

# Mighty Missions

## Combat Missions in Mighty Armies

Vincent Paul Cooper

The standard *Mighty Armies* game is fought as a pitched battle conflict. Victory goes to the player that is able to first destroy more than half of his opponent's total number of units. This article presents a list of several missions, each demanding different objectives be met to guarantee victory, replacing the standard method of determining the winner.

Before deployment (but after terrain has been set up), each player should roll d6 and consult the Mission Selection table (below) to determine which mission he must accomplish in the coming battle. Participants may potentially roll the same result. This is fine and both gamers can strive to achieve the same target.

There is one question that can be dealt with on a case-by-case basis: should the players keep their mission a secret? Declaring the mission you have ended up with keeps everything clear and simple but in doing so players lose the element of surprise and different tactical options are removed. The other alternative is to make a hidden roll and record the result. Of course, players should resist 'misreading' the result and simply selecting the mission they most desire. If this latter alternative is taken (and I recommend it) then feinting and all its nuances becomes a much more useful tactic to employ.

Whether the mission is declared or not, players should next deploy their forces with regard to the objective. Fight the battle as normal with the exceptions of a turn limit and victory conditions.



**Turn Limit:** While using these different missions I recommend a 6 turn game limit. Determine victory in the manner detailed above at the end of the sixth turn.

**Victory Conditions:** The victor is decided by tallying Victory Points accumulated during the battle. Most points are gained by destroying enemy units, but all missions also have specific tasks that must also be accomplished to gain additional Victory Points.

Whenever an enemy unit is destroyed (by any method) make a note of its Army Points value. This value is turned into Victory Points at the end of the battle. Thus, if a player destroyed 10 Army Points worth of enemy units, he would gain 10 Victory Points.

The player with the greater final total of Victory Points is the winner.

### Mission Selection

D6 roll	Mission Type
1	Breakthrough
2	Capture
3	Engage
4	Exterminate
5	Hold
6	Massacre

## Missions

Players should take note of the rules for rounding calculations up or down. No consistent method is used. This is to bring balance to more challenging missions (where figures are rounded up).

## Breakthrough

In this mission you attempt to break through the enemy lines.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- +5 Victory Points if 1-25% of your units are within 6" of your opponent's table edge at the end of the game.
- +10 Victory Points if 26%-50% of your units are within 6" of your opponent's table edge at the end of the game.



- +15 Victory Points if 51%-75% of your units are within 6" of your opponent's table edge at the end of the game.
- +20 Victory Points if 76%-100% of your units are within 6" of your opponent's table edge at the end of the game.

In all the above cases round up when calculating the number of units.

Units that are engaged in Close Combat within 6" of the board count when calculating Victory Points.

## Capture

Your commander has ordered you to capture as much territory as possible using the forces at your disposal.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- For each quarter section of the battlefield (that is, every 12"x12" square on a regular 2'x2' gaming board) that you have one or more units with a combined Army Points value equal to or exceeding the combined total of Army Points of all enemy units in the same area you gain +5 Victory Points.

In cases where a unit's base is in two or more quadrants, count the unit as being present in the section in which the majority of the base can be found in.



## Engage

You have been commanded to engage the enemy and pin him down as part of a grand strategy, perhaps to gain time to affect a flank attack, bring up reinforcements or withdraw troops from elsewhere. Losses are acceptable.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- 50% of enemy's Army Point value (rounded down) for each enemy unit engaged in Close Combat at the end of the game

Your opponent only gains 50% of the value of Army Points of any of your units that he destroys as Victory Points (rounded up). Pinning the enemy down is considered more important than preserving life in this mission.



## Exterminate

Your mission is to direct your army to killing the enemy general.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- +10 Victory Points for killing the enemy general.
- +10 Victory Points for killing the enemy general AND destroying 66% or more enemy units (rounded down). This bonus is inapplicable if the general is not killed at some point in the battle. You may inflict 66% of casualties *then* kill the general to still gain this bonus.

## Hold

Your orders are to take control of a key location on the battlefield and hold it.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- +5 Victory Points if 1-50% of your units are within 6" of the centre of the board at the end of the game.
- +10 Victory Points if 51%-75% of your units are within 6" of the centre of the board at the end of the game.
- +15 Victory Points if 76%-95% of your units are within 6" of the centre of the board at the end of the game.
- +20 Victory Points if 96%-100% of your units are within 6" of the centre of the board at the end of the game.

In all the above cases round down when calculating the number of units.

Units engaged in Close Combat at the end of the game do not count towards these calculations.

A unit must have the majority of its base within 6" of the centre of the board to count.

The target location is always considered to be in the centre of the battlefield. It is not necessary to model a feature.

## Massacre

You are charged with utterly destroying all enemy units and reducing your opponent's remaining force to an ineffective shadow of its former self.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- +5 Victory Points if your losses are between 75%-99% of your starting Army Points value.
- +10 Victory Points if your losses are between 50%-74% of your starting Army Points value.
- +15 Victory Points if your losses are between 25%-49% of your starting Army Points value.
- +20 Victory Points if your losses are between 0-24% of your starting Army Points value.

In all the above cases round down when calculating the number of Army Points.

