

Neutral Zone

Mission Overview: You must hold the lines, advance is recommended to earn greater glory!

Deployment Zone: Vanguard Strike (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed, each player places one objective in his or her deployment zone. Then D3 objectives are placed in the neutral zone. (Non-Deployment area). These objectives may not be in impassable terrain or within 6" of a table edge or 12" 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: secured objectives in neutral zone 3vp each

Secondary Objectives: secure the objective markers in the deployment zones 2vp each

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

Battle Point Modifiers:

... If you secured all objectives in the Neutral Zone	+1
... If you have more units (non vehicle) at/or above 50% in your enemy's Deployment Zone than he has in yours	+1
... If you claimed at least two tertiary objectives	+1
... If you claimed no Secondary Objectives	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

Special Rules:

Mysterious Objective (Neutral Zone Only) 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.