

Missions SOSPRING 2013

1. Blood Feud

Deployment: Hammer and Anvil

Primary Objectives:

At the end of the game each side gains 2 victory points for each enemy unit whit the infantry or jump infantry types (other than Independent Characters) that they completely destroyed. For any other units they have destroyed at the end of the game gain 1 victory point.

Secondary Objectives:

Slay the warlord, First blood, Linebreaker, Last man standing*

*Last man standing: the side whit the greatest number of surviving units at the end of the game gain an extra victory point.

Mission special rules:

Night fight, reserves.

2. Fire Tide

Deployment: Dawn of War

Primary Objectives:

Deploy 2 objectives each one in opponents deployment and one in opponents table half. These may not be placed within 12" of each other and 6" from table edge.

Roll off to see who place the first objective.

At the end of the game each objective is worth 3 victory points to the player that captures it (only troop units can capture or denie objectives in this mission).

Secondary Objectives:

Slay the warlord, First blood, Linebreaker, Last man standing (the side whit the greatest number of surviving units at the end of the game gain an extra victory point.

Mission special rules:

Mysterius objective, Night fight, Reserves, Raging Inferno*.

*Raging Inferno: At the start of turn 4s shooting phase the player whose turn it is places an Inferno marker anywhere on the table. An Inferno marker is the small diameter marker of fire. The marker scatters 2 D6 once it been placed. Any model under the marker suffers strength 4 AP- hit.

The Inferon markers remain in play and scatters every turn it will cause hits against models under it at the start of each shooting phase.

3. Shatter Strike

Deployment: Vanguard Strike

Primary Objectives:

Each player scores 2 victory points for each scoring unit within the enemy's deployment zone at the end of the game. Scoring units in this mission are any unit of the infantry subtype except for independent characters.

Secondary Objectives:

Slay the warlord, First blood, Attrition*.

Mission special rules:

Night fight rules are in effect for the first turn of the game only, Reserves, Fog of war*.

*Attrition (the army which has destroyed the highest number of enemy units at the end of the game gains an extra victory point).

*Fog of war: after deployment and the placement of infiltrators, but before the game begins, each army can redeploy a single unit anywhere within their deployment zone. Roll off to see which player has the choice of redeploying first or second.

4. Extermination

Deployment: Search and destroy

Primary Objectives:

Destroying enemy units is worth varying numbers of victory points to the player depending on their military value.

Warlord = 5vp

Headquarters = 3vp

Heavy support = 2vp

Elite = 2vp

Flyers = 2vp

Troops = 1vp

Fast Attack = 1vp

Dedicated transports = 1vp

Fortifications = 2vp *

*destroyed or captured

Secondary Objectives:

First blood, Linebreaker.

Mission special rules:

Night fight, Reserves, Martial Temper*.

*Martial temper: any unit making its first assault into combat during the game gains the furius charge special rules if they do not already possess it.

5. Domino

Deployment: Clash of the line

Primary Objective:

Deploy 2 objectives each one in opponents deployment and one in opponents table half. These may not be placed within 12" of each other and 6" from table edge.

Roll off to see who places the first objective.

At the end of the game each objective is worth 3 victory points to the player that captures it.

Secondary Objectