

MISSIONS:

MISSION SPECIAL RULES (pg. 94 – 95)

The 'reserves' and 'deep strike' special rules given here are used in all standard missions.

'Night fighting' is used with the Dawn of War deployment type.

Of course, players may like to add other special rules and design their own when creating new missions.



SEIZE GROUND

Before deciding deployment zones, the players must determine the position of D3+2 objectives.

The winner of a roll-off chooses a point on the table to be an objective (by placing a counter on it, choosing a detail of a terrain feature, or any other method that is equally clear).

Then the opponent does the same, and the players alternate choosing a point on the table until the position of all the objectives has been determined.

These objectives may not be in impassable terrain, nor within 12" of a table edge or another objective.

After positioning the objectives, deployment of the forces begins, as described in the type of deployment being used.

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit, whether scoring or not), within 3" of it.

The player controlling the most objectives wins. If the players control the same number of objectives, the game is a tactical draw.

CAPTURE AND CONTROL

After deciding deployment zones, but before deploying any unit, starting with the player that will deploy first, each player chooses a point in his own deployment zone to be an objective (by placing a counter on it, choosing a detail of a terrain feature, or any other method that is equally clear).

These objectives may not be in impassable terrain or within 24" of the other objective.

After positioning the objectives, deployment of the forces begins, as described in the type of deployment being used.

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit, whether scoring or not), within 3" of it.

The player controlling the most objectives wins. If the players control the same number of objectives, the game is a tactical draw.

ANNIHILATION

Some battles are fought with only one goal – find your enemy, crush him utterly and take away his means to mount further resistance.

At the end of the game, each player receives 1 'kill point' for each enemy unit that has been completely destroyed.

If a character has a retinue, the character and his unit are worth 1 kill point each.

The player with the highest total of kill points wins. If the players have the same total, the game is a tactical draw.

BATTLE MATRIX

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SELECT A MISSION (D6)



- 1 - 2 Seize Ground
- 3 - 4 Capture and Control
- 5 - 6 Annihilation

SELECT A DEPLOYMENT (D6)



- 1 - 2 Pitched Battle
- 3 - 4 Spearhead
- 5 - 6 Dawn of War

WHO GOES FIRST? (D6)

The players roll-off, and the winner chooses to go first or second.

The player that goes first then chooses one of the long table edges to be his own table edge and deploys first according to the deployment guidelines.

Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

SEIZE THE INITIATIVE

In war, no plan survives contact with the enemy.

In any standard mission, just before the player that should go first begins his first turn, the opponent can decide to try to steal the initiative, catching the enemy flat-footed.

If he decides to do so, he rolls a dice. On a result of a 6, he will go first instead, immediately beginning his first turn (and no, the opponent cannot then try to seize the initiative back again!).

ENDING THE GAME



- At the end of game turn 5, roll a D6.
- 1-2 Game ends immediately
- 3+ Game turn 6 is played



- At the end of game turn 6, roll a D6.
- 1-3 Game ends immediately
- 4+ Game turn 7 is played



- At the end of game turn 7, the game ends immediately.

WIPEOUT!

Regardless of the victory conditions, if at the end of any standard mission your enemy has no units left on the table, you win the game!

DEPLOYMENT:

PITCHED BATTLE

DEPLOYMENT ZONE

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.



DEPLOYMENT ZONE

The winner deploys his force in his half of the table, with all models more than 12" away from the middle line.

His opponent then deploys in the opposite half.

Deploy any infiltrators and make any scout moves.

SPEARHEAD

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center.



The winner deploys his force in one of the two table quarters on his side the table, more than 12" away from the centre of the table.

His opponent then deploys in the diagonally opposite quarter.

Deploy any infiltrators and make any scout moves.

DAWN OF WAR

The table is divided lengthways into two halves.

The winner can deploy up to two units from his Troops selections and up to one unit from his HQ selections in his half of the table.

His opponent then does the same in the opposite half, but must position his three units more than 18" from enemy units.

Troops and HQ units that can infiltrate, can do so, as long as at the end of deployment the player still has a maximum of one HQ and two Troops units on the table.

Lastly, players make any scout moves.

All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.

During game Turn 1 the Night Fighting mission special rule is in effect.