

# TRIANGULATE THE PERIMETER



## Mission Objectives:

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

Triangulation; only messengers may control table quarters in this mission. To control a table quarter you must have a messenger wholly within it and not be contested. A messenger may only control one table quarter at a time; also you may not control the table quarter you deployed in. For each controlled table quarter you get +1 point.

## Line of Retreat:

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

## Game Length:

Normal random game length.

## Battle Point Modifiers:

- +1 – If you have one messenger alive, at the end of the game.
- +1 – If you have two messengers alive, at the end of the game.
- +1 – If you have three messengers alive, at the end of the game.
- 1 – If you have a messenger you control in your deployment zone, by the end of the game.
- 1 – If all your messengers are destroyed, by the end of the game.

## Deployment:

Table Quarters 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:

**Night Fight, Mysterious Objectives, Messenger**



## Messenger:

<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
3	3	3	4	3	3	2	8	5+

Each player must use three models to represent three messengers. The messenger is treated as its own unit; they also count as infantry and a character (not an independent character). This model does not count towards Kill Points. The messenger has the following rules:

- 5+ invulnerable
- Fearless
- Stealth