page 119):

- 1-3 Dawn of War
- 4-6 Hammer and Anvil

PLACE PRIMARY OBJECTIVE

Place at the center of the table a bridge terrain piece no smaller than 5"x5" and no longer than 12"x12". The entry points of the bridge must face the deployment zones.

A river terrain piece is placed at the center of the table parallel to the deployment zones and under the bridge piece.

Set-up terrain (see page 120).

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 OBJECTIVE - The Bridge

At the end of the game, the player with more scoring units (see page 123) ON the bridge, controls the Primary Objective and receives 5 Victory Points. However, each opposing denial unit that is ON the bridge will deduct 1 Victory Point from the controlling player.

Keep in mind that units must be ON the bridge. Simply being within 3" of the bridge does not count in this mission. If both players have an equal number of scoring units on the bridge, neither has control.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Reserves.

