

Capture

Mission Overview: You have been assigned to secure the battlefield even at the expense of giving up a more secure position.

Deployment Zone: Vanguard Strike (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed, each player places one objective in his or her deployment zone then each player rolls a D6. The player who wins this roll will place one objective anywhere in the **Neutral Zone** (NON-Deployment area). These objectives may not be in impassable terrain or within 6" of a table edge or 12" another objective. At the end of the game you control an objective if there is at least one of your scoring units, and no enemy denial unit within 3" of it.

Victory Conditions

Primary Objectives: secure the objective marker in the neutral zone	2vp
Secondary Objectives: secure the objective markers in the deployment zones	1vp each
Tertiary Objectives: line breaker, slay the warlord, first blood	1vp each

Battle Point Modifiers:

... If two or more of your units are in your opponents' deployment zone at the end of the game.	+1
... If you have more troop choices left at the end of the game than your opponent.	+1
... If you claimed at least two Secondary Objectives	+1
... If you claimed no Secondary Objectives	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

Special Rules:

Fast Recon (see page 129)
Archeotech Artifact (106) (neutral Zone only)
Entrenched (Shrouded)
Capture

Capture: If you do not control the objective in your deployment zone your army has -1 leadership and a +1 leadership if you control the objective in your opponents' deployment zone (... its capture the flag!)

Entrenched:

All units (Vehicles too) at the beginning of the game are considered to be **Entrenched** and gain **Shrouded**. Once a unit moves it is considered to be no longer entrenched.

FAQ:

Battle Point Modifier #5: If you have multiple units that are the "highest" cost. You must declare to your opponent which unit will count as your highest point unit.

Capture:

- Units without a leadership are unaffected.
- Both the penalty and the bonus are army wide.