

MISSION RULE

RAPID ESCALATION

Armies hurl themselves recklessly into what is swiftly becoming a maelstrom of battle. With every passing moment, the flames of conflict rage higher.

In the first battle round, each player can set up **BATTLELINE** units from Strategic Reserves in the Reinforcements step of their Movement phase. If they do, those units must be set up wholly within 6" of any battlefield edge, but no model in those units can be set up within the enemy deployment zone.

The points total of the units a player can set up in this way cannot exceed 10% of their total points limit for the chosen battle size, as shown below.

BATTLE SIZE	MAXIMUM POINTS TOTAL OF STRATEGIC RESERVES UNITS
Incursion	100 pts
Strike Force	200 pts
Onslaught	300 pts