

Limited

MISSION:

Primary

Before the game begins you will need a standard 52 playing card deck, jokers removed.

Modified Kill Points:

A player will get +2 kill points for each enemy unit they fully destroy.

A player will get +1 kill points for each enemy unit they do any form of damage to. (Hull Points, Unsaved Wounds, etc...) If you destroy a unit, this does not stack with the +2 points.

Secondary

- +1 - Slay the Warlord
- +1 - First Blood
- +1 - Line Breaker
- +1 - If you Warlord is alive, by the end of the game.
- 1 - If your Warlord has taken any wounds during the game.
- 1 - If you have no troops units alive, by the end of the game.
- 1 - If you do not have a unit in you enemy's deployment zone, by the end of the game.

Game Length:

Normal random game length.

Deployment:

Spearhead and roll for sides.

Special Rules:

Night Fight, Mysterious Objectives,

Limited Resources:

At the beginning of each game turn, one of the players must draw from the deck. The number on the card is the number of units, of any type, both players are allowed to activate this turn. If a face card is drawn use the following chart.

ACE = you may activate any number of units, of any type

KING = you may activate 4 units of the following types, Troops or Heavy Supports.

Queen = you may activate 3 units of the following types, Fast Attack or

Jack = you may activate 1 unit from each type. (HQ, ELITE, TROOP, ETC...)

Also note that independent characters and transports are separate units, and will count as such for number of units activated. (Ex: If a Captain joined to a Tactical Squad, embarked in a Rhino, were to be activated; that would count as three units activated.)