

# NEVER-ENDING CARNAGE

**Mission Overview:** Your army must wipe out their enemies; endless re-enforcements are at your disposal. Having Speed will be to our advantage!

**Deployment Zone: Vanguard Strike** (p.119)

## Victory Conditions

<b>Primary Objectives:</b> destroying enemies Troops	2vp each
<b>Secondary Objectives:</b> line breaker, slay the warlord, first blood	1vp each
<b>Tertiary Objectives:</b> destroying enemy units (other than troops)	1vp each

## Battle Point Modifiers:

... If two or more of your units are in your opponents' deployment zone at the end of the game.	+1
... If you did not use the sustained attack rule	+1
... If your highest point infantry unit is still alive at the end of the game. (And was not killed)	+1
... If all of your troop Choices were wiped out at least once during the game	-1
... If you did not claim any Secondary Objectives	-1

## Special Rules:

Improved Initiative

Sustained Attack

Ongoing Reserves (see page 125)

**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 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.

**Improved Initiative** – If you are the “second Player” and your warlord has a higher initiative than your opponents warlord you get +1 to steal the initiative. (5+)

## FAQ:

**Improved Initiative:** This is your warlord's base initiative. Equipment that lowers your warlord's initiative does not modify this roll. (Power fists etc.)

- Mark of Slaneesh (other traits that similar) does grant an improved chance to steal the initiative.

**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.