

LADY LUCK

No matter the planning, preparation, or training – Lady Luck is queen of the battlefield.

MISSION SPECIAL RULES

Deep Strike, Reserves, Infiltrate, Scout, Outflank. Game Turns: Random.

Units fall back toward their own long board edge.

SET UP

1. Discuss terrain features with your opponent. (p. 13 Rule Book)
2. Deployment zones will be 12” along the long board edge.
3. Place 2 objective markers (or select a specific terrain feature) 24” in from each short board edge and 24” in from each long board edge.
4. The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.
5. His/her opponent then deploys in the opposite deployment zone.
6. Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)
7. The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)
8. Start the game and remember the most important rule! (p.2 Rule Book)

VICTORY CONDITION

The objective may only be controlled by scoring units (p. 90 Rule Book). Non-scoring units do NOT contest control, but may still affect the margin of victory. A scoring unit on the objective and locked in an assault against a non-scoring unit may still claim a Minor Victory.

Special Event: Before TURN 3 begins, the player who went first rolls a D6. On a 4+ the objective marker to his/her right is the actual objective, otherwise it is on his/her left.

- Massacre!** Your scoring unit is on the objective and none of your opponent’s units are within 6” of the objective or you Wipeout! your opponent.
- Major Victory** Your scoring unit is closest to the objective and none of your opponent’s units are within 6” of the objective.
- Minor Victory** Your scoring unit is closest to the objective.
- Draw** Both your and your opponent’s closest scoring units are of equal distance from the objective (this may include an assault in progress on the objective that includes opposing scoring units).

