

Mission 6

Deployment type: Pitched battle (Long board edges)

Preparations:

1. The players roll-off and the winner choose who will start placing objectives. Both players then alternate placing two objective markers each. An objective marker may not be placed within 12" of a table edge or another marker.
2. The players roll-off and the winner choose to go first or second.
3. The player that goes first chooses one long board edge to be his table edge. His opponent gets the opposite edge.
4. The table is divided lengthways into two halves. The player that goes first deploys his force in his half of the table (the side where his table edge is), with all models more than 12" away from the table's middle line. This is his deployment zone.
5. His opponent then deploys in his half of the table, with all models more than 12" away from the table's middle line. This is his deployment zone.
6. Starting with the player that goes first, both players alternate placing infiltrators.
7. Starting with the player that goes first, both players alternate making scout moves.
8. Roll for Seize the initiative.
9. See "tactical decision" below.
10. Start the game!

Primary Mission Objective:

Mission points are awarded to the player controlling the most objectives (see 1 under "preparations" above) at the end of the game. Normal rules for controlling objectives apply (I.E. scoring unit within 3" and no enemy units within 3"). Compare the number of objectives controlled by each player and consult the table below. (The player with the most objectives gets the higher score.)

Difference in controlled objectives	Mission points
Draw	4-4
1	6-2
2	7-1
3 or more	8-0

Secondary Mission Objective:

Mission points are awarded for scoring Kill points. A Kill point is scored for each enemy unit that is destroyed at the end of the game. Units that are falling back, have fled off the board or are in reserves at the end of the game counts as being destroyed. If a character has a retinue, they are worth one kill point each. Compare the number of kill points scored by each player and consult the table below. (The player with the most kill points gets the higher score.)

Difference in kill points	Mission points
0-1	1-1
2 or more	2-0

Tactical decision:

After deployment and seize the initiative but before the first turn start, the player that got second turn may choose to move one objective up to 9" in any direction. The objective may not be moved within 12" of any table edge or another marker and may not be moved onto impassable terrain. If the second player chooses to move an objective this objective counts as two objectives if it is controlled by his opponent (see Primary mission below), but only one if it is controlled by the player moving it.

Victory points:

In addition, mission points are awarded based on the number of victory points achieved. Compare the number of victory points scored by each player and consult the table below. (The player with the most victory points gets the higher score.)

Difference in VP	Mission points
0 - 199,75	5-5
200 - 449,75	6-4
450 - 749,75	7-3
750 - 1099,75	8-2
1100 - 1499,75	9-1
1500 or more	10-0

