

GIVE AS GOOD AS YOU GET

THE BATTLEFIELD: HAMMER & ANVIL

- Place 3 Objectives. 1 in the centre of each table third.
- Roll for Warlord traits prior to deployment.
- First Turn: Player who deployed first goes first, unless your opponent can 'Seize the Initiative'.

VICTORY CONDITIONS:

- The Player that controls the most objectives at the end of the game wins.
- Turn 3 Battle Point: You hold more objectives at the end of Turn 3. If Turn 3 is not completed, then this battle point is not earned.
- Total Victory: You control all 3 Objectives.

SPECIAL RULES:

- **BEACONS:** If either player has a scoring unit within 3" of an uncontested objective at the end of their turn, then the objective is said to be 'secured'. A secured objective counts as being controlled even if the unit that secured it moves off. The only way an objective can change hands is for an enemy scoring unit to secure it themselves. (Just as described above).
- **STRAIGHT UP THE MIDDLE:** Neither side may 'Outflank' in this mission.

GAME LENGTH:

Variable Game Length (Page 122, 40k Rulebook)