

UNPLANNED ASSAULT



Mission Objectives:

The armies have not received their orders yet. At the beginning of game turn 3 roll a D3 to see what the game objectives are for both armies. (The objective is the same for each army.)

1 – Whichever player controls the most terrain features wins this objective. To capture 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.*

2 – Table Quarters. To capture a table quarter a scoring unit must be uncontested, and wholly within the table quarter. The player who controls the most table quarters wins this objective.

3 – Kill Points. The player with the most kill points wins this objective.

The points awarded for the objectives:

Win: +3

Draw: +2

Lose: +1

Line of Retreat:

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

Game Length:

6 turns

Battle Point Modifiers:

+1 – If your Warlord is still alive at the end of the game.

+1 – If all your opponent's Troop units are under 50% starting strength or destroyed.

+1 – If you achieve Line Breaker.

-1 – If you control no table quarters.

-1 – If your general is dead at the end of the game.

Deployment:

Vanguard Strike and roll for sides.

Also units are deployed one at a time and alternating players after each unit is deployed. Finally deploy units in the following order: Lord of War, Heavy Support, Troops, Elites, HQ, then Fast Attack. Do this until all units are deployed or until a player has deployed all their units.

Special Rules:

Night Fight, Mysterious Objectives

