CONQUEST
II
FIRST BLOOD
SCENARIOS

No two battles are the same. Deployment zones, objectives – even Army composition itself–can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes four Scenarios, but you should feel free to invent your own!

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army List. To help ensure you are playing a fair and balanced game, these Army Lists are chosen to equal points values.

POINT VALUES

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of about 800 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing stopping you from choosing a larger or smaller size for your confrontation, as long as you and your opponent agree. Indeed, smaller games of 300 or 400 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of three types of entities: Character Regiments, Officers and Regular Regiments. Each one of those options is drawn from the Army List of each Factions' respective Army List. You must include one Character Regiment and any number of either Officers or Regular Regiments in your Army, subject to the following rules:

CHARACTER REGIMENTS

Every Army must include only one Character Regiment consisting of a Character Model(s) as described in the Character's section of your Faction's Army List Entry. Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

OFFICER MODELS

Officers are upgrades to Regiments conferring unique abilities and add to the combat prowess of that Regiment and other Regiments around them as described in the Officer's section of your Faction's Army List Entry. In addition, Officers have their own Characteristics Profile and can make use of [Command] Abilities.

An Officer Model may be added to any Regiment that has access to it. You can see if a Regiment can take an Officer in the Regiment's Army List Entry as well as the Officers' respective point costs. Each Officer Model may be included up to two times when making an Army List.

The Officer Model Activates when its Regiment Activates and does not need its own Command Card in order to do so. For more information regarding Officers in Conquest First Blood! check Chapter 7 "Characters and Officers" (see page 53).

REGIMENTS

Each Regiment is drawn from the Regiment section of your Faction's Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to four times when making an Army List.

Each Regiment has a points cost associated with it and comes with a number of Models specified under the "Number of Models" section of its Army List Entry. There you will also be able to see if the Regiment has a Leader or the option to purchase one, if not then a Model in the Regiment becomes the Acting Leader as per the "The Leader and the Standard Bearer" rules (see page 17).

In addition, a model in the Regiment may be promoted to Standard Bearer for free once the Regiment has reached a certain number of Models as described in the Army List Entry, including Officers. Finally, you may purchase additional Models for your Regiments, if the option is available, as detailed in the Regiments Army List Entry. An Infantry Regiment may not number over 13 Models including Officers, whereas Cavalry and Brute Regiments may not number over 4 Models including Officers.

CHOOSING A SCENARIO

You may agree with your opponent or randomly roll a die to select which scenario to play. Regardless of which scenario you choose to play, you always follow the following steps:

SET UP THE BATTLEFIELD

We recommend that you play First Blood in a 4' by 4' Battlefield. However, if you decide to use larger forces and would like to play a much bigger battle, you can agree with your opponent on a different battlefield size. Each Scenario diagram has the 48" by 48" Battlefield divided up in a grid made of smaller 12"x12" squares. When determining where an Objective Marker or Zone is placed simply add up the sides of each square to find the exact coordinates. Points of interest can only be found centered in one of the 12"x12" squares, at the center of one of the 12"x12" square's sides or on a square's corner. When placing Objective zones measure from the center point of each Zone.

Regardless, First Blood should be played with heaps of Terrain. The forces of First Blood undertake missions that a large rank-and-file Army could not; they battle within city streets, in dense forests, or abandoned ruins and even dungeon holds. In order to help you determine how much Terrain should be used, we recommend that you use about 10 Terrain pieces for a 4' by 4' Battlefield.

Terrain follows all normal rules found in Chapter 9 of the Conquest First Blood rulebook with the following changes and additions:

- No piece of Terrain is placed on top of an Objective Zone Marker.
- No piece of Terrain is within 3" of another Terrain piece unless a Terrain Special Rule specifies that certain pieces of Terrain need to be even further apart.
- No piece of Terrain should have a footprint larger than 9"x6". Smaller Terrain pieces can be grouped together to form a single Terrain piece. This combination of Terrain pieces should not create a footprint larger than 9"x6". *E.g. A ruined hamlet can be combined with a few Obstacles to create a larger ruined structure.*
- Can only include up to 2 pieces of Garrison Terrain on each Battlefield.
- Can only include up to 4 pieces of Ruins Terrain on each Battlefield.
- Must include at least 2 pieces of Terrain with the "Obscuring" Special Rule.
- Must include at least 2 pieces of Terrain with the "Obstructing" Special Rule.
- When the T.O. sets up Terrain pieces it is important to keep both sides of the table fairly symmetrical to ensure a fair game. The Battlefield should contain about 10 pieces of Terrain but no more than 14.

FIGHT THE BATTLE

Every Conquest First Blood! battle plays for a set number of Rounds, or until a specific Victory Point (VP) threshold has been reached. If a Player's forces are completely wiped out, this constitutes a loss for that player.

A Player's forces are wiped out if there are none of their Models left on the Battlefield and no further Reinforcements are available in this or subsequent Rounds. Each scenario will specify VP thresholds, Special Objectives, Reinforcement and Deployment zones.

OBJECTIVE MARKERS & ZONES

Many Scenarios will require a Player to seize territory – battlefield quarters, center of the Battlefield, Objective Zones, destroy Objective Markers and so on. When such is the case, Models gain the respective Player VPs.

Objective Zones

An Objective zone refers to a circular area on the battlefield usually 6", 9" or 12" in diameter used to denote areas of interest. When a Model's base overlaps an Objective Zone then that Model is considered to be within range of an Objective Zone. Certain Scenarios refer to some Objective Zones as friendly to one player or the other. Friendly Zones cannot be Seized by the player they are friendly to. Objective Zones cannot be Seized during the first Round of a game.

SEIZING OBJECTIVE ZONES

Models within a Regiment can Seize Objective Zones as per the following rules:

The Player with the most Models, within range of an Objective Zone, claims that Objective.

- Every two Light Infantry Regiment Models count as one Model for the purposes of Seizing Objectives.
- Each Light Cavalry and Brute Regiment Model counts as two Models for the purposes of Seizing Objectives.
- Each Medium and Heavy Infantry Regiment Model counts as one Model for the purposes of Seizing Objectives.
- Each Medium and Heavy Cavalry and Brute Regiment Model counts as three Models for the purposes of Seizing Objectives.
- Each Monster Regiment Model counts as six Models for the purposes of Seizing Objectives.
- Each Character, Retinue and Officer Model counts as one Model for the purposes of Seizing Objectives.

OBJECTIVE MARKERS

Unlike Zones, Objective Markers refers to Models on the Battlefield, used to denote items of interest.

Objective Markers are Models based on Brute/Cavalry bases, are Size 2 and are considered Enemy entities on the Battlefield depending on the Scenario. These Markers are only used in Scenarios that include them and placed according to each Scenario's diagram. These Markers do not Activate, do not perform Actions, do not have Engagement Range and do not count towards Seizing Objectives. Certain Scenarios refer to some Objective Markers as friendly to one player or the other. Friendly Objective Markers cannot be destroyed or attacked by the player they are friendly to. When a friendly Objective Marker is within an Objective Zone then that Zone is Contested and cannot be Seized by Enemy Models. However, a Player would still need to have more Models than their opponent on an Objective Zone to Seize it as normal, even though Enemy Models cannot Seize a Zone due to it being Contested.

E.g. An Objective Marker, friendly to Player 1, is within range of a 12" Objective Zone. Player 2 has more Models within range of the Objective Zone than Player 1 but cannot Seize it due to it being "Contested". Player 1 however, will still need to bring more Models within range of the Objective Zone than Player 2 if they wish to Seize it.

