

The Overlords Alternative Mission Generator

STEP ONE – DEPLOYMENT TYPE

Roll for setup per the rule book.

STEP THREE – FIRST TURN

Roll for first turn / deployment as per the rule book. Then, once established place your last two objectives per the rules of capture and control but still observing the general rule of objective placement.

STEP TWO - OBJECTIVES

Roll for how many objectives you will have, D3 + 2. You need to hold 2 objective back for later leaving you with between 1 and 3 objectives to place.

The first of these is placed in the centre of the board. If you have further objectives roll off and the winner will receive one and if there are two left the other player also receives one. These are placed, with the winner going first, in no man's land but observing all the normal rules for objective placement. If you have Dawn of War place objectives as if it were a pitched battle.

STEP FOUR – ROLL FOR MISSIONS (see mission chart)

In this game you will have three missions to complete (if you are playing less than 1500pts then just use two):

Primary (10 points)

Secondary (7 points)

Tertiary (5 points)

In addition to this, kill points are also worth a point each.

Kill points and holding / contesting objectives work as defined in the rule book. You need to roll 2D6 for each mission on the mission chart. Apart from mission 7 that can be repeated, if you roll the same mission more than once you select a mission of your choice in it's place.

STEP SIX – DEPLOY

Set your troops up, all normal restrictions apply and reserves work as per the rule book etc.

STEP SEVEN – NIGHT FIGHT

On a roll of a 1 night fighting is applied for the first turn, with a Dawn of War Mission night fight is cancelled. On a six turns 5 onwards is fought at night!

STEP EIGHT – FIGHT!!!!

The player going second may attempt to seize the initiative per the usual rules. The mission also has the usual random game length. Otherwise game on.

STEP NINE – THE RESULT

Total the score from your missions and add the amount of Kill Points you achieved, this is your battle score. Unless the points are tied the winner will deduct 1 point from his score for every full 500pts played (not in total per player but the agreed point level of the game). However, the score cannot go below the points scored by the player with the lowest score. Then compare scores to work out whether the game is a draw or someone has won. Here are some examples:

Player 1 makes their primary and tertiary missions and takes 4 kill points giving a total of 19 pts. Player 2 makes their primary mission and takes 8 kill point giving a total of 18 pts. As they were playing a 1650pt game player 1 reduces his score by 3 (3 x 500 = 1500). However, as he is only one point ahead only one point can be deducted leaving both players on 18 points and making the game a draw.

Now they undertake a 2000pt game and player one achieves all his objectives and takes 10 KPs giving a total of 32 pots. Player 2 is having a bad day and only got 4 KPS. Player one reduced his score by 4 (4 x 500) giving him a score of 28 and winning the game. The aim of this is to give some flexibility in making a good close game come out a draw.

THE MISSION CHART

Roll 2D6 to see what you get:

1. You win outright and are the best player of 40k in the Univers
2. Defend Your Base
You must hold your objective at the end of the game
3. Capture The Enemy Base
You must hold your enemy's base at the end of the game
4. Assassination
You must kill your opponent's HQ by the end of the game. If your opponent has more than one HQ they must elect one as an overall commander and your target.
5. Centre Point
You must hold the objective at the centre of the table at the end of the game.
6. Infiltrate
You must have one scoring unit within 12" of the enemy's long edge at the end of the game.
7. Object
You must hold any one objective at the end of the game.
8. Withhold
You must not have any scoring enemy units within 12" of your long edge at the end of the game
9. Ground
You must hold one table quarter at the end of the game as if it were an objective with a scoring unit and not be contested
10. Package
You must nominate one troop choice at the start of the game, they hold vital information and must remain on the table at the end of the game.
11. Annihilation
You must score more kill points than your opponent.
12. Old Skool Annihilation
You must score more victory points than your opponent.

One unit can achieve multiple objectives. For example if you rolled 7, 8 and 10 one unit could achieve all three, think about it!

A note from Inquisitor Steve, this is really a version of the rules of engagement and what makes this type of game interesting is that you really have upto 6 objectives, as much as you are thinking about achieving yours, the skill is to also deny the enemy.