

Recon

Mission Overview: Scout your opponents Area of Operations gain as much Intel as possible.

Deployment Zone: Hammer and Anvil (p.119)

Victory Conditions

Primary Objectives: Troop Units in your opponents Deployment Zone 3vp each

Secondary Objectives: Non Troop Units in your Opponents Deployment Zone 2vp each

Tertiary Objectives: slay the warlord, first blood destroying enemy units 1vp each

Battle Point Modifiers:

... If your warlord fought the enemy warlord in assault (win or lose) +1

... If your opponent has less troop choices than you at the end of the game +1

...If none of your opponents units entered your deployment zone. +1

...If you have no units at/or above 50% -1

... If you did not destroy at least half of your opponents army (925 points) -1

Special Rules:

Move through Cover (see page 129); All Infantry Units

FAQ:

Victory Conditions:

1) Vehicles Count (Non Dedicated Transports only)

2) Units in/on Transports do not count (Feet must be on the Ground)

Independent character(s) attached to a unit; count as one unit. (IC's only count if they are unattached to a unit)

Battle Point Modifier #5: Units that are below 25% strength or less count as destroyed. **For calculating this battle point only!**

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