

NEVER-ENDING CARNAGE



Mission Objectives:

Kill points; a player gets +1 point for each enemy unit they destroy. *See Blind Fury.*

Line of Retreat:

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

Game Length:

7 turns.

Battle Point Modifiers:

+1 – If you have destroyed a reentered unit, by the end of the game.

+1 – If you control a reentered unit in your opponent's deployment zone, by the end of the game.

+1 – If you achieve Slay the Warlord.

-1 – If a reentered unit you control is still in your deployment zone, by the end of the game.

-1 – If a unit you control is in reserves, by the end of the game.



Deployment:

Spearhead 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

Sustained Attack: For every unit that is completely destroyed, immediately place it into reserves for next turn.

All units must enter via reserves rules, unless they have deepstrike; in which case they may enter via deepstrike instead.

If units that were deployed together before the game started are both in reserve at the same time, you may join them again and roll once for both. (Ex: Tactical squad in a Rhino, or Captain in a Squad of some sort, etc....)

Blind Fury: Each time a unit reenters the game via reserves or deepstrike, it is worth +1 additional kill point. (Ex: a Rhino that has reentered once is worth 2 points; a Tactical Squad that has reentered 4 times is worth 5 points; and so on.)