

Banner Battle Soft Tournament

Mission 2: We come in Peace

Objective

Seize Ground: Hold more objectives than your opponent at the end of the game. The player holding the most objectives 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 and 6" tall that blocks line of sight.

Deployment

Spearhead. Players roll off. Winner chooses to go first or second. The player that goes first then chooses one of the table quarters to be his own deployment zone and deploys his force in his deployment zone. His opponent then deploys in the opposite deployment zone. Finally, set up the 5 objectives as illustrated above; 1 in the center and 2 in each unoccupied table quarter. The player that chose his deployment zone first gets first turn.

Length of game

This game lasts 6 turns – If one player achieves a wipe out, he should play out the remaining turns.

Special Rules

Reserves, Seize the Initiative

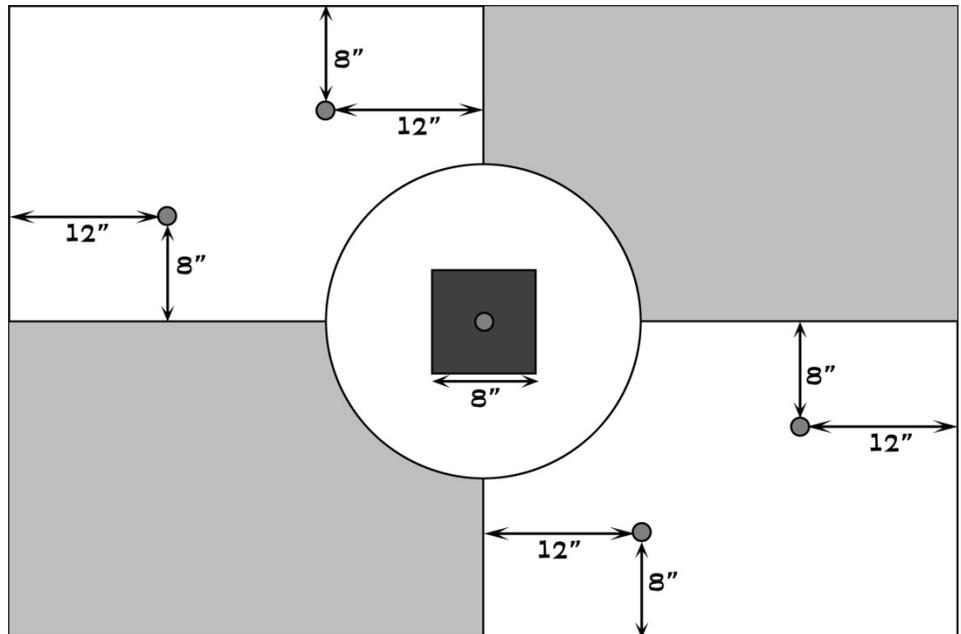
Vital/Trapped Objective: The first time a unit comes into base contact with an objective, examine it by rolling a d6. On a 1, the objective explodes. Explosion is d6" Str 5 AP -. Remove the exploded objective. On a 6, the objective is a Vital Objective and is worth two points. Once the vital objective is revealed, no more objectives can be a vital objective. If the first four objectives all explode, the final (5th) objective is automatically the vital objective.

Results

Win: 10 points

Tie: 5 points

Loss: 2 points



Battle Point Modifiers

+1 if you end the game with 3 or more non-vehicle units above 50% of their starting strength.

+1 if you destroy all the enemy Fast Attack units (if your opponent has none, you automatically achieve this goal).

+2 if you control more table quarters than your opponent. To control a table quarter, you must have a scoring unit and no enemy units in that table quarter.

+1 if you have no enemy units in your deployment zone.