

## **General Murphy** by Bob Norris

Nothing ever goes right. Yesterday was the perfect example. The march started late and there were constant delays. The Warlord wasn't at all happy with our progress, so we kept marching long after it got dark. Only after the fog got so thick that you couldn't see the guy in front of you did we finally stop. Everybody pretty much just dropped where they stopped and immediately went to sleep. Now the fog is gone and the sun is coming up way too soon. The faint light of dawn is revealing a terrible surprise. We made camp among the enemy! As always, General Murphy is in total control!

### Objective:

Eliminate as many of the opponent's models as possible while preventing your own models from being eliminated.

### Deployments:

Troops will be deployed randomly from the center of the board. Set up the initiative deck for deployment as normal. When a player's card is drawn, he will roll three D10 (If possible use one odd colored die). One of the die (odd color) will designate the direction from the center of the board based on the direction it is pointing. The total of all three dice is the number of inches from the center that the troop's leader/solo/band member is placed. If the edge of the board is reached, the troop is placed there. If the troop has more than one model, remaining models are placed within 1'' of any other member of the same troop.

You may not deploy within 6'' of an enemy model. If the deployment location is within 6'' of an enemy troop, move 6'' away from the closest enemy model while keeping the same distance from the center of the board. If this is not possible, re-roll the deployment die for this troop.

**Short Sighted Spy:** If a troop contains a model with the Spy SA they may re-roll their deployment position for that troop only after all other troops have been deployed. This may be used only once per army regardless of how many Spies they have. If both players have a Spy they wish to use in this manner, players will roll a dice to determine which Spy is used first.

**Tactical Sleeper:** Any troop with a Tactician in it can add or subtract 6 from their total deployment dice rolls, meaning they can move 6" closer or farther away from the center of the board - No more, no less. This may be used only once per army regardless of how many Tacticians they have.

### Scenario Points:

At the end of the game, each player divides the total number of points worth of enemy models killed by 100, dropping the remainder, to find out the number of Scenario Points earned for kills (max 10). If all enemy models were killed, but their army did not add up to a complete 1000 points, you still receive the full 10 Scenario Points.

At the end of the game, each player divides the total number of points worth of their own troops still alive by 100, dropping the remainder, to find out the number of Scenario Points earned for survival (max 10). If all friendly models survived, but your army did not add up to a complete 1000 points, you still receive the full 10 Scenario Points

Map

