

Field Testing

Mission Overview: Thank you for volunteering to participate in these mandatory tests. We're certain those of you who survive will enjoy the results.

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 in the neutral zone**, 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 **Mysterious** (see page 125) 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: Destroying your Opponents Experimental Unit 2vp each

Secondary Objectives: securing objectives 2vp each

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

Battle Point Modifiers:

... if your opponents experimental unit is destroyed	+1
... If you have more troop choices left at the end of the game then your opponent.	+1
... If you claimed at least two Tertiary Objectives	+1
... If you did not destroy at least half of your opponents army (925 points)	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

Experimental Unit: Your techs (without your knowledge) have been working on new experimental wargear and what better place to test it than the heat of battle! Before deployment each player chooses **one** of their **non-vehicle**, units as their experimental unit. That unit receives +1 to their armor save to a maximum of 2+. Each turn the player whose turn it is must roll on the chart below and apply the result to their experimental unit.

- Summary +1 save and consult Chart Below

Roll a D6

- 1: The unit has Initiative 1
- 2: The unit's melee weapons have Flesh Bane
- 3: The unit's ranged & melee weapons have Armor Bane
- 4: The unit has double strength
- 5: The unit's ranged weapons are twin linked
- 6: The unit's melee weapons are considered power weapons (AP-3)

FAQ:

Battle Point Modifier #4: Units that are below 25% strength or less count as destroyed. **For calculating this battle point only!**