



Meat GRINDER



Unleash the endless horde!

Primary Objective

Hold & Kill

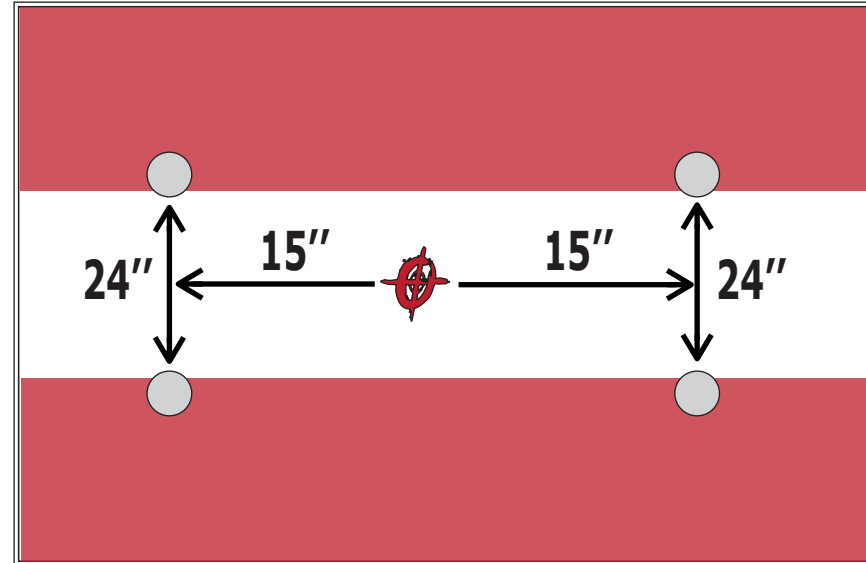
Starting the Second Battle Round, score the following at the **END** of your **Battle Round**:

Hold 1 Objectives Score 5VP's

Hold 2 Objectives, Score 5VP's

Destroy one or more enemy units, Score 5VP's

The Primary Objective can score a Maximum of 45VP's for the Battle



Secondary Objective

There will be Bloodshed - End Game

At the end of the game score the following

3VP's per unit destroyed

1VP per respawned unit destroyed

(Double these values if the unit has the Titanic Keyword)

Each Player will also choose 2 more secondary objectives from the Grand Tournament Mission Pack 2022 and/ or Army Codex

Each Secondary Objective can score a MAXIMUM of 15VPs for the Battle

Meat Grinder Respawn!

Like the old school Meat Grinder mission, your mainstay army selection will respawn every time it is destroyed.

(Example - if you take a Battalion detachment your mainstay is Troops, a Spearhead detachment Heavy Support, Outrider detachment, Fast attack etc.)

When a mainstay unit is destroyed, it is returned to the battlefield at the end of your next movement phase, wholly with 6" of any board edge that is not your opponents and not within 9" of enemy models.

There is no maximum amount of respawning.