

# Objective Secured

**Mission Overview:** You must secure as much of the battlefield as possible. Moving fast will ensure this field will be ours.

**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.

## Victory Conditions

<b>Primary Objectives:</b> securing objective markers	3vp each
<b>Secondary Objectives:</b> destroyed enemy fast attack choices	2vp each
<b>Tertiary Objectives:</b> line breaker, slay the warlord, first blood	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 Tertiary Objectives	+1
... If you claimed no Primary Objectives	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

## Special Rules:

Fast Recon (see page 129)

Objective Secured

**Objective Secured:** If either player has a scoring unit within 3" of an uncontested objective at the end of their player turn, then that objective is said to have been "secured". A secured objectives count as being controlled even if the unit that secured it moves off. **The only way the objective can change hands is for an enemy scoring unit to secure it themselves (just as described above).**

## FAQ:

**Battle Point Modifier #4:** 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.