

CENTURION – draft ruleset 1.1

The Centurion Discipline is a middle-ground between Zone Mortalis* and Frontline* games.

Aesthetically drawing inspiration from Warhammer 40k 2nd Edition, and rules-wise providing more narrative games where infantry and characters are the focus of the action. Some units are restricted in this discipline, the narrative shaped by dense terrain in which tanks and aircraft are not viable, yet the battle is still a savage tale of retribution and massacre.

Centurion games are played on a 6x4 with more terrain than Frontline games, using Shadow War missions and a points level of 1500-2000 to represent smaller actions, insurgency, and tactical skirmishes.

Infantry, Walkers, and Speeders should be the focus of your army and the following unit are restricted:

Tanks, Fliers, Drop Pods, Superheavies are not allowed.

Bikes, Attack Bikes, Jet Bikes, Artillery, Monstrous Creatures, Leviathan Siege Dreadnoughts are 0-1 choices.

Note this precludes some Rites of War and Army Lists from Centurion mode.

EOH Note: Although this may just sound like '30k with restrictions', Centurion mode has been created as a crossover discipline for events, providing a different tactical situation and game flavour compared to the ruthless close quarters action of ZM or the vehicle slugfest of Frontline games. It provides a focus on much different units, inviting you to use units otherwise not seen in other games.

If you have come into possession of this document and have actually played some games with it (we give zero fucks for your input until you've playtested it like us) then please send through any suggestions or feedback to eyeofhoruspodcast@gmail.com

Thanks, the EOH Crew.

Context:

*Zone Mortalis: 1250 point games of ZM using Zone Mortalis Missions and rules.

*Frontline: 2500+ point games on more open 6x4 or larger tables, using Age of Darkness missions.