

# MINEFIELDS

**Mission Overview:** Yup...you guessed it mines. Disable as many as possible and secure them for transport.

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

## **The Battlefield** (*Minefield*):

Before deployment, but after deployment zones are chosen and any fortifications are placed 6 markers (**mines**) will be placed on the battlefield to indicate the locations where mines have been hidden. Mines may not be in impassable terrain or within 6" of a table edge or 12" of another mine. If a mine doesn't detonate it becomes a **primary objective**.

## **Victory Conditions**

**Primary Objectives:** securing objective markers 3vp each

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

**Tertiary Objectives:** *None*

## **Battle Point Modifiers:**

... If your highest point unit is alive at the end of the game	+1
... If you claimed at least two Secondary Objectives	+1
...If you kill all of your opponents Hq selections (a little disorder never hurts)	+1
...If you have no units above 50%	-1
...If you did not claim any Secondary Objectives	-1

## **Special Rules:**

**Mine Fields:** The first time any model (Excluding Flyers) moves within 1" of a mine for any reason it explodes on a roll of a 5+. Center a large blast template on the mine, all models touched by the template suffer a S6, AP- hit. Vehicles (excluding Flyers/ Swooping) take a glancing hit on a roll of 5+.

## **FAQ:**

**Battle Point Modifier #1:** 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.

**Do not remove the objective markers if they explode, they are still Primary Objectives.**