

# DEPLOYMENT

## STEP 3: DEPLOYMENT ZONES

Each player will have a Deployment zone and a Home Edge. The table edge your force is deployed from matters not just for setup, but also for game effects. The term Table Edge can actually refer to multiple edges or parts of edges of a table setup. To determine which deployment setup you will be using, roll a single die and reference below. If you are using a square table, designate one set of parallel edges as Wide Edge. Home Edge will refer to any table edge that falls within the player's Deployment Zone.

## TABLE EDGE AND DEPLOYMENT ZONES



**1-2: Narrow Edge**



**3-4: Wide edge**



**5: Diagonal**

### **1-2: Narrow Edge**

Players may deploy up to 1/3 of the way onto the table, measured from the narrow edge on opposite sides of the table.

### **3-4: Wide edge**

Players may deploy up to 1/3 of the way onto the table, measured from the wide edge on opposite sides of the table.

### **5: Diagonal**

The table is divided into ninths (Divide as wide and Narrow, above). One player may deploy in the two leftmost ninths on one narrow edge. The other deployment zone is created the same way on the exact opposite corner.

### **6: Surrounded.**

Roll again for table setup, re-rolling any further sixes. The table is set up as per that deployment, but one player takes both deployment zones (black zones) and the other player is deployed in the center (grey zone). In Surrounded, you may not place a Combat Group within 12" of an enemy unless infiltrating.

Players count the edges of the table that touch their deployment zone as their "home edge." If you are Surrounded, your Home Edge is any edge not occupied by your opponent's deployment zones.

