

# *Hold at All Cost*

**Mission Overview:** you must secure as many strategic points as possible.

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

## **The Battlefield:**

Before deployment, but after deployment zones are chosen and any fortifications are placed, **place one objective in the center** of the board. Then **each player will place two objectives anywhere on the board**. These objectives may not be in impassable terrain or within 6" of a table edge or 12" of another objective. 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:** securing objective markers 3vp each

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

**Tertiary Objectives:** destroyed enemy fast attack choices 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 than your opponent.	+1
... If you claimed at least two Secondary Objectives	+1
... If you claimed no Secondary Objectives	-1
... If your enemy's highest point selection is alive at the end of the game.	-1

## **Special Rules:**

Fast Recon (see page 129)

Mysterious Objectives (see page 125)

## **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.