

### **Difficult Decisions-**

#### **The Armies-**

Two **1000** point armies using the **Modified Allied Detachment** force organization chart per side.

#### **The Battlefield-**

Terrain will be set up in advance. Before the game, agree with your opponent on terrain rules.

#### **Objective Markers-**

After terrain has been set-up and players determine Deployment Maps and table halves, the players must place 5 Objective Markers, first placing one in the exact center of the battlefield and placing the last 4 using the rules for Placing Objective Markers, with the added stipulation that teams may not place objective markers within their own Deployment Zone.

#### **Deployment-**

Players must deploy using the Standard Deployment Method. Use **Hammer and Anvil** deployment during this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

#### **First Turn-**

The player that set up first will take the first turn, and their opponent can attempt to Seize the Initiative.

#### **Game Length-**

The mission uses Variable Game Length.

#### **Victory Conditions-**

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

#### **Primary Objectives-**

**Siphon:** At the end of each of your movement phases, a scoring unit within 3" of an objective marker may elect to Siphon (See the Volatile special rule below) and immediately score one Victory Point, assuming that there are no enemy units within 3" of the objective (units with Objective Secured may ignore enemy units that do not themselves have Objective Secure within 3")

**Volatile:** Units electing to siphon from an objective may not move in the psychic phase, make shooting attacks (including witchfires), nor move in the shooting phase, nor voluntarily move during the assault phase (they pile in and consolidate as normal).

#### **Secondary Objectives-**

Slay the Warlord (which may be obtained twice per side) and First Strike.

#### **Mission Special Rules-**

Night Fighting, Reserves, Mysterious Objectives (if both sides agree to use them).