

Pulse

Mission Overview: you must secure as many strategic points as possible. The atmospheric conditions are less than favorable & have been creating havoc on seeing the battlefield!

Deployment Zone: Vanguard Strike (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed, players alternate placing 6 objective markers. (Beginning with the player who chose their deployment zone first) These objectives may not be in impassable terrain or within 6" of a table edge or 12" another objective.

After deployment, immediately before a player decides to steal the initiative. Randomly determine the Victory point value for the first two objectives that were placed they are worth 2 or 3 victory points at the end of the game. All other placed are worth 1VP.

At the end of the game you control an objective if there is at least one of your scoring units and no enemy denial units within 3" of it.

Victory Conditions

Primary Objectives: securing primary objective markers	3/2vp each
Secondary Objectives: securing secondary objective markers	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 your highest point unit is still at or above 50% of their starting unit size and/or mobile.	+1
... If you claimed at least two Secondary Objectives	+1
... If your Warlord was killed/destroyed	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

Special Rules:

Fast Recon (see page 129)

Pulse (Blinded see page 24 rulebook)

Pulse: At the beginning of game turns 1, 2 & 3 roll a d6 and consult the chart below.

Turn 1 a pulse will occur on a d6 roll of a 5+

Turn 2 a pulse will occur on a d6 roll of a 6+

Turn 3-7 there is no threat of a Pulse all units have adjusted to the atmospheric activity.

If a Pulse occurs, **each unit on the table must make an initiative check.** If they fail they are **blinded** for the game turn. **Units that have night fight special are -1 to their initiative check.** (wreaks havoc on the sensors, ability etc.)

Vehicles and Units without an initiative are unaffected.

FAQ:

Primary Objectives: Randomly determine in mutually agreed manner. (High/Low, Evens/Odds etc.)

Primary Objectives: Both objectives can be worth the same point value. (Both 3vp or both 2vp)

Pulse: Pulse is rolled for before reserves, units not on the field have not been exposed to the elements yet.

Battle Point Modifier #2 & 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.