DESTROYING OBJECTIVE MARKERS

Objective Markers cannot be destroyed or damaged during the first Round of the game. To damage an Objective Marker Models need to attack it the same way they would attack an Enemy Model as follows:

- Models can select an Objective Marker as a Target for Charge and Clash Action

- Models inflict Impact Hits on Objective Markers as normal

- Models can only select an Objective Marker as a Volley Action Target if the Marker is within 6" of the Model firing at it

Objective Markers have 5 Wounds and a Defense value of 3. The Objective Markers' Defense Rolls are rolled by the non-Active player.

Objective Markers cannot suffer more than 1 Wound per Action Once an Objective Marker loses all its Wounds it is removed from play.

Furthermore, damage dealt to an Objective Marker by each Player is tracked separately. This means that an Objective Marker is destroyed only when the amount of Wounds caused by the same Player is enough to destroy the Objective Marker.

E.g. Player 1 has caused 3 Wounds to an Objective Marker, whilst Player 2 has caused 4 Wounds to the same Objective Marker. The Marker is not yet destroyed as no single player has dealt 5 Wounds. During subsequent Activations Player 1 has managed to inflict 2 more Wounds on the Objective Marker causing its destruction.

DEPLOYMENT ZONES

In Conquest First Blood! forces are deployed onto the Battlefield at the beginning of each game. Before starting a game of First Blood, Roll-off against your opponent. The player that Rolls the lowest gets to choose which Player will deploy their first Regiment. That Player will proceed to place one of their Regiments Wholly within their Deployment Zone as specified in each Scenario.

Once the Regiment is deployed then it's the opposing Player's turn to Deploy one of their Regiments in their respective Deployment zone. Keep alternating Deploying Regiments until there are no more Regiments left to Deploy. If a Player runs out of Regiments to Deploy then their Opponent finishes Deploying all of their remaining Regiments.

When deploying your forces it is entirely possible that Models begin the game Engaging or being Engaged by Enemy Models given each Scenario's deployment zone setup.

REGIMENTS IN REINFORCEMENTS

Regiments that remain outside the Battlefield as Reinforcements, usually due to Special rules like "Flank" or other Abilities, are set aside and not Deployed on the Battlefield.

Regiments come onto the Battlefield from Reinforcements as follows:

No Reinforcements come on to the Battlefield during Round 1.
Reinforcements come on to the Battlefield from your Reinforcement Zone during Rounds 2 and 3.
Reinforcements come on to the Battlefield from any point of the sides of the table excluding the Opponent's Reinforcement Zone from Rounds 4 and onwards.

Regiments March onto the Battlefield as per the "Marching onto the Battlefield from Reinforcements" Rules (see page 32). Regiments that have not entered the Battlefield by the end of the game are considered to have been destroyed during the final round of the game for all VP scoring purposes.

SCENARIO ONE
MEETING ENGAGEMENT
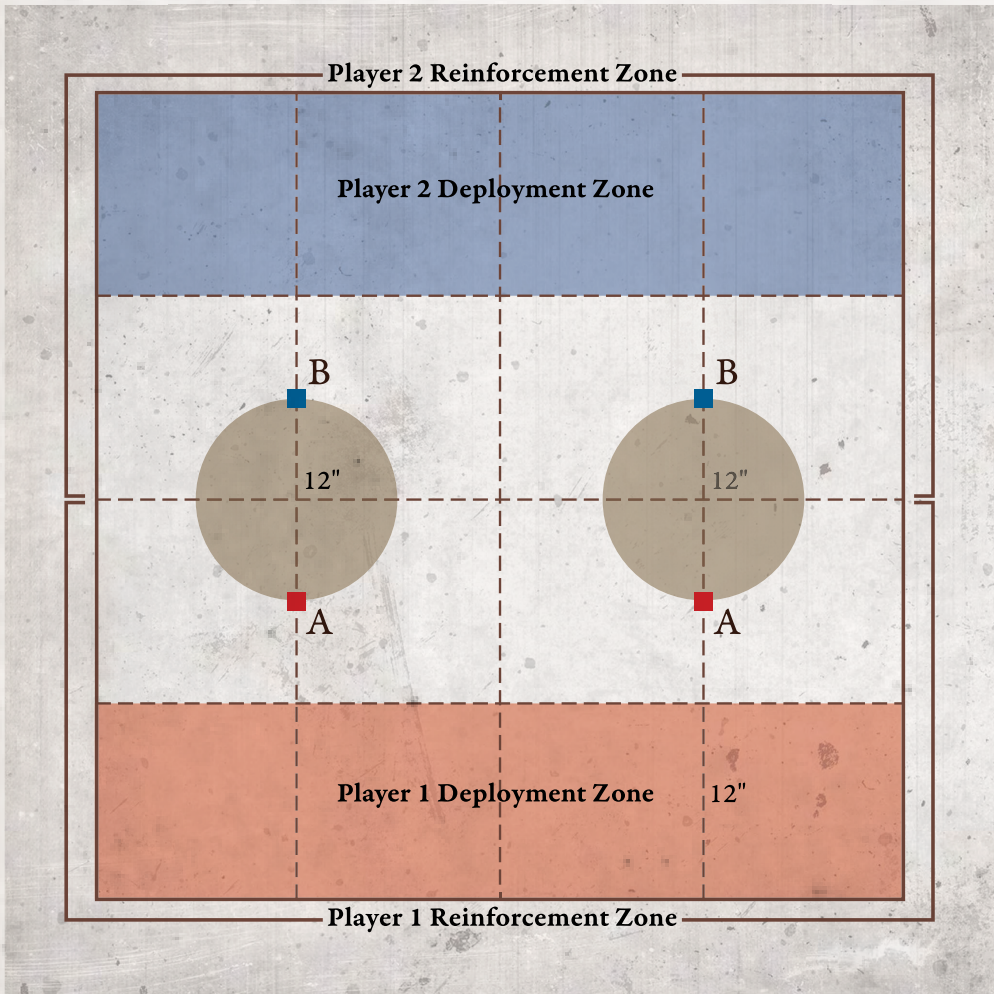
SETTING UP THE BATTLEFIELD

Place two 12" Objective Zones and four Objective Markers as shown in the diagram. Objective Markers "A" are considered to be friendly to Player 1 whereas Objective Markers "B" are considered to be friendly to Player 2.

Objective Zones are placed 24" away from each player's table edge and 12" away from opposing sides of the table. Two Objective Markers are placed 6" vertically away towards Player 2's table edge from the center of the Objective Zones. The other two Objective Markers are placed 6" vertically away towards Player 1's table edge from the center of the Objective Zones.

Deployment zones are 12" from each Player's Table edge and Reinforcement Zones extend to 24" to both sides of the table for both Players as per the Scenario diagram. Players consider the Objective Zones to be "Contested" as long as there is an Enemy Objective Marker within range of an Objective Zone.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 2 VPs for every Enemy Objective Marker they have destroyed during the Round.
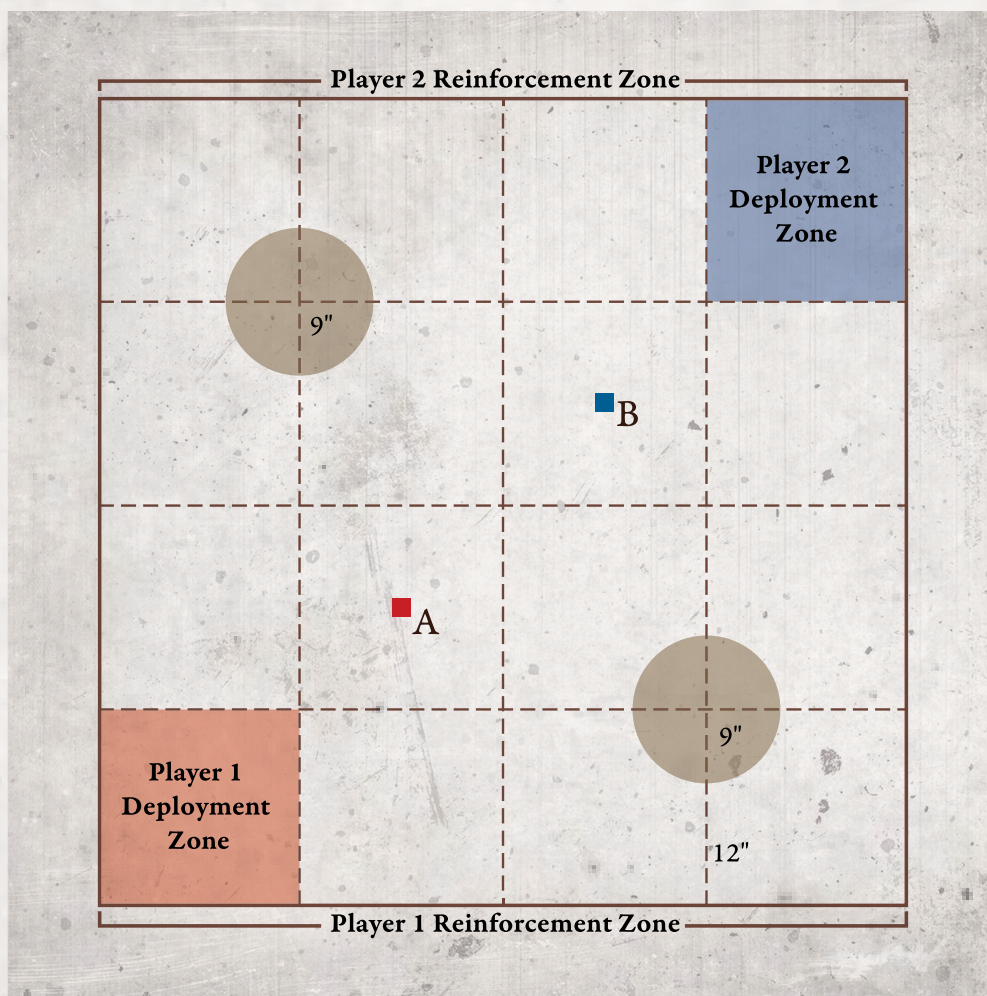
Players gain 3 VPs for each Objective Zone they are Seizing.

Players gain an additional 2 VPs if they are Seizing both Objective Zones.

Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

GAME LENGTH

The game ends when a Player gains 16 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.

SCENARIO TWO
OUTFLANK

Setting up the Battlefield

Place two 9" Objective Zones and two Objective Markers as shown in the diagram. Objective Marker "A" is considered to be friendly to Player 1 whereas Objective Marker "B" is considered to be friendly to Player 2.

Deployment zones are two 12"x12" squares on two opposing corners of the Battlefield and Reinforcement Zones extend the entire length of each Player's table edge as per the Scenario diagram.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 3 VPs for every Enemy Objective Marker they have destroyed during the Round.

Players gain 3 VPs for each Objective Zone they are Seizing. Players gain 1 additional VP every time they gain VPs by Seizing Objective Zones if they have destroyed the Enemy Objective Marker.

Players gain an additional 2 VPs if they are Seizing both Objective Zones.

Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends at the end of the 8th Round. The Player with the most VPs at the end of the 8th Round wins the game.

SCENARIO THREE
SHIELDWALL
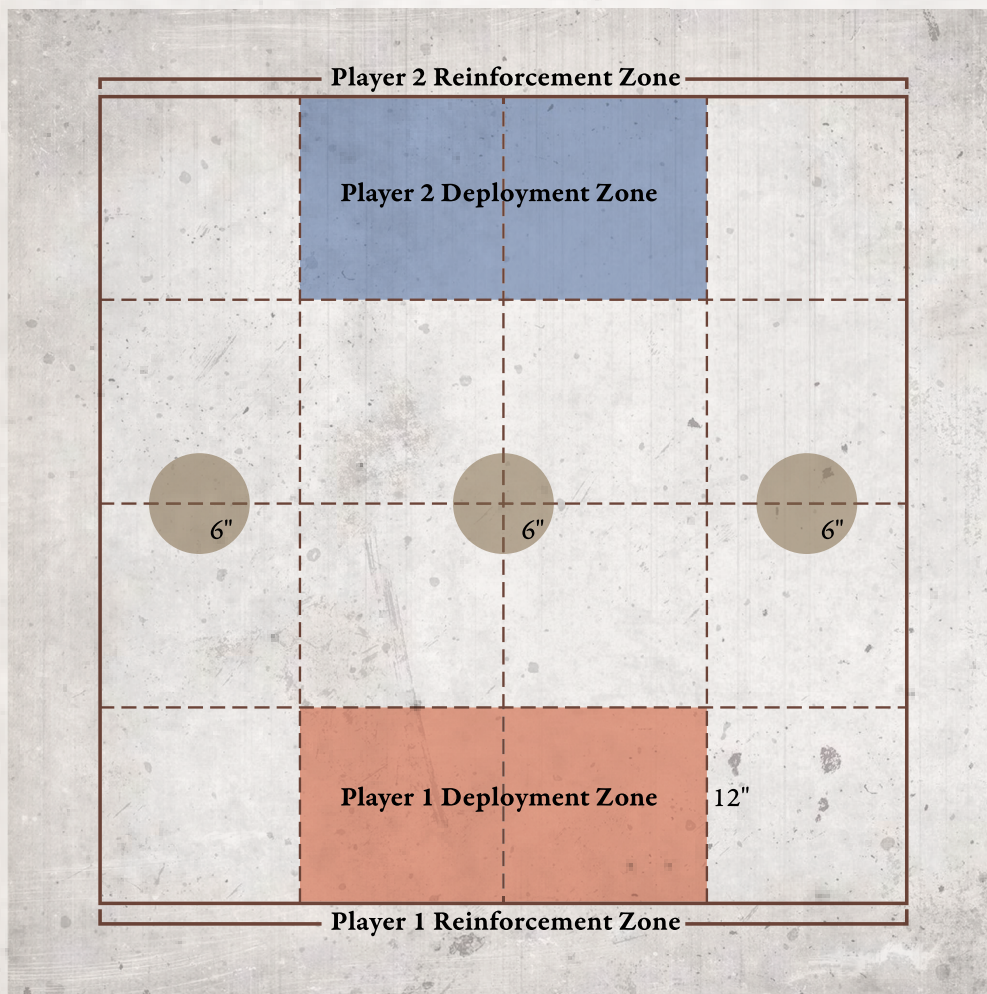
Setting up the Battlefield

Place three 6" Objective Zones as shown in the diagram. One 6"zone is placed in the center of the battlefield whereas the other two are placed 6" from each opposing side of the table and 24" away from each Player's table edge.

Deployment zones are two 24"x12" rectangles centered on the two opposing sides of the battlefield and Reinforcement Zones extend the entire length of each Player's table edge as per the Scenario diagram.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 2 VPs for each Objective Zone they are Seizing.
Players gain an additional 2 VPs if they are Seizing two or more Objective Zones.
Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends when a Player gains 18 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.

SCENARIO FOUR
RAID
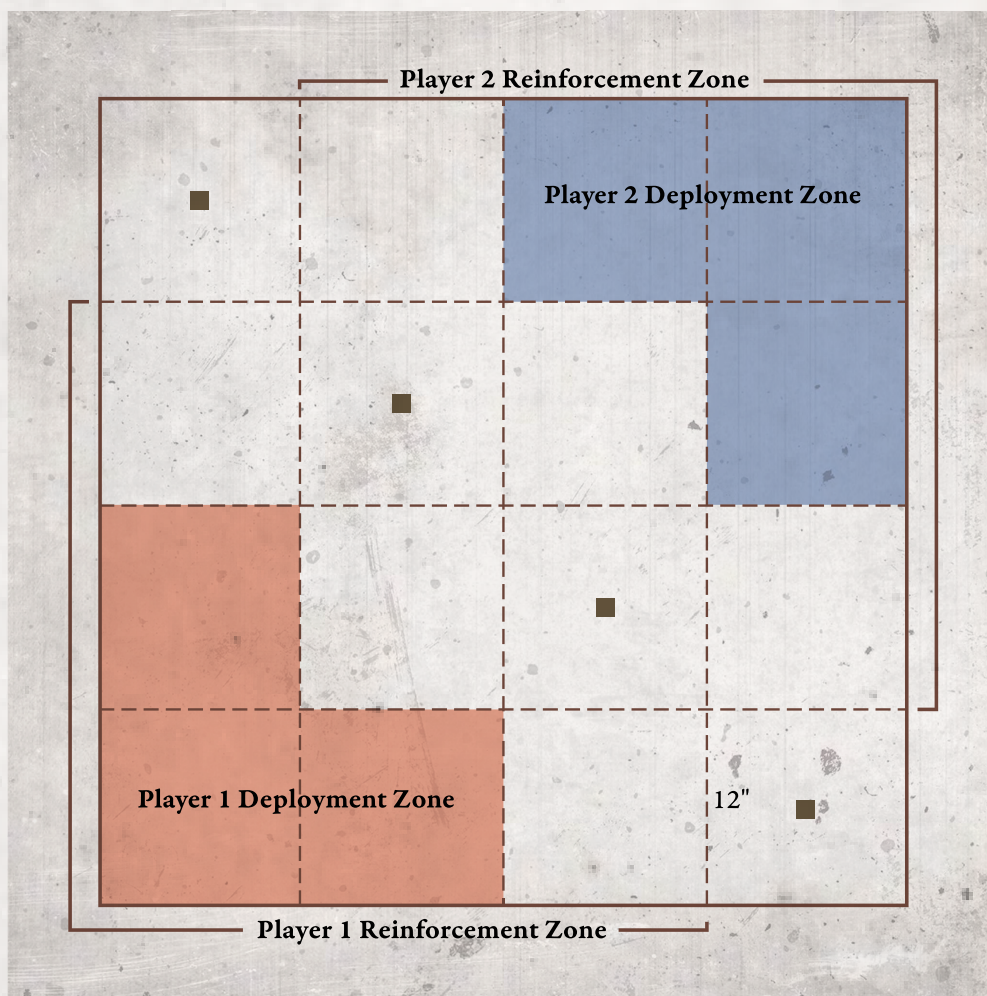
Setting up the Battlefield

Place four Objective Markers as shown in the diagram. Each Objective Marker is placed at the center of its respective 12"x12"square. Each corner Marker is 6" from the closest player's table edge and 6" from the side of the table. Each central Marker is 18" from the closest player's table edge and 18" from the side of the table.

Deployment zones consist of three 12"x12" squares, as shown in the diagram, on two opposing corners of the battlefield and Reinforcement zones extend 36" from each opposing corner.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 3 VPs for every Enemy Objective Marker they have destroyed during the Round.
Players gain an additional 2 VPs if they have destroyed more than one Objective Marker during a Round.
Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Players gain 1 VP for every Enemy Regiment they have destroyed during the Round.

Game Length

The game ends at the end of the 8th Round. The Player with the most VPs at the end of the 8th Round wins the game.

SCENARIO FIVE
AREA CONTROL
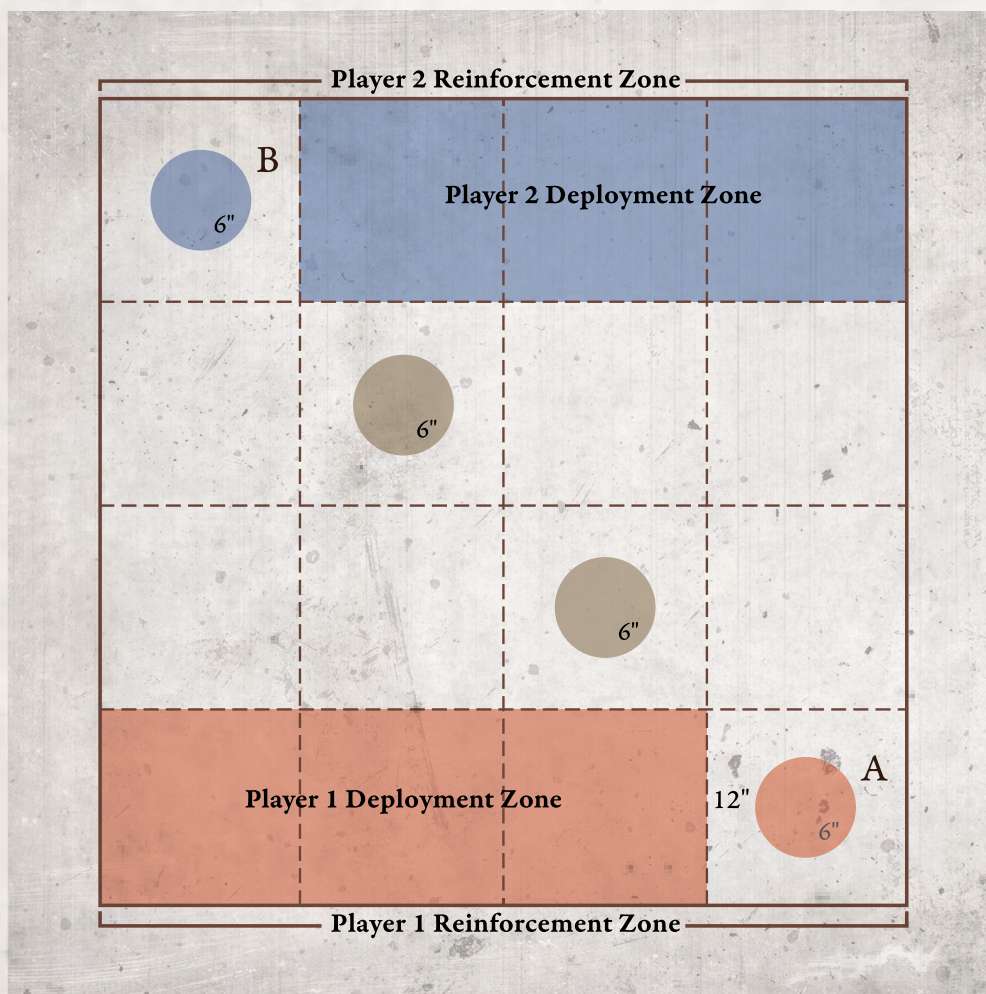
Setting up the Battlefield

Place four 6" Objective Zones as shown in the diagram. Each Objective Zone is placed at the center of its respective 12"x12"square. Each corner Zone is 6" from the closest player's table edge and 6" from the side of the table. Each central Zone is 18" from the closest player's table edge and 18" from the side of the table. Objective Zone "A" is considered to be friendly to Player 1 whereas Objective Zone "B" is considered to be friendly to Player 2.

Deployment zones are two 36"x12" rectangles on two opposing corners of the Battlefield and Reinforcement Zones extend the entire length of each Player's table edge as per the Scenario diagram.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 3 VPs for each Objective Zone they are Seizing.
Players gain 5 VPs for Seizing the Enemy Objective Zone.
Players gain an additional 2 VPs if they are Seizing two or more Objective Zones.

Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends when a Player gains 16 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.

SCENARIO SIX
BROKEN LINES
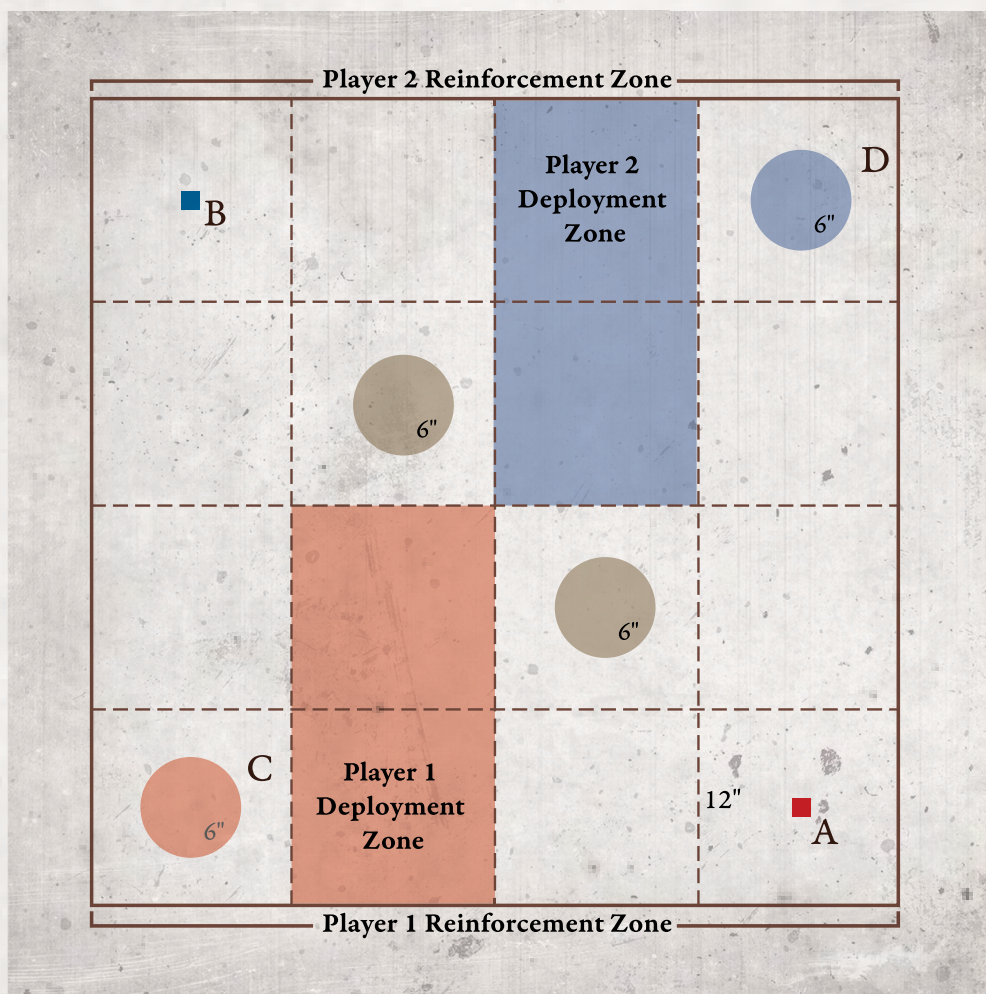
Setting up the Battlefield

Place four 6" Objective Zones and two Objective Markers as shown in the diagram. Objective Marker "A" and Zone "C" are considered to be friendly to Player 1 whereas Objective Marker "B" and Zone "D" are considered to be friendly to Player 2. Each Objective Zone is placed at the center of its respective 12"x12"square. Each corner Zone is 6" from the closest player's table edge and 6" from the side of the table. Each central Zone is 18" from the closest player's table edge and 18" from the side of the table.

Deployment zones are two 12"x24" rectangles extending from each Player's table edge towards the center of the battlefield, as shown in the diagram. Reinforcement Zones extend the entire length of each Player's table edge as per the Scenario diagram.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 4 VPs for every Enemy Objective Marker they have destroyed during the Round.

Players gain 3 VPs for each Objective Zone they are Seizing.

Players gain 5 VPs for Seizing the Enemy Objective Zone.

Players gain an additional 2 VPs if they are Seizing both Objective Zones.

Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends when a Player gains 20 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.

SCENARIO SEVEN
TUG-OF-WAR
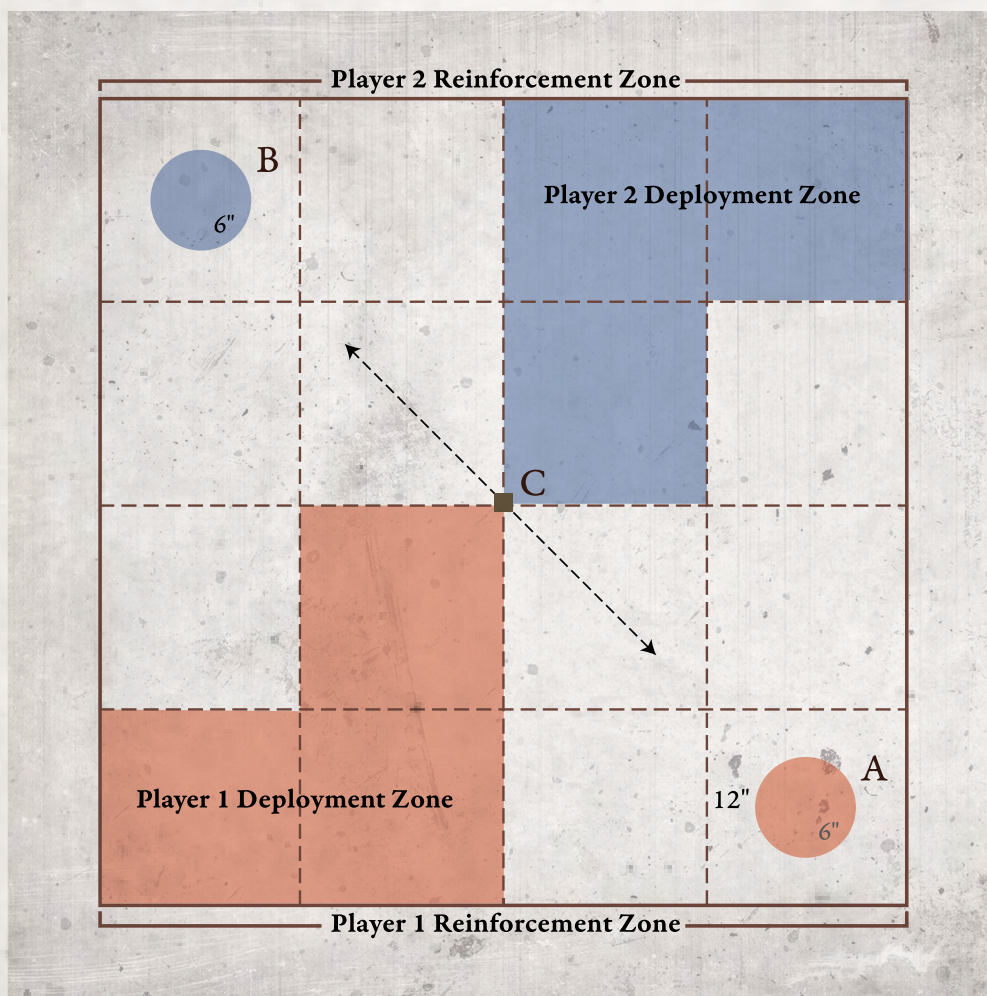
Setting up the Battlefield

Place two 6" Objective Zones and one Objective Marker as shown in the diagram. Objective Markers Zone "A" is considered to be friendly to Player 1 whereas Objective Marker "B" is considered to be friendly to Player 2. Each Objective Zone is placed at the center of its respective 12"x12" square. Each corner Zone is 6" from the closest player's table edge and 6" from the side of the table. The Objective Marker is placed at the center of the Battlefield.

