

## Imperial Front III – Front to Back!

### Pre game briefing – Please make sure you attend

All players are asked to attend a briefing during a break (to be announced) on Saturday in order for teams to be selected and a general appointed for each side.

During this briefing the deployment rules and mission objectives will be announced to give the general time to figure out their deployment.

We will also confirm the location where IF3 will be played.

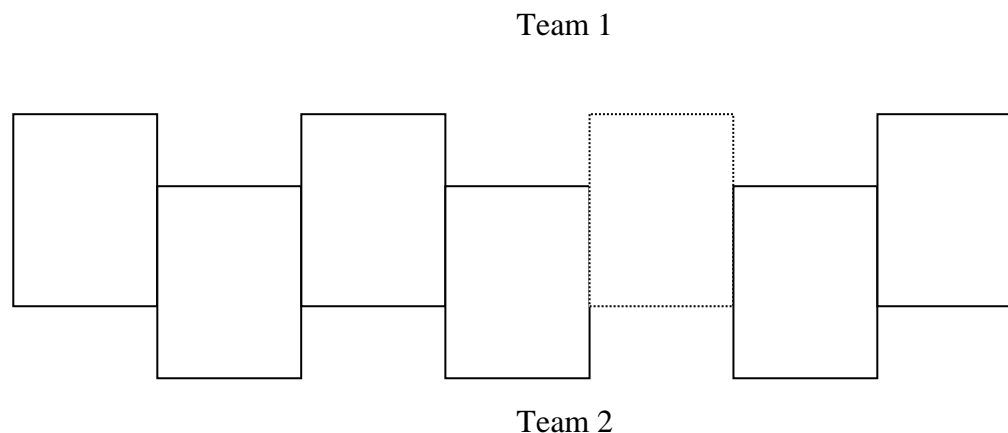
### Pre game setup – Please make sure you attend straight after round 3

All players are asked to make their way to the IF3 game area straight after the end of round 3 in order for set up to be as quick as possible. We have a limited time so we need everyone's help to make sure we start as early as possible.

### Deployment

In order to make the game more challenging and avoid the long range duel of past years we will be using a staggered table layout similar to the diagram below.

Imagine you are fighting along a valley and the empty spaces represent rugged hills and forests that your vehicles can not climb or enter.



Some special rules will apply:

- **The empty spaces** – These should be treated as large hills. You may not trace line of sight across the empty space between tables. The only units that may fire across the empty space are Titans and Indirect fire artillery eg. Basilisks with the indirect fire upgrade. No unit may enter or pass through empty space.
- **Fire and Movement** – There will be special rules in play to make sure that this is a game of Fire and Movement. You will be expected to charge the enemy in some areas and you will have to defend in others. This will not be a static battle and to win you will need to take ground.
- **Major Objectives** – Each side will have 3 or 4 major objectives. 1 will be the enemy teams HQ, the others will be kept hidden and known only to your team. This means you will not know before deployment where you need to defend. The enemy HQ location will be worth 500 points. Each of the hidden

objectives will be worth 750 points. Major objectives will only count towards determining the winning team.

- **Minor Objectives** – There will be 8 minor objectives on the table. These will not count towards your points but the person who holds the objective at the end of the game will win a minor prize.
- **Hidden Deployment** – Each player will be given a number to be known only to the player and their general. Once objectives have been drawn each sides general will nominate their HQ location and their sides chosen deployment (using the secret player number) on a white board before troops are deployed to the table.
- **Deployment** – 18” from short board edge.
- **Reserves** – Each sides general can elect to bring in one detachment of 1500 pts as reserves at the start of turn 2. (mandatory if there are Eldar players). All reserves enter immediately from any of your table edges at the start of turn 2.

### **Winning team**

- The winning team will be the team with the highest points total and the most objectives held at the end of the game. Your prize is bragging rights until next year.

### **Trophies and prizes**

Trophies and prizes will be awarded for:

- Best General – Player with highest combined total points (excluding objectives)
- Best Army – Players choice
- Tank Ace – Unit with best kills to points ratio (ie. Total kills/unit cost)
- Worst battle points – need I say more.
- Holding minor objectives

### **Rules of play**

- Turn 1 will be a Dust turn due to preliminary bombardment (ie. Use night fight rules)
- Double movement rates apply as follows:
  - **Normal vehicles** – 12” and fire, 24” no fire
  - **Titans** – 12” and fire
  - **Fast vehicles and any skimmers** – 24” and fire
  - **Flyers** – move freely and fire as normal
  - There is too much dust in the air to allow fast vehicles and skimmers to move faster than 24” a turn.
- Normal fire range applies