

UNPLANNED ASSAULT

Mission Overview: Something is wrong, we haven't received your orders yet, you will be notified as soon as we receive them....

Deployment Zone: Hammer and Anvil (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed. **Place D3+2 objective markers** on the battlefield. These objectives are **Mysterious** (see page 125) 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.

At the beginning of Turn 3, roll a d6 and consult the table below.

Result of 1-3

Victory Conditions

Primary Objectives: Securing objective markers	3vp each
Secondary Objectives: Destroyed enemy Units	2vp each
Tertiary Objectives: line breaker, slay the warlord, first blood	1vp each

Result of 4-6

Victory Conditions

Primary Objectives: Destroyed enemy Units	3vp each
Secondary Objectives: Securing objective markers	2vp each
Tertiary Objectives: line breaker, slay the warlord, first blood	1vp each

Battle Point Modifiers:

... If two or more of your units is in your opponents' deployment zone at the end of the game.	+1
... 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 then you're opponent.	+1
...If you have no units above 50%	-1
...If you did not claim any Tertiary Objectives	-1

Special Rules:

Mysterious Objectives (see page 125) *regardless of the die result.*