Deployment zones consist of three 12"x12" squares, as shown in the diagram, on two opposing corners of the battlefield. Reinforcement Zones extend the entire length of each Player's table edge as per the Scenario diagram.

Scenario Special Rules

The Objective Marker cannot be wounded, destroyed or become Engaged. During the Victory Phase of each Round the player that has the most Models within 3" of the Objective Marker, following the rules for Seizing Zones, moves the Marker 6" directly towards the center of their friendly Objective Zone.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 2 VPs for Seizing the Objective Marker.
Players gain 3 VPs for Seizing the Enemy Objective Zone.
Players gain an additional 2 VPs if they are Seizing both the Enemy Objective Zone and Marker
Players gain 15 VPs if the Objective Marker is within range of their friendly Objective Zone
Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends when a Player gains 25 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.

SCENARIO EIGHT
TIC-TAC-BLOOD!
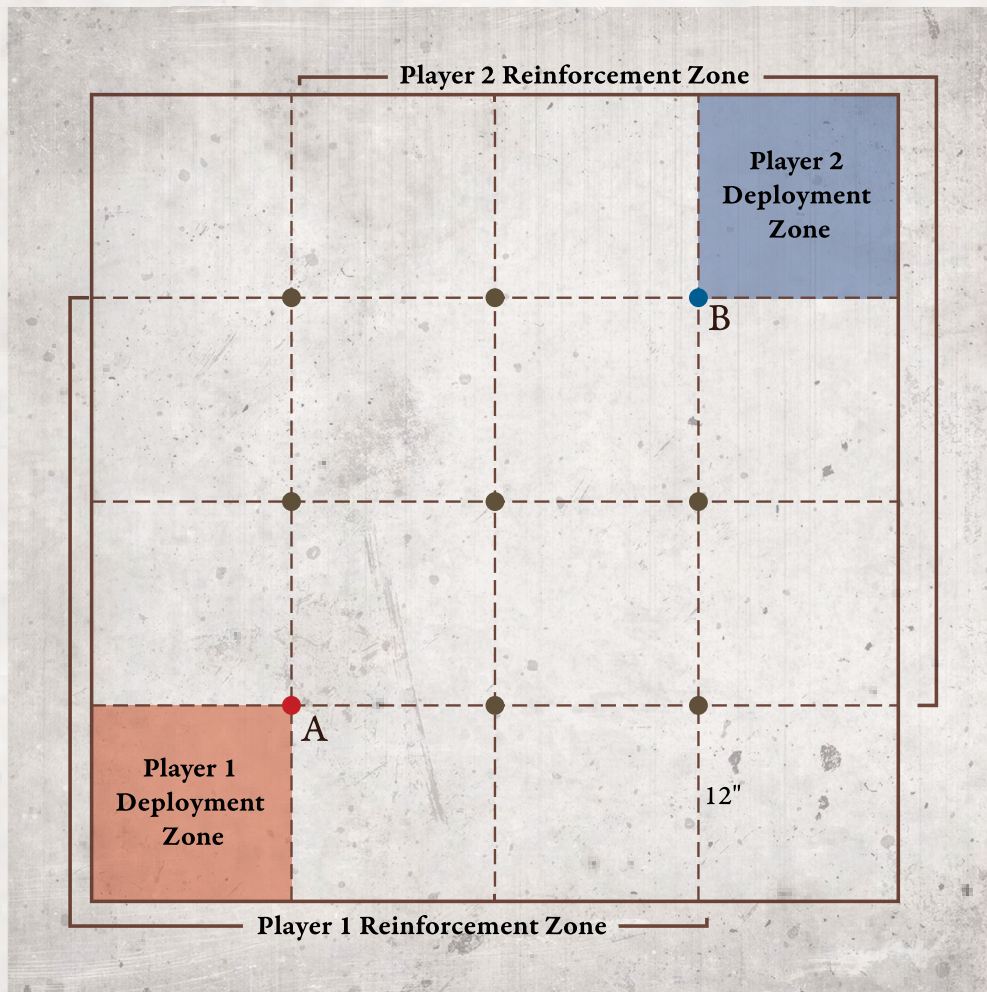
Setting up the Battlefield

Mark nine points on the Battlefield as shown in the diagram. Each point marks the corners of the four central squares in the grid. Point "A" is considered to be friendly to Player 1 and within Player 1's deployment zone. Point "B" is considered to be friendly to Player 2 and within Player 2's deployment zone. Point "A" is considered to be under the control of Player 1 and Point "B" is considered to be under the control of Player 2.

Deployment zones are two 12"x12" squares on two opposing corners of the Battlefield and Reinforcement zones extend 36" from each opposing corner.

Scenario Special Rules

Each point can be represented by a marker 27mm in diameter, the size of an Infantry Base, has Size 1, cannot be wounded, destroyed or become Engaged. In addition, the Markers do not Activate, do not perform Actions and do not have Engagement Range.

During the Victory Phase of each Round the player that has the most Models within 3" of such a point, following the rules for Seizing Zones, captures that point. Once a point is captured it remains under the control of the Player who captured it until an Opponent Seizes it.

When capturing a point that is 12" horizontally or vertically from another point you control then they become linked, more than two points can be linked in this way making a chain. A point cannot be linked with a point that belongs in the same chain.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 2 VPs for every point under their control.
Players gain 1 additional VP if they form a chain of 3 or more points.
Players gain 2 additional VPs if they form a chain of 4 or more points..
Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends when a Player gains 21 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.

In addition, during the Victory Phase of each Round, the player whose Seized points form an unbroken chain linking point A to point B, or vice-versa, wins the game regardless of VPs. If a player wins in this way they count as having scored 21 VPs.

SCENARIO NINE
ADVANCED MANEUVERS
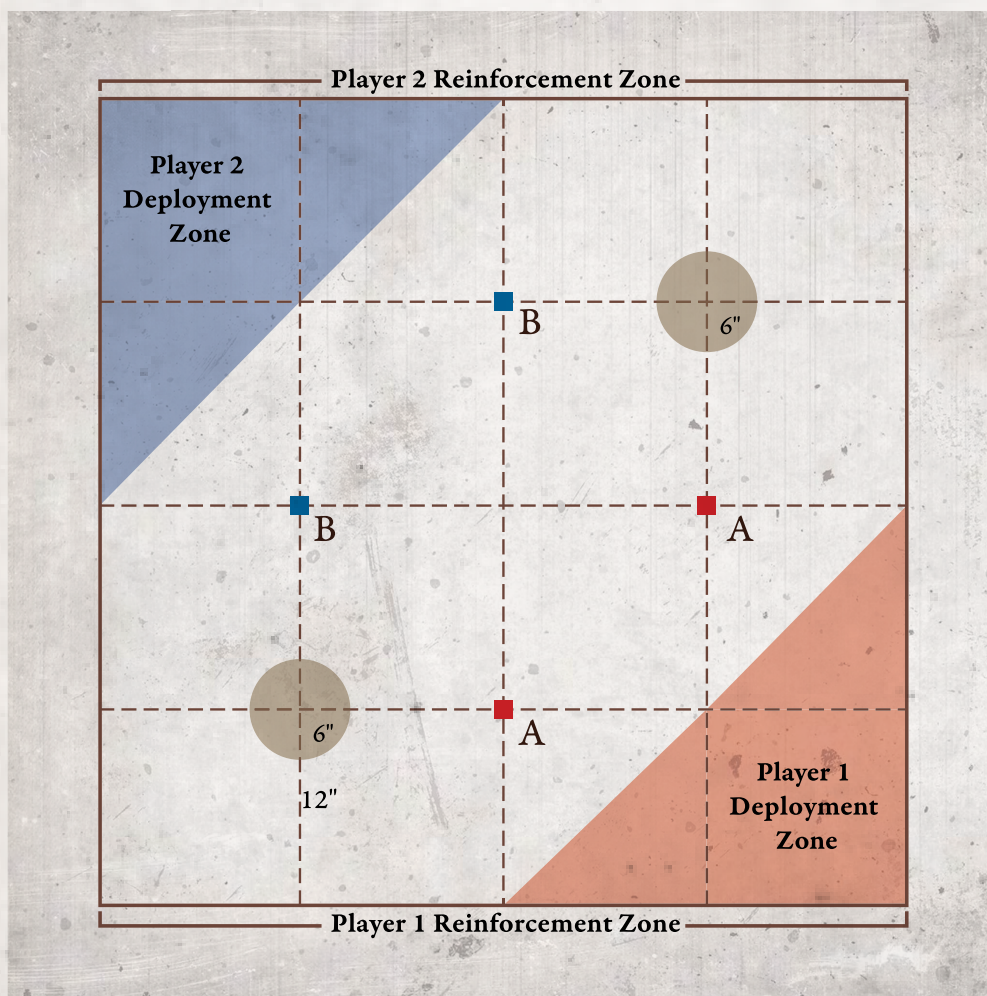
Setting up the Battlefield

