

TWILIGHT



Mission Objectives:

Kill Points, you get +1 point for each enemy unit you destroy.

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 you achieve Slay the Warlord.

+1 – If your opponent's highest point value unit is destroyed or falling back, by the end of the game.

+1 – If you control more terrain features than your opponent, by 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 any enemy units, by the end of the game.

-1 – If you control no table quarters. To control a table quarter you must have a unit wholly within it and not be contested.

Deployment:

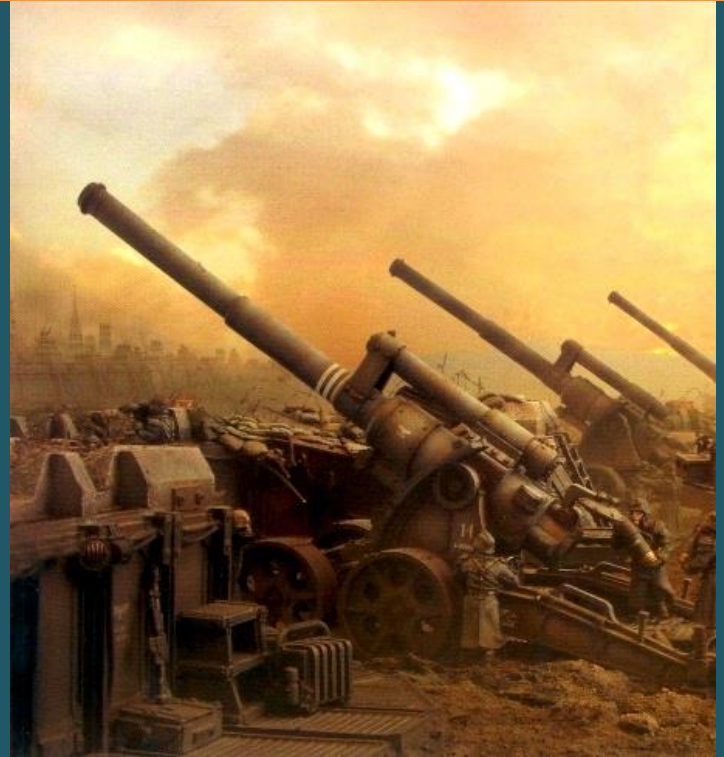
Vanguard Strike and roll for sides.

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, and then Fast Attack. Do this until all units are deployed or until a player has deployed all their units.

Special Rules:

Mysterious Objectives, Preliminary Bombardment (see right)

Dusk: At the start of game turn 4 roll a D6; on a 4+, night fight rules take effect. If not, roll again on game turn 5; on a 3+ night fight rules take effect. If not, roll again game turn 6; on a 2+ night fight rules take effect. If night fight rules take effect, they will remain in effect until the end of the game.



Preliminary Bombardment: Before the game starts, roll a D6 for each non-vehicle unit. (Do not roll for units in reserve or that are embarked) Also do this for each terrain feature, which is removable, on the board. On the roll of a 6 the unit/terrain takes 1d6 hits with the following profile.

S	AP	RULES
4	-	Pinning, Barrage, Levelled

-Levelled: Any terrain hit with a roll of a 6 is removed from play instead of taking damage.