

THUNDERHAWK DOWN

## Round 3

TAKE THE CRASH SITE

**Mission Objective:** To hold the Thunderhawk Crash site. This will be determined by number of MODELS in the crash site at the conclusion of the game (Objective secured has no effect)

**Deployment:** Search and Destroy (**No one within 12" of the centre of the table**)  
When Deploying you cannot setup within 18" of an enemy unit, this includes units with the concealed position rules or similar infiltration abilities.



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.

**Thunderhawk Crash site:** The 12" Bubble in the centre of the table is the crash site. if you move/charge into the crash site or do either while in the crash site you must roll a D6 for each unit that does so. On the roll of a 6 that unit suffers D3 Mortal wounds from an exploding power cell or faulty vibrator in the rubble.

If you are in the Crash site you gain the benefit of +1 to your Armour Save from Shooting.

### Battle Points will be awarded as follows:

- +8BP if you hold the Crash site at the conclusion of the game
- +2BP if you have at least one troop unit in the Crash site at the conclusion of the game
- +2BP if there are no enemy units in the Crash site

Furthermore you will receive BP's for the following

- +1BP First Strike
- +1BP Line Breaker
- +1BP Line Secure
- +2BP Slay the Warlord
- +3BP if you play 3 turns

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