

CHANGE OF PLANS, BOYS!

BATTLE PLANS NEVER SURVIVE CONTACT WITH THE ENEMY

Deployment: Hammer and Anvil

Mission: Do you copy? I repeat do you copy?!?

Before determining deployment zones, each player places one Epic Upgrade Box in their own deployment zone. Then each player places 2 objective markers on the battlefield as per the usual rules (including not placing them within 12" of the Epic Upgrade Boxes).

At the start of the game, each player selects ONE Target from the list below. This Target is that player's Initial Target, and the one selected by their opponent is their Final Target. At the end of the game, if one player has achieved their Final Target and their opponent has not, that player wins the game. If both players, or neither player, achieves their Final Target the game is a draw.

Turn 3 Victory Condition: You achieved your initial Mission.

Total Victory: At the the end of the game, you win, and you achieved both your Final Mission and your opponent's.

TARGETS:

1. Capture and Control: You achieve this mission if you control more of the objective markers (not including Epic Upgrade Boxes) on the board than your opponent.
2. All your base are belong to us: You achieve this mission if you control more Epic Upgrade Boxes than your opponent (these are controlled in the same way as objective markers, but cannot be opened in this mission).
3. Cull the Meek: Each player scores one Kill Point (KP) for each complete enemy unit destroyed. Super-Heavy units are worth 3 KP instead of 1. You achieve this Mission if you have more KP's than your opponent.