UNIT CARDS AND DEPLOYMENT

Once the size of your game, the victory conditions and the deployment areas have been decided it is time to start your foray into the World of the Mutant Chronicles. One of the problems we have found in Table-Top Gaming is that many games are won or lost at the deployment phase by players using their knowledge of the enemies strengths and weaknesses that they wouldn't normally have in a battlefield. Knowing what and where your opponent is deploying can be a huge advantage. To avoid players waiting to see their opponent's troops and attempting to second guess their strategy and positioning, you **don't** deploy the models themselves at this time. Instead, MC: Warzone uses *Unit Cards!*

When armies are being deployed, the players place the Unit Cards face down on the table instead of their models. In this manner, MC: Warzone has the <u>first</u> <u>true</u> double-blind deployment system in a science fiction skirmish game! Additionally, these cards serve to keep track of a unit's vital information, which is frequently required while fighting a battle, drastically cutting down the amount of clutter and paper shuffling needed to access information.   A Unit Card can represent one entire squad, a single model, such as a sergeant or specialist, vehicles or even a False Lead. A Unit Card comes with every pack of miniatures purchased as well as in each boxed set. If you already have a force of MC: Warzone figures however, the cards are also sold separately.

HERE'S HOW IT ALL WORKS!

Players should have all their figures and warbands written onto their Unit Cards, transferring all their vital statistics for easy review and reference. Once this is completed, the cards are separated into two piles: individuals, false leads (or dummy cards), vehicles and squad leaders are placed into one pile, and basic squads in the other. This second pile will not be deployed in the beginning as only the squad leader's card (where applicable) need represent his squad unit. If there is no leader in a given squad, that unit's card should be placed in the first pile.

Players roll a d20 and look through their army for the model with the highest Leadership value (see character profile - LD) and add that figure to the die roll. The winner is the person with the highest score. The winner can nominate any one player, including himself, to deploy a Unit Card first. The nominated player must deploy a unit card to his or her own deployment area. Players then alternate deployment, one Unit Card at a time, until deployment is complete. If there are more than two players and the winner of deployment initiative nominates another player to deploy a Unit Card first, the initiative winner will deploy second, and the other players will deploy in descending order of initiative scores.

When placing the Unit Cards make sure the models' description and
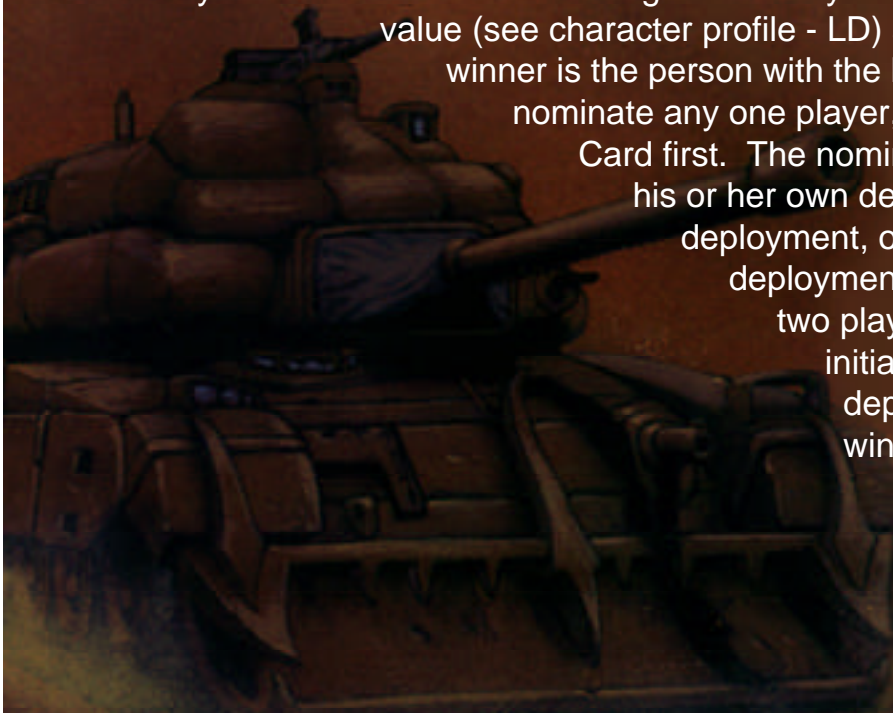
statistics that are listed on the Unit Card are placed face down so your opponent has no idea of the specific troops you are playing with. The Unit Card remains on the table to represent the unit until the first time that unit activates or a spell/attack targets it. At this point the Unit Card is flipped, remaining in the same place it was deployed. On the stat side of the Unit Card is the center point that the Units' Leader, Individual, or Vehicle is placed. Once placed on the center point, the Unit Card is slid out from underneath the figure. In the case of a Squad Leader, the remainder of the squad is then placed anywhere within Command Distance around the Leader and within the specified deployment area.

The only other way to reveal an opponent's unit that is still face down and unknown is to get a friendly unit within a certain number of inches from the target card. Your unit/model must be within its' LD value in inches of the unrevealed unit and have an unobstructed line of sight (LOS). A model with an LD of 12 would therefore be able to reveal a card if it moved within 12 inches of it and had LOS. This does not reveal models that are Hidden however. If this is the case, the player should simply be told he sees nothing.

If a model has the Hide special ability it does not have to reveal itself when it is activated if it does not perform an Action that will take the model out of its Hidden status. In other words, the Unit Card is placed face down at the time of deployment. When that unit activates and it decides to Wait, Infiltrate, etc., the Unit Card will stay face down or move along the battlefield if the unit can move while Hidden. Once that unit performs an action that will reveal itself the Unit Card is then flipped and the models themselves are deployed as described above.

There are certain spells and effects that may impact Unit Cards at the time of deployment. When these effects allow your opponent to deploy one of your forces, the Unit Cards are not used; instead you place the models themselves on the table. The player chooses blindly (in most cases) from the total pile of cards you have minus any false leads. The card he has chosen has its models placed on the board. In the event that he has selected a warband leader, the whole warband is deployed as well and that card is removed from the to-be-deployed pile. The only exception to this rule occurs if the unit that your opponent forces you to deploy starts the game Hidden. In most of these cases, you do use the Unit Card to deploy the unit. Your opponent simply determines the location of the Hidden Unit.

F a l s e Leads are blank cards that you have added to your army roster to throw off your opponents ability to be certain about your specific plans and strategy. Some forces in the Warzone of the Mutant Chronicles have special rules regarding how many of these cards you may have at the beginning of a conflict. These cards are covered in the individual armies descriptions and special abilities. Once these cards are revealed, they are merely removed from play. Their sole function is to add to the uncertainty of warfare between one or more forces.

Once you've done all that, you're ready to start fighting!