



Da 'Urty Dozen

Set Up

The battlefield is divided into **six** 24" x 24" sectors. Here is how you do it:

- Draw a line down the center of the table parallel to the long table edge.
- Then draw lines parallel to right and left the short table edges 24" away from each short table edge.
- Then number each of the sectors 1-6.

Flip a coin and the winner rolls a D6 until he obtains three different results. The corresponding table sectors belong to the player who rolled the dice. The remaining sectors belong to the other player.

Place one objective marker in the center of each table sector.

Deployment

Each player rolls a D6. The player who rolls higher has the option of deploying first or second. The player that deploys first also goes first. The player then deploys his army as normal in the table sectors belonging to him. However, a player may not deploy any units within 7" of the edge of a sector that belongs to an enemy.

Special Rules

Infiltrate, Seize the Initiative, Outflank, Deepstrike, Reserves (reserves may be brought in from the long table edge of any sector you started the game with)

We'z 'Urty an' Dirty...
... an' therez prolly mo'
than a dozen uv us!



Victory Conditions

At the end of turn 5, roll a D6, the game ends on the roll of a '1'. At the end of turn 6, the game ends automatically.

Primary - The Dirty Dozen - 6 points

The single unit in your army with the highest points value is designated "The Dirty Dozen." For example, this could be a big mob of orks, a Landraider, or one really expensive character such as Stormcaller (i.e. one unit. Do not include the cost of any attached independent characters or dedicated transports.)

These guys are mercenaries who got paid half up front and will collect the rest of their fee after the battle. Thus, to avoid having to pay you want to get them killed! Get your highest point cost single unit destroyed!

Secondary - Head Hunt - 5 points

Cut off the head and the body will die! Kill at least one of the other players HQ choices.

Thirdary - Seize the Day - 5 points

Control the most Objective Markers.

Fourthary - Win the Day - 4 points

Victory Points



Da Gunz of Navarone

Set Up

Divide the battlefield into two equally sized trapezoids.

- Each player places a die on the long table edge, 18" from the short table edge to his **left**. Create a line between the two dice.
- Each player picks out a piece of difficult terrain on their side of the table, and places their drink (beer bottle, glass of beer) in it. Your drink represents a HUGE gun which fires shells that are like your race's version of an Imperial Guard Deathstrike missile (ST 10, AP 1, all models and vehicles within 3+d3" take full strength hit, ignores cover, indirect barrage, melta, range 12" to 960"). The gun is well fortified (just like in the movie) and cannot be destroyed by any ranged attack. This gun will fire only on turns 5 & 6 unless otherwise destroyed.

Deployment

Players roll a D6. The player who rolls higher may deploy first or second. The player that deploys first will also go first. Neither player may deploy within 12" of the line dividing the two halves of the table.

Special Rules

Infiltrate, Seize the Initiative, Outflank, Deepstrike, Reserves, Condemned Buildings - the vibration of the guns has weakened the buildings in the area (just like in the movie). All buildings, excluding the ones with "the guns," are considered to be difficult and dangerous terrain.

Victory Conditions

The game ends at the end of turn 6.

Primary - Take Out the Gun- 6 points

To destroy the gun (i.e. beer bottle) it must be assaulted. Treat it as an artillery piece with AV 10. However, the gun does not blow up right away. It will explode at the end of the next Movement Phase of the player who assaulted it (i.e. before run moves). Thus, the gun may get to fire one more time (just like in the movie). The gun explodes with the same profile as its weapon measuring from the edge of the gun (beer bottle).

Secondary - Natural Born Killer - 5 points

Your highest value single HQ model has been brought along for his ability to kill the enemy. All on his own, he must destroy at least 150% of his own point value by the end of the game! Keep track of the points values of the models he kills. He may not accept "buffs" or special rules from other units. Furthermore, in an assault he cannot be attached to another unit if he wishes to earn points towards this tally. Sweeping advances, or other methods of wiping out a unit, that had any help do not count. In short, he has to kill the stuff himself! If your highest cost HQ model has a retinue, he is treated as a normal independent character for purposes of this mission.

Thirdary - The Only Good Kraut... - 5 points

Kill Points. Things killed by your Natural Born Killer DO NOT count. (i.e. subtract out the kill points your Natural Born Killer inflicted.)

Fourthary - Run the Straights - 4 points

Run one of your own units off the table in your opponents deployment zone within 8" of the table corner to his right. Only units which started the game on the table may achieve this objective. This unit will count as destroyed.



Dr. Strangewaaagh

Set Up

Both players roll a D6. The player who rolls higher places the first of 2+d3 'mine shaft' markers on the table. The players alternate placing markers until all are placed. Mine shaft markers must be placed on the ground, and may not be within 12" of each other or within 12" of a Burpleson AFB.

Each player also picks a piece of terrain that is in, or touching, his deployment zone to be his Burpleson Air Force Base.

Deployment

Players roll a D6. The player who rolls higher may choose to deploy first or second. The player that deploys first will also go first. Each player deploys his forces no more than 12" from the long table edge.

Victory Conditions

At the end of turn 5, roll a D6. The game ends on a '1'. Otherwise, the game ends automatically at the end of turn 6.

Primary - Stop Major Kong - 6 points

Kill the unit that was originally under your control and changed sides under *Wing Attack Plan R*.

Secondary - Take over Burpleson AFB - 5 points

Control more Burpleson AFBs than your opponent. You must have a scoring unit within 3" of a Burpleson AFB to control it.

Special Rules

Infiltrate, Seize the Initiative, Outflank, Deepstrike, Reserves, Wing Attack Plan R

- During turn one, immediately before beginning his movement phase, the player going first picks one unit from his opponents army roster/list. This unit has received false orders to attack the wrong side, and is now under the other player's control for the remainder of the game. It is considered the other guy's unit for all intents and purposes.

The second player, in his turn one movement phase, then picks a unit from his opponent's army roster/list in the same manner as stated above. This may not be the unit that previously switched sides. Players may pick units which are on the table, or in reserve.

When joining your army, the unit does not grant any special benefits that it would not normally be allowed to confer to your army. The player who loses the unit also loses any special rules or benefits the unit may have granted, other than those affecting force organization. If the unit is in reserve, it will arrive via its normal deployment method or from the original player's long table edge, which ever is pertinent.

Call a judge over if you have a question.

Thirday - Purity of Essence - 5 points

Do not allow the communists to impurify and sap your precious bodily fluids. Score more Victory Points than your opponent. However, Major Kong (primary) does not count toward this condition.

Fourthary - We must not allow a mine shaft gap - 4 points

Preserve your race! At the end of a player's turn, any units in base contact with a mine shaft may be voluntarily removed from the table. This unit has entered the mines. Vehicles, models in combat, Monstrous Creatures, and the units from *Wing Attack Plan R* may not enter the mines. You must have more units enter the mines than your opponent.