Place two 12" Objective Zones and four Objective Markers as shown in the diagram. Objective Markers "A" are considered to be friendly to Player 1 whereas Objective Markers "B" are considered to be friendly to Player 2.

Each Zone is 12" from the closest player's table edge and 12" from the side of the table. Two Objective Markers are placed 12"vertically away from the center of the battlefield and 24" away from each other. Two other two Objective Markers are placed 12" horizontally away from the center of the battlefield and 24"away from each other.

Deployment zones are two isosceles triangles on the two opposing sides of the battlefield, whose sides are 24" from each opposing corner, as per the Scenario diagram. Reinforcement Zones extend the entire length of each Player's table edge as per the Scenario diagram.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 2 VPs for every Enemy Objective Marker they have destroyed during the Round.
Players gain 3 VPs for each Objective Zone they are Seizing.
Players gain an additional 2 VPs if they are Seizing both Objective Zones.
Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends at the end of the 8th Round. The Player with the most VPs at the end of the 8th Round wins the game.

SCENARIO TEN
PINCER
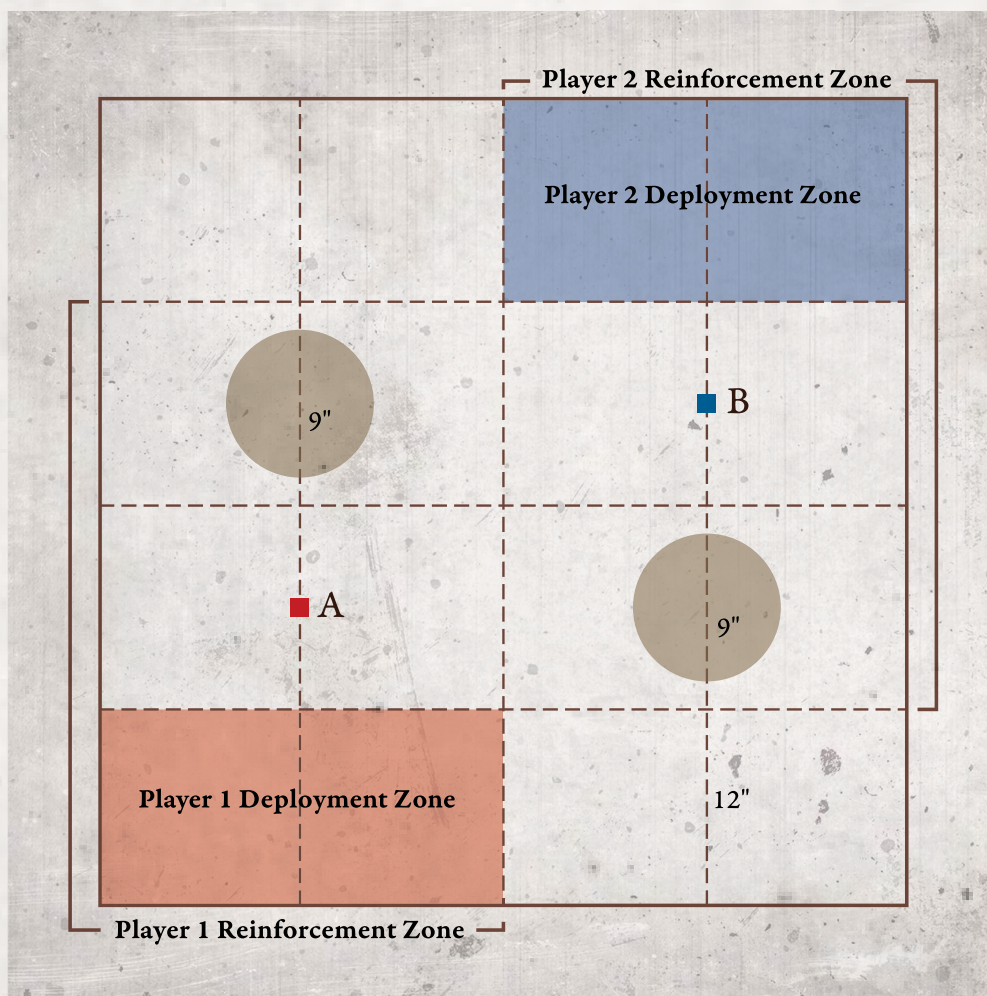
Setting up the Battlefield

Place two 9" Objective Zones and two Objective Markers as shown in the diagram. Objective Marker labeled "A" is considered to be friendly to Player 1 whereas Objective Marker labeled "B" is considered to be friendly to Player 2.

Objective Zones are placed 18" from each Player's table edge and 12" from each opposing side of the battlefield. Markers are placed 18" from each Player's table edge and 12" from each opposing side of the battlefield mirroring the Zones.

Deployment zones are two 24"x12" rectangles on two opposing corners of the Battlefield and Reinforcement zones extend 24" and 36" from each opposing corner respectively.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 3 VPs for destroying the Enemy Objective Marker.
Players gain 3 VPs for each Objective Zone they are Seizing.

Players gain 2 additional VP every time they gain VPs by Seizing Objective Zones if they have destroyed the Enemy Objective Marker.
Players gain an additional 2 VPs if they are Seizing both Objective Zones.
Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends at the end of the 8th Round. The Player with the most VPs at the end of the 8th Round wins the game.

