

Tanks'

Mission Overview: You must destroy as many of the enemy (Heavy support) units as possible. There have been whispers of objectives of importance located on the surface.

Deployment Zone: Vanguard Strike (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed, **place D3+2 objectives**. These objectives may not be in impassable terrain or within 6" of a table edge or 12" of another objective. At the end of the game you control an objective if there is at least one of your scoring units, and no enemy denial unit within 3" of it.

Victory Conditions

Primary Objectives: securing objective markers w/ a heavy support choice 3vp each

Secondary Objectives: securing an objective marker with a troop choice (or other means) 2vp each

Tertiary Objectives: line breaker, slay the warlord, first blood, des. Enemy hvy supp. choices 1vp each

Battle Point Modifiers:

... If you claimed an objective with a heavy support	+1
... If you claimed an objective with a troop choice	+1
... If you claimed at least two Tertiary Objectives	+1
... If you did not destroy at least half of your opponents army (925 points)	-1
... If your enemy's highest point selection is alive at the end of the game.	-1

Special Rules:

Heavy Metal (see page 128)

Mysterious Objectives (see page 125)

Entrenched

Night Fight: NO Night Fight!

Entrenched:

All units (Vehicles too) at the beginning of the game are considered to be **Entrenched** and gain **Shrouded**. Once a unit moves it is considered to be no longer entrenched.

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.

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