

Banner Battle Soft Tournament

Mission 4: Time for some thrilling heroics.

Objective

Capture and Control: 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

Modified Pitched Battle. Players roll off, the winner chooses to go first or second. The player that goes first then determines his starting zone: a triangle which consists of a long table edge and a short table edge less 18" from the far side. He then deploys his force in his deployment zone. His opponent then deploys in the opposite half. The space in between the two players deployment zones is considered "No Man's Land".

Length of game

Random Game Length or 2.5 hours, whichever comes first. If one player achieves a wipe out, before time is called, he counts as holding both objectives.

Special Rules

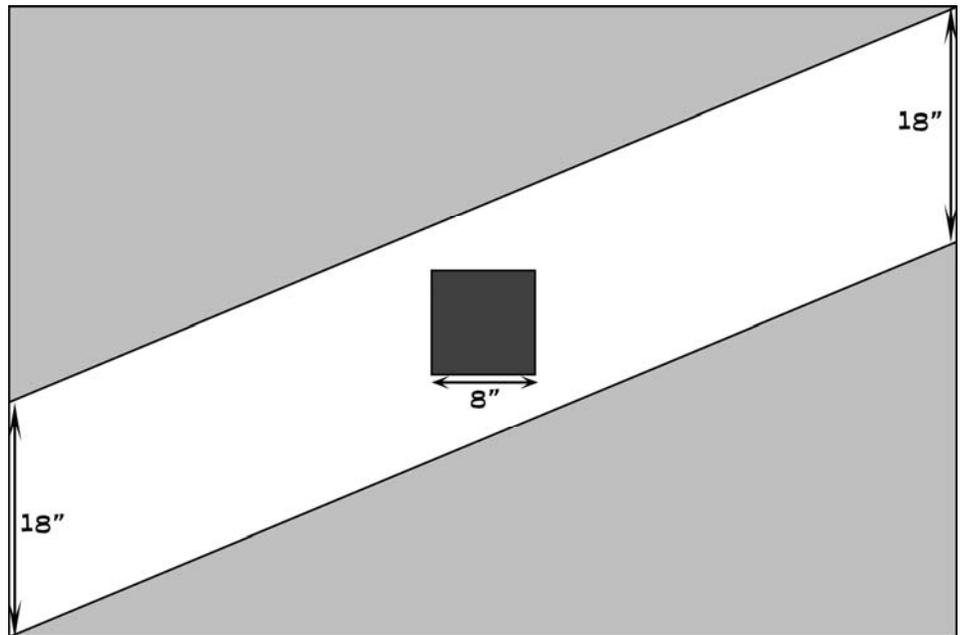
All standard mission special rules and Night Fight. Roll for Night fight at the beginning of each game turn. If the roll is equal to or less than the turn number, Night Fight ends.

Results

Win: 10 points

Tie: 5 points

Loss: 2 points



Battle Point Modifiers

+1 If you control your opponent's deployment zone. You control the zone if there are more of your units that are not immobilized or falling back at the end of the game.

+1 If you control No Man's Land. You control the zone if there are more of your units that are not immobilized or falling back at the end of the game.

+1 if you end the game with at least 1 fast attack choice alive and not falling back or immobilized (if you have none, you cannot achieve this goal).

+2 If you destroy all enemy Heavy Support (if your opponent has none, you automatically achieve this goal).