

Banner Battle Soft Tournament

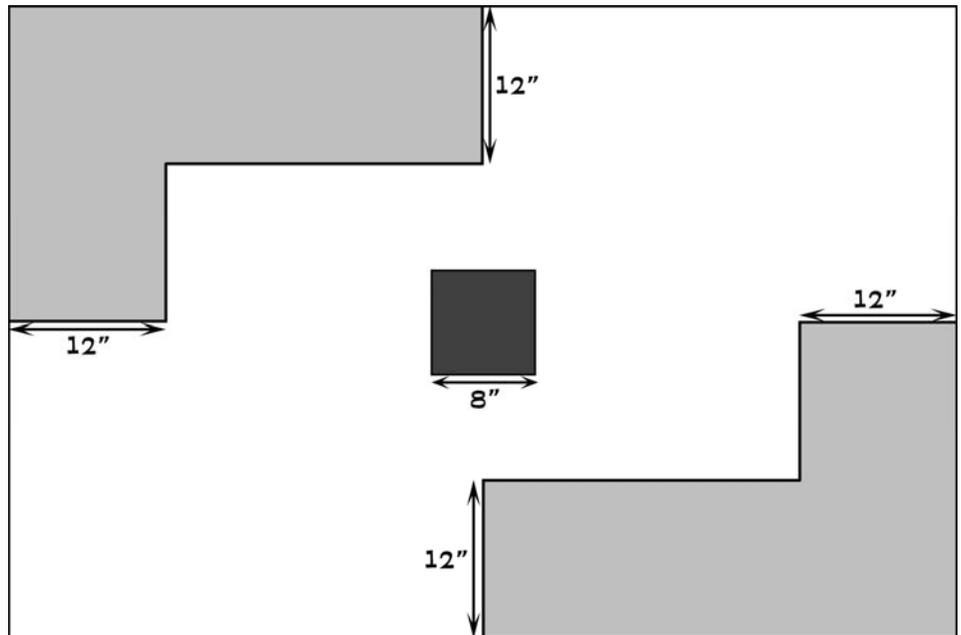
Mission 5: They come at night... mostly.

Objective

Battlefield Domination: The player with control over the most table quarters wins. A player controls a table quarter by having more infantry and jump infantry models in the table quarter (including those inside transports) than their opponent. Models that are falling back do not count. Units do not count towards controlling a table quarter, count only the eligible models in each table quarter.

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 Spearhead. Players roll off, the winner chooses to go first or second. The player that goes first chooses any table quarter to deploy in, using the diagram to determine the deployment zone. The long table edge is his line of retreat. His opponent then deploys in the opposite zone. Any units that cannot be deployed are placed in Reserve.

Length of game

Random Game Length or 2.5 hours, whichever comes first.

Special Rules

Infiltrate, Seize the Initiative

Results

Win: 10 points

Tie: 5 points

Loss: 2 points

Battle Point Modifiers

+1 If you end the game with 3 or more eligible infantry units above 50% of their starting strength.

+1 If one of your HQ units is in the enemy deployment zone at the end of the game.

+1 if one of your scoring units holds the center piece of terrain as they would a normal objective.

+2 If you destroy or cause your opponent's largest eligible infantry unit to flee. If there is more than one unit, use the most expensive or randomly determine the unit.

Determine the target unit before deployment.