

**DANGEROUS CARGO**

**Round 1**

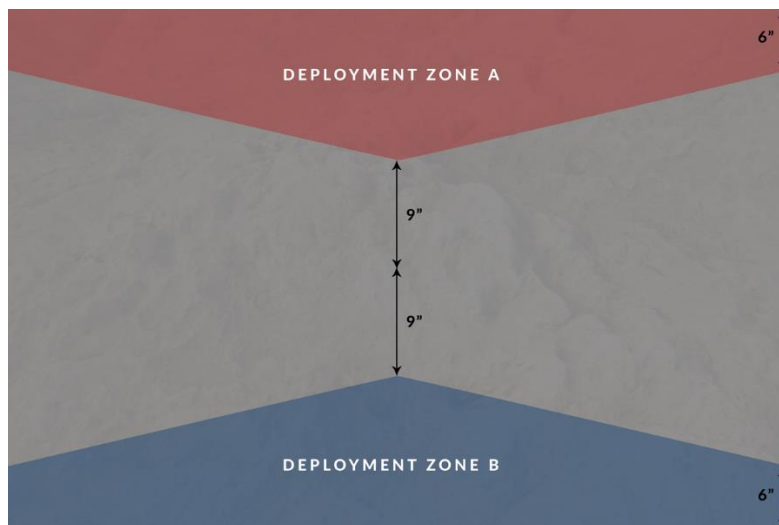
**HOLD OBJECTIVES**

**Mission Objective:** Hold the Objectives

Before choosing table sides, players will take turns in deploying 3 objectives each (6 objectives total) These can be placed anywhere on the battlefield not within 12" of each other or 6" of a board edge. Number the objectives 1-6.

**Deployment:** Front Line Assault

The players Roll off for sides. The winner chooses their deployment zone. The opposite deployment zone is their opponents. The players then alternate deploying their units, one at a time, starting with the play who did not pick their deployment zone.



**First Turn**

Players Roll off to determine who takes the first turn. The Player who finished deploying first adds +1 to their Dice Roll. The Player who rolls highest gets to decide who goes first. The player going second may attempt to seize the initiative.

**Exploding Cargo:**

At the beginning of turn 3, roll 3 dice (rerolling any doubles... or triples!) The Objective markers with the corresponding numbers to what was rolled explode immediately and cause D3 Mortal Wounds to any unit within 5". The objective is then removed from the table.

**Battle Points will be awarded as follows:**

+4BP's for each objective held

Furthermore BP's will be awarded for the following:

+1BP First Strike (Destroy a unit in your first turn)

+2BP Slay the Warlord

+1BP Line Breaker

+1BP Line Secure

+3BP's for playing 3 Turns

**Battle Length:** The Game has 6 Turns

**Change of Fate - 3CP**

You may reroll **one** of the dice that determines which objectives explode - If the reroll results in a double the detonation roll remains unchanged.