

It Can Only Get Worse

Overview

The campaign has been long and gruelling. Supplies and ammunition are running low and morale amongst your men is beginning to wane.

As your units make their way up to the front lines for the final battle, they meet an enemy patrol travelling in the opposite direction. Drive them off as best you can.

Special Scenario Rules

It Can Only Get Worse uses the night fighting, mud and falling morale (see below) special scenario rules.

Set-up

1. Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is in the opposite table quarter.
2. The player that scored the lowest now deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table. No unit can be deployed within 24" of an enemy unit. The players can deploy their units in any order.
3. Roll for who gets the first turn. Highest score may choose whether to go first or second.

Table size for this mission is usually between 4'x4' and 4'x3'.

Mud

After months of shelling and torrential rain, the battlefield is nothing more than a muddy bog. To represent this, the

entire battlefield counts as difficult terrain for all troops.

In addition to this, the heavens have opened once more and visibility is extremely poor. To represent this, the mission is fought using the night fighting rules.

Falling Morale

Without food and ammunition, the troops are beginning to lose their taste for war. To represent this, all leadership tests are taken with a modifying depending on the turn:

Turn	1-2	3-4	5-6	7-8	9-10
Modifier	0	-1	-2	-3	-4

For this game fearless units are no longer fearless, but suffer no modifier for their leadership tests.

Mission Objective

The objective of the game is to force the enemy to withdraw rather than wipe them out.

For every failed leadership test your opponent fails, you score a number of victory points equal to the score they needed to pass. I.e., a space marine squad (ld. 8) fails a break test on turn 5 (-2 modifier) and so you score 6 victory points. The player with the most victory points at the end of the game wins.

If either side is wiped out then their opponent automatically wins.

Game Length

The game lasts for 10 turns.

Line of Retreat

Troops that are forced to fall back will do so towards their deployment edge, using the normal fall back rules.