Piecemeal

A part of the battlefield must be secured. There is no time to assemble the forces allocated to you, so rush the target and hope the others arrive in time to help you.

Special Rules

The base budget for this scenario should be no greater than 50 points.

Set a “reserve budget” of 30 to 90 points. Select models/units to the chosen budget and divide them as equally as possible into 3 groups. A “group” can consist of a single model.

Starting with the second round, during the Control Phase randomly choose one group and deploy it.

Reserve groups deploy completely within 12” of the back of your deployment zone.

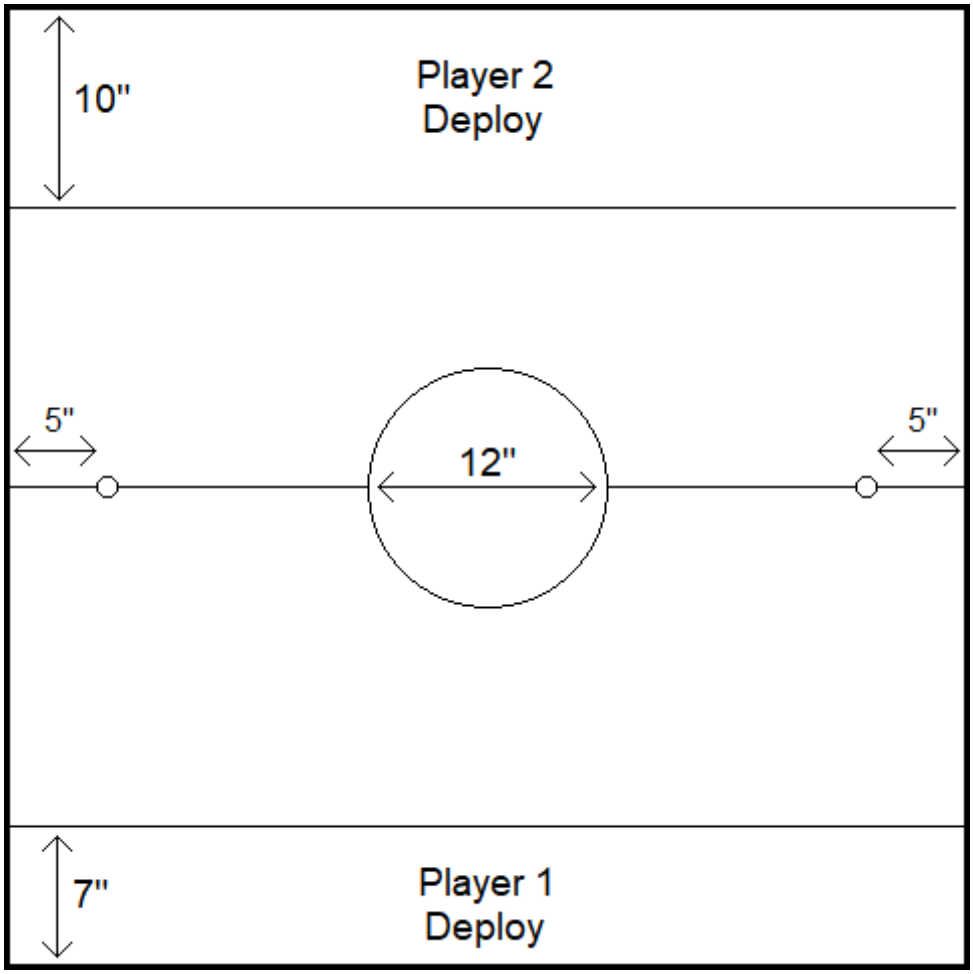
Place a 12″-diameter control zone centered in the middle of the table. When placing terrain, do not place any obstructions within the control zone.

Place 1 flag on each side of the control zone, up to 5” from the table edge. Do not place any terrain features within 5″ of a flag that would prevent a model from being in base contact with the flag.

A player gains 1 control point for each control zone or flag he controls at the end of his turn.

A player who controls the control zone at the end of the game gains 2 additional control points.

The game lasts 6 rounds. If the players want a more narrative scenario, at the end of round 4 roll 1d3 to determine the remaining number of game rounds.

Victory Conditions

The player controlling the last warcaster(s) remaining in play wins the game. A player also wins by ending the game with more control points.