

PITCHED BATTLE: SUPPLY LINES

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At the southernmost tip of the Forgotten Continent lies the Miredamp, a murky swampland teeming with strange life and mysterious glowing ruins.

SET-UP

Both players roll a die, re-rolling in the case of the tie. The player that rolls higher determines which territory each player will use.

The players alternate setting up their units one at a time, starting with the player that won the previous dice roll. Models must be set up wholly within their own territory.

Continue to set up until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

OBJECTIVES

This battle is fought to control six objectives as shown on the map. A player controls an objective if they have more models within 6" of the objective than their opponent at the end of their turn.

At the end of each player's turn, they gain 1 victory point for each objective they control.

If a player controls both objectives of the same letter, they gain an additional 1 victory point.

If a player controls two pairs of numbers (for example, they control both Point A objectives and both Point B objectives) they gain an additional victory point.

VICTORY

The player with the most victory points at the end of Round 5 wins a Major Victory.

If players are tied for Victory Points, then each player adds up the total points of enemy units killed. If one player has more total points, they win a Minor Victory.

If at the end of any turn a single player controls all six objectives, they instantly win a Major Victory.

