

SCOUTING ENGAGEMENT



Mission Objectives:

Before deployment, split your forces as evenly as possible, by unit, into three forces.

Kill Points, a player gets +1 point for every enemy unit they destroy.

Line of Retreat:

Forces that are falling back do so towards their nearest deployment table edge.

Game Length:

5 turns

Battle Point Modifiers:

+1 – If you achieve Line Breaker.

+1 – If your highest point value Troop unit is still at or above 50% starting strength/not immobilized, and is not falling back.

+1 – If you control more terrain features than your opponent, at the end of the game. To control a terrain feature, a scoring unit, that is uncontested, must be wholly within 3" of, or in/on the terrain feature. *Before the game starts players should clarify which terrain will count.*

-1 – If you fail to destroy an enemy unit by the end of the game.

-1 – If you have no units you control, that are at or above 50% starting strength/not immobilized, in your own deployment zone.

Deployment:

Cornered Forces and roll for sides.

You may only deploy one of three parts of your forces that you have divided up prior to the deployment step. The rest are in reserve and follow the rules for **Timely Reinforcements**. (see below)

Special Rules:

Mysterious Objectives

Cover of Night: The battle uses the night fight rules until the end of game turn 3.

Timely Reinforcements: Once you have split your forces into three parts, choose one to be deployed as normal; Choose another to be placed into reserves and enter play as normal, via reserves rules; and choose another to enter the battlefield at the beginning of your turn 5. All reserves enter via your table edge. Units that allow them to enter on first turn, ignore those rules, and enter based on what part of the army they are placed in. (Ex: Drop Pod Assault, Deathwing Assault, etc.....)

