

Mission:

Annihilation

Objective:

Wipe out your opponents' forces before they can do the same to you.

Deployment:

Spearhead

Mission Special Rules:

Reserves, Deep Strike Infiltrate

All universal special rules will be in play

The game will last **six** turns.

Victory Conditions:

Massacre: If one player's kill point total is 4 points or greater than the opponents'.

The score is 10 to 1.

Solid Victory: If one player's kill point total is 2-3 points greater than the opponents'.

The score is 7 to 3.

Draw: If the players' kill point totals are within 1 point of one another.

The score is 5 to 5.

Battle point modifiers:

+1 For controlling more table quarters than your opponent. To control it you must have a unit fully in the table quarter with none of your opponents' units in that quarter.

+1 For having more units in your opponent's deployment zone than they have in your deployment zone.

+1 For keeping your general alive through the end of the game. Declare a single model from one of your HQ choices to be your general at the start of the game.

+1 For gaining 3 or more kill points in one player turn.