

Control (...Or lack of it)

Mission Overview: You have been assigned to secure the battlefield. There have been some strange readings resonating from some of the strategic points

Deployment Zone: Hammer and Anvil (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed. **Place 3 objective markers (evenly spaced) on the center line** of the board, and then **one in each deployment zone** (these objectives may not be in impassible terrain or within 6" of a table edge). These objectives are **Archeotech Artifacts** (see page 106) 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 any objective on the center line 3vp each

Secondary Objectives: securing the objectives in deployment zones 2vp each

Tertiary Objectives: line breaker, slay the warlord, first blood 1vp each

Battle Point Modifiers:

... if your opponent has no fast attack choices left at the end of the battle	+1
... If you have more troop choices left at the end of the game then you're opponent.	+1
... If you claimed at least two Tertiary Objectives	+1
... If you claimed no Primary Objectives	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

Special Rules:

Archeotech Artifact (106)

Surprise Attack

Surprise Attack: Each player must hold 2 units in reserve these units gain the **Outflank** special rule. Their owning player chooses the units (and their dedicated transport), and they must be revealed to their opponent. Independent characters can only attach to a unit that has Surprise Attack if the independent character was chosen to gain Surprise Attack. (Both Units must have been chosen to gain Surprise Attack) Units that have this ability must arrive using the Outflank rule.

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.