

Banner Battle Soft Tournament

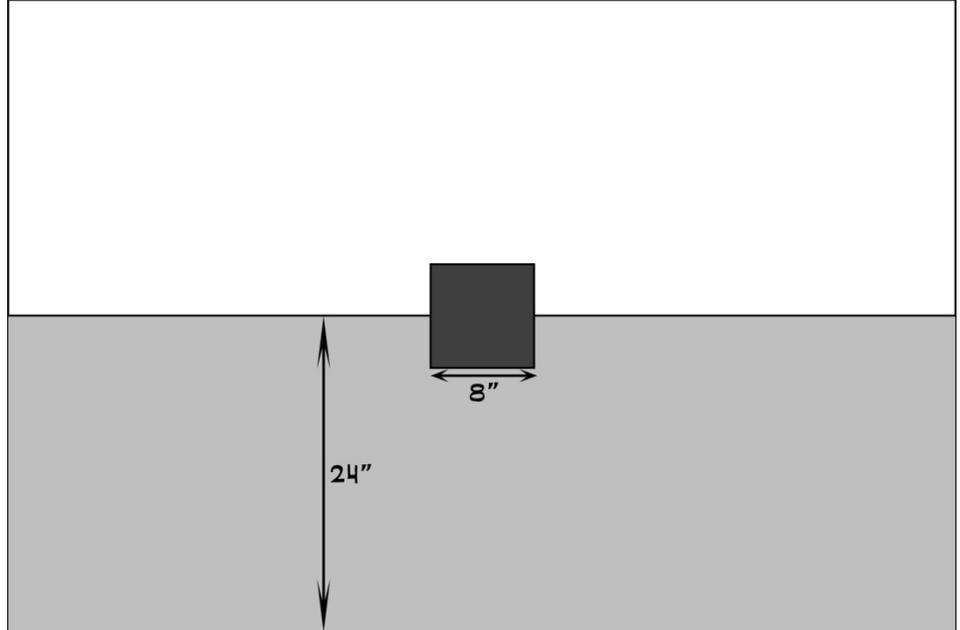
Mission 3: There's gonna be one speed... Mine.

Objective

Escort your saboteur across the board. The player that successfully moves the Saboteur off the opponent's table edge wins. If both players achieve the same result (succeed or fail), the result is a draw.

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

Dawn of War. Players roll off, winner goes first. 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 24" away from their long table edge. His opponent then deploys in the opposite half, more than 18" from enemy units. The player that deploys second gets first turn. Each player may deploy no more than 1 HQ unit and 2 Troop units, and must deploy the Saboteur on the table. All other units must start the game off the table and will enter play on turn 1.

Length of game

Random Game Length or 2.5 hours, whichever comes first. If one player achieves a wipe out, he should play out the remaining turns. Be sure to set a timer.

Special Rules

Deep Strike

WS	BS	S	T	W	I	A	LD	SV	
4	4	3	3	3	3	2	10	4+/4+	Independent Character, Fearless, Stealth, Bolt Pistol and Close Combat Weapon

Results

Win: 10 points

Tie: 5 points

Loss: 2 points

Battle Point Modifiers

+1 If you move the Saboteur off the table by Turn 3.

+1 If you move the Saboteur off the table on or before Turn 4.

+1 If you kill the enemy Saboteur.

+2 If you destroy or immobilize all enemy dedicated transports. (if your opponent has none, you automatically achieve this goal)