INTO THE GRINDER
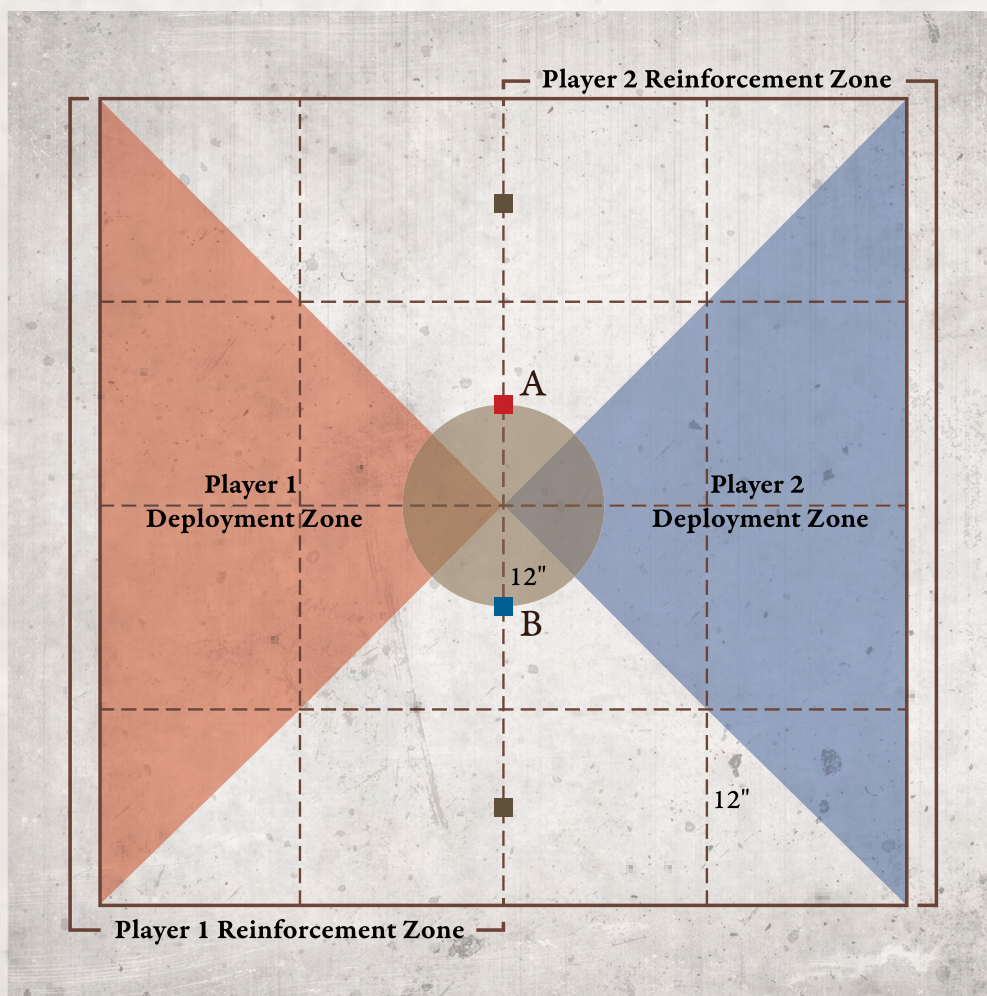
Setting up the Battlefield

Place one 12" Objective Zone and four Objective Markers as shown in the diagram. Objective Marker "A" is considered to be friendly to Player 1 whereas Objective Marker labeled "B" is considered to be friendly to Player 2.

The 12" Objective Zone is placed at the center of the Battlefield, as per the Scenario diagram. The two neutral Objective Markers are placed 24" from each Player's table edge and 6" from each opposing side of the table respectively. Objective Marker "A" is placed 6" vertically below the center of the battlefield whilst Objective Marker "B" is placed 6" vertically above the center of the battlefield. The two Objective Markers are 12" away from each other.

Deployment zones are two isosceles triangles where one point is at the center of the Battlefield and the other two points are at the corners of the two opposing table edges respectively and Reinforcement zones extend 24" and 48" from each opposing corner respectively. Players consider the Objective Zones to be "Contested" as long as there is an Enemy Objective Marker within range of the Objective Zone.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 5 VPs for each Objective Marker they destroy that is not within range of an Objective Zone.
Players gain 3 VPs for Seizing the Objective Zone.
Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).
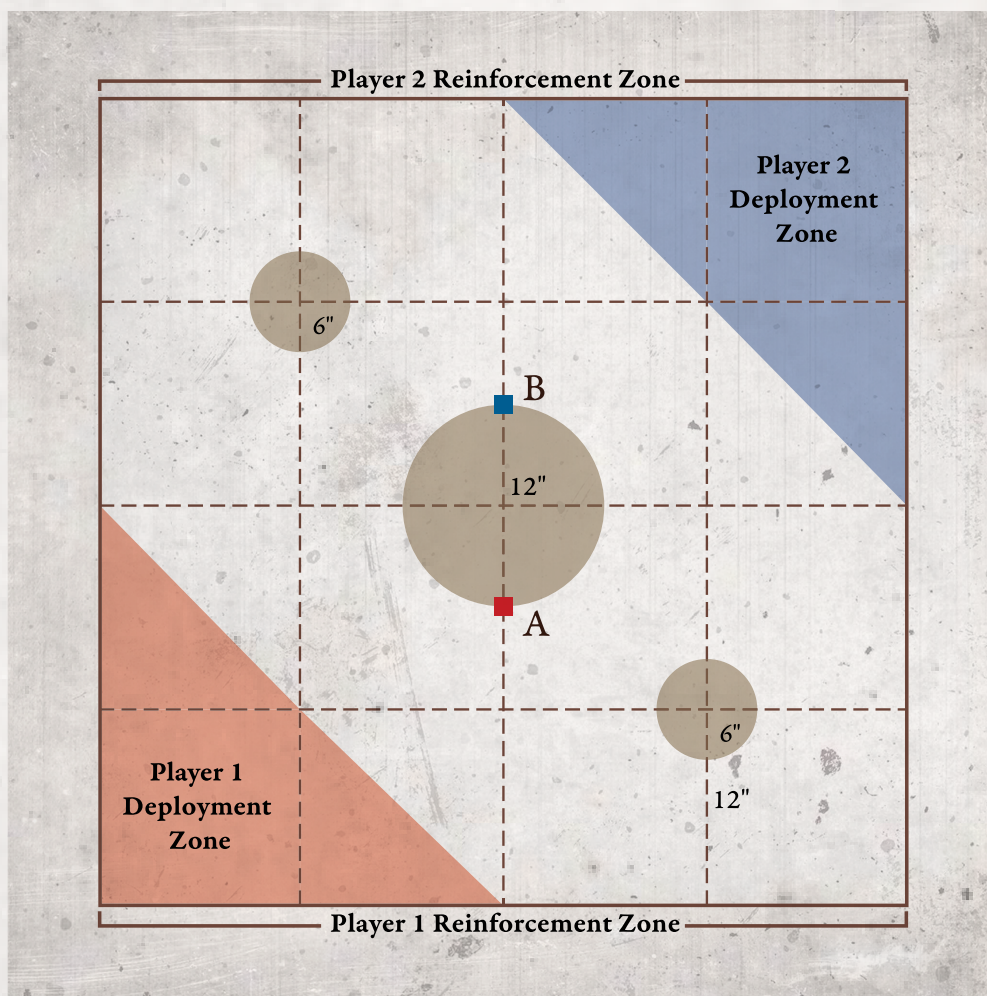Players gain 2 VPs for every Officer Model they have slain.

Game Length

The game ends at the end of the 8th Round. The Player with the most VPs at the end of the 8th Round wins the game.

SCENARIO TWELVE
FALL INTO RANK

Setting up the Battlefield

Place one 12" Objective Zone, two 6" Objective Zones and two Objective Markers as shown in the diagram. Objective Marker labeled "A" is considered to be friendly to Player 1 whereas Objective Marker "B" is considered to be friendly to Player 2.

The 12" Objective Zone is placed at the center of the Battlefield with Marker "A" and "B" each within range of it and 6" horizontally away from the Zone's center. Each corner Zone is 12" from the closest player's table edge and 12" from the side of the table.

Deployment zones are two isosceles triangles on the two opposing sides of the battlefield, whose sides are 24" from each opposing corner, as per the Scenario diagram. Reinforcement Zones extend the entire length of each Player's table edge as per the Scenario diagram. Players consider the Objective Zones to be "Contested" as long as there is an Enemy Objective Marker within range of an Objective Zone.

Victory Points

During the Victory Phase of each Round Players gain VPs as follows:

Players gain 4 VPs for each 6" Objective Zone they are Seizing.
Players gain 3 VPs for each Seizing the 12" Objective Zone.
Players gain 3 VPs for destroying an Enemy Objective Marker.
Players gain an additional 2 VPs if they are Seizing two or more Objective Zones.
Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like "The Perfect Tool" do not award points for destroying them).

Game Length

The game ends when a Player gains 18 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.