

# *Disposable Heroes*

**Mission Overview:** Your army must wipe out their enemies; some are more valuable than others.

**Deployment Zone:** Hammer and Anvil (p.119)

## **Victory Conditions**

**Primary Objectives:** destroying enemies Hq Units, Or Elite Choices 2vp each

**Secondary Objectives:** destroying all other enemy units 1vp each

**Tertiary Objectives:** line breaker, first blood 1vp each

## **Battle Point Modifiers:**

... If two or more of your units is 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 then your opponent. +1

...If your highest point infantry unit is still alive at the end of the game. (And was not killed) +1

...If you have no units above 50% -1

...If you did not claim any Secondary Objectives -1

## **Special Rules:**

Sustained Attack

No Night Fight (Meat Grinder)

Ongoing Reserves (see page125)

**Sustained Attack** – When a troop choice is destroyed it will return, **using ongoing reserves at the beginning of the owning players next turn**, from your table edge.

Units of troops that are forced to fall back and reduced to less than 25% strength in models can be removed from the table immediately (award your opponent victory points as if they were destroyed) and be reused as if they had been wiped out. **They do not have to fall back off the table first.**

Award the appropriate amount of victory points (2vp) to your opponent at the end of the game.

## **FAQ:**

**Battle Point Modifier #3:** 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.