

Controlled Chaos

Mission Overview: You must capture as many primary elements of your opponent's army as possible while protecting your Warlord! (He is DA' Boss)

Deployment Zone: Vanguard Strike (p.119)

The Battlefield: If an independent character or warlord is slain lay the model on its side (or place a suitable marker) in its place. They have become a Primary objective marker.

If any **non vehicle unit consisting of one model or at least one monstrous creature is slain**, Follow steps described above. They become secondary objectives. 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 primary objective marker/keep your warlord alive 3vp each

Secondary Objectives: securing secondary objectives 2vp each

Tertiary Objectives: line breaker, first blood 1vp each

Battle Point Modifiers:

... If you **captured** all of available primary objectives +1

... If your Warlord is alive at the end of the game +1

... If you claimed at least one Tertiary Objectives +1

... If you claimed no Tertiary Objectives -1

... If your enemy's highest point unit is alive at the end of the game. -1

Special Rules:

Well Trained

Well trained: After deployment each player **can** designate **1** unit to count as scoring. (it can be a vehicle)

FAQ:

Primary Objectives: The character designated as their warlord is treated as their "independent character" for the purposes of this designation. Example: Imperial Guard Command Squad (Company Commander), Avatar, Riptide (only if designated as your Warlord) etc.

Primary vs Secondary Objectives: If a model meets the requirements to count as both objectives. It will always count as a Primary. (You don't get both) Example: Avatar, Riptide (only if designated as your Warlord) etc.

Secondary Objectives: If it is a unit of Monstrous creatures are Slain (Carnifex, etc) you only place one marker.

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.