Cavalry Raid

Mission Overview: Strike! They will never see it coming. Glory waits for no one!

Deployment Zone: Hammer and Anvil (p.119)

The Battlefield:
Before deployment, but after deployment zones are chosen and any fortifications are placed, place two objectives on the center line of the board (each 12" from a long board edge). Then each player places two objectives in their deployment zone. These objectives may not be in impassable terrain or within 6" of a table edge or 12" of another objective.

Victory Conditions
Primary Objectives: securing objective markers w/ a fast attack choice | 3vp each
Secondary Objectives: securing an objective marker with a troop choice (or other means) | 1vp each
Tertiary Objectives: line breaker, slay the warlord*, first blood*, des. Enemy fast att. choices | 1vp each

Battle Point Modifiers:
… If you claimed first blood	+1
… If you claimed an objective with a troop choice	+1
… If you claimed at least two Secondary Objectives	+1
… If your enemy's highest point selection is alive at the end of the game.	-1
… If you did not destroy at least half of your opponents army (925 points)	-1

Special Rules:
Vital Objectives
Night Fight (Turn 1) (Ends at the beginning of turn 2)
Cavalry Raid
Fast Recon (see page 129)

Cavalry Raid: Each player may declare that one or more of their fast attack units are being held in reserve. These units gain the Outflank special rule. Additionally, these units may roll on turn 1 to come in on a 4+

(Fast Attack Reserves come in on turn one on a 4+ & gain Outflank)

Vital Objectives: If Slay the Warlord* or First Blood* are met turn one. They are worth 2vp instead of the 1vp.

FAQ:
Cavalry Raid – Holding your fast attack choices in reserves count as units that must be held in reserve. (Avoiding normal reserve restrictions)

Battle Point Modifier #4: 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.

Battle Point Modifier #5: Units that are below 25% strength or less count as destroyed. **For calculating this battle point only!**