

Suicide Squad

Mission Overview: You have been granted the greatest blessing any General could have ever wanted. A completely dedicated unit Bent on destruction. (Fully disciplined of course)

Deployment Zone: Vanguard (p.119)

Victory Conditions

Primary Objectives: Units Killed by your Suicide Squad	3vp each
Secondary Objectives: If your Suicide Squad dies/Survives	2vp/-2VP
Tertiary Objectives: destroying enemy units	1vp each

Battle Point Modifiers:

... If your Suicide Squad destroyed more of your opponents units then his did of yours	+1
... If your Suicide Squad destroyed two or more enemy units.	+1
... If your highest point infantry unit is still alive at the end of the game.	+1
... If your Suicide Squad failed to destroy any enemy units.	-1
... If you did not destroy at least half of your opponents army (925 points)	-1

Special Rules:

Zealot - (Suicide Squad)

Rage - (Suicide Squad)

Suicide Squad

Suicide Squad: Before deployment, each player chooses one of his or her Troop Choice's (non-vehicle unit). To be their Suicide Squad. The Suicide Squad gains the **Zealot & Rage** special rule. Independent characters may not join the Suicide Squad!

- Summary - Zealot & Rage (Fearless, Hatred, & Rage)

FAQ: Victory Conditions

Suicide Squad – If your Suicide lives you lose 2VP's, If it dies you score 2VP's
Your Opponents never score VP's for destroying the suicide squad.

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.

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