

**STORM OR HOLD**

## Round 4

**STORM OR HOLD**

**Mission Objective:** To Storm your opponent's Deployment Zone OR to defend your own Deployment Zone. After deployment, but before the roll for first turn, you must declare whether you are going to "Storm" or "Hold"

**Players should declare at the same time! On count of 3...**

To '**Storm**' the objective: you must have at least one unit in your opponent's deployment zone at the end of the game.

To '**Hold**' the objective: you must have zero enemy units in your deployment zone at the end of the game.

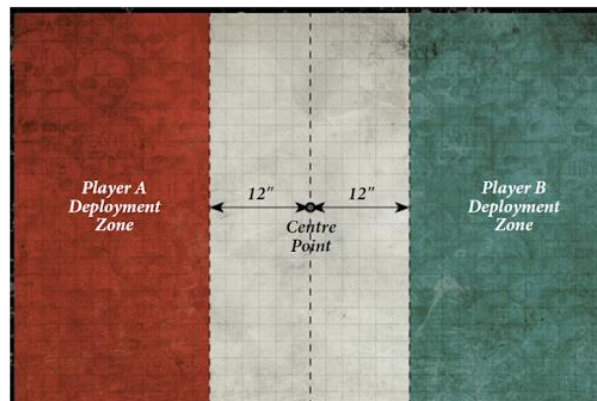
**Fortified Zone:** No unit may Infiltrate or start from a concealed position within your opponent's deployment zone. Units that Deep Strike may NOT be placed within 7" of the Fortified Zone

**Deployment:** Hammer and Anvil

Players Roll off. The winner chooses to go first or second.

- If they choose to go first their opponent then chooses their deployment zone.
- If they choose to go second they may choose their deployment zone.

The player going first then deploys their entire army, the player going second deploys their entire army next.



### First Turn

The player who deployed first gets first turn. Their opponent may choose to seize the initiative.

### Battle Points will be awarded as follows:

If you chose "**Storm**" +8BP's for having at least one unit in your opponent's Deployment zone at the end of the game

If you chose "**Hold**" +8BP's for having zero enemy units in your deployment zone at the end of the game

Furthermore BP's will be awarded for the following:

+4BP's if you stop your opponent achieving their Primary objective (Storm or Hold)

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

+2BP Precision Strike (Destroy the most Expensive enemy unit)

+2BP Slay the Warlord

+3BP's for playing 3 Turns

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

**Change of Tactics** - 6CP (Only be used in Turn 3 or before)

Change your choice of "Storm" or "Hold".