

# RECOVERY EFFORT

## MISSION:

### OVERVIEW

Your army is bogged down in a long campaign and supplies are important. There has been an attempt to re-supply that has gone wrong. Get those supplies for yourself to deny the enemy any use of them

### LINES OF RETREAT

All forces will retreat to the table edge they deployed from

### GAME LENGTH

## DEPLOYMENT :

### DEPLOY

Both players roll a number of dice equal to their army's strategy rating. High roller chooses their deployment zone.

You may Pick one Troop choice to deep strike with. You must nominate the unit to your opponent

The player who won the first roll deploys a unit first. Units are deployed in the following order: Troops, Elites, HQ, Fast Attack, and Heavy Support. Units may be deployed anywhere inside the deployment zone

Players roll a die. The player with the highest roll may elect to go first or second.

## OBJECTIVE & SPECIAL RULES:

### PRIMARY OBJECTIVE:

Recover the Supply Loads and get them out of danger

### SPECIAL RULES

**Random Drops** – before deployment get 6 markers, the player who won the roll place his first piece. Must be 6" from deploy zone and not closer than 10" from another marker. One Marker contains Enemy troop deployment and when they are contacted on a d6 roll of 6 that one is the enemy info and +300vp if you get it to your deployment zone, +50 for others taken back to deployment. You cannot assault when moving a counter.

**Deep Strike,**  
**Infiltrate,**

## VICTORY CONDITIONS :

- Use standard victory points to determine Win lose or Draw to get a Major Victory you must control 4 of the 6 supply counters
- To control a counter you must have a scoring unit in base to base with it.

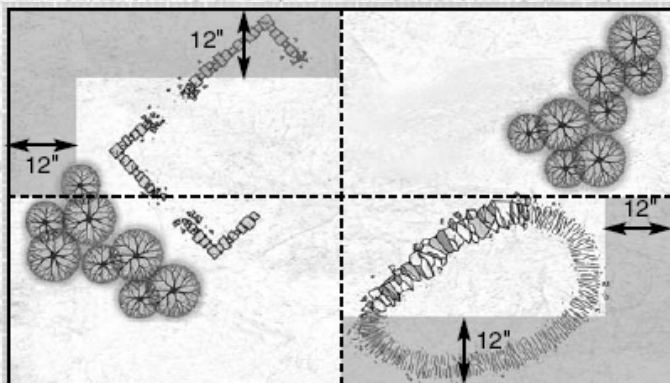
**Major** = 20, **Win** = 15,  
**Draw** = 10, **Lose** = 5

### BATTLE MODIFIERS

- +1 If you control 2 or more table quarters
- +1 If enemy general is dead or fleeing
- +1 If enemy most expensive unit is below half or fleeing
- +1 If you control the enemy counter
- 1 If you control no table quarters
- 1 If your General is dead or fleeing
- 1 If you control no counters

"The Strength of the Emperor is Humanity, and the Strength of Humanity is the Emperor. If one turns from the other we shall become the Lost and the Damned."

-The Sermons of Sebastian Thor,  
Vol. XXVII, Ch. LXII



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