

PRIORITIES



Mission Objectives:

Before the deployment, each player must place 6 objective makers on the battlefield; none of which may be in their own deployment zone.

Objectives, as per capturing objectives rules in the 7th Edition main rules.

My Priority; before the game begins, but after deployment, secretly assign, a total of 6 points amongst your placed objectives, divided as you choose. Note these values by placing paper under, or marking the bottom, etc, of the objective. At the end of the game gain the point value of each object you control. You may also capture/contest you opponent's objectives as well; however, you do not get the points from them.

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 control you opponents highest point value objective, without being contested, by the end of the game.
- +1** – If you control more of your opponent's objectives then they do, by the end of the game.
- +1** – If you if you control more of your own objectives then your opponent controls of their own objectives, by the end of the game.
- 1** – If you control none of your opponents objectives, by the end of the game.
- 1** – If the unit you nominated to hunt is the lowest point value unit in your opponent's army.

Deployment:

Close 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

