

Banner Battle Soft Tournament

Mission 1: Exterminate!

Objective

Annihilation: Score 1 kill point for each enemy unit completely destroyed. The player with the highest score wins.

Set up

25% of the table should have some sort of terrain, and should be set up by a third party. The center of the table must have a single piece of terrain at least 8" across that blocks line of sight.

Deployment

Pitched Battle. Players roll off. 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. He then deploys his force in his half of the table with all models no more than 12" away from their long table edge. His opponent then deploys in the opposite half. The player that chose his deployment zone first gets first turn.

Length of game

Random Game Length

Special Rules

Deep Strike, Infiltrate, Seize the Initiative

Results

Win: 10 points

Tie: 5 points

Loss: 2 points

Battle Point Modifiers

+2 if you kill all the enemy HQ units.

+1 if you control at least 2 pieces of terrain. To control, you need a scoring unit within 3" of a piece of terrain. Only buildings, ruins, and forests can be controlled.

+1 if your opponent has no units in your deployment zone

+1 if all your HQ choices are alive at the end of the game

