

Armored Support

Part of the battlefield turned out to be really important. You got sent to keep the enemy busy until reinforcement arrives.

Special Rules

Budget is no higher than 50 points/Clash of Arms.

Before the start of the game, mark one 12"-diameter control zone centered in the middle of the table. When placing terrain, do not place any obstructions within this area.

In addition to the stated budget, each player has a second battlegroup that becomes available in round 3. The second battlegroup's warjacks must be within 3 points of the warcaster's Warjack Points.

When your second battlegroup is available but not on the table, during the Control Phase roll 1d6. On 4+ deploy the battlegroup completely within 6" of your deployment edge. There is a cumulative +1 on subsequent rolls.

From round 1 to round 3, a player gains 1 control point if he controls the control zone at the end of his turn. In rounds 4 and 5, a player gains 2 control points if he controls the control zone at the end of his turn. In round 6, a player gains 3 control points if he controls the control zone at the end of his turn.

Victory Conditions

The player controlling the last warcaster(s)/warlock(s) remaining in play wins the game.

At the end of six rounds, if both players still have one or more warcasters/warlocks in play, the player with more control points wins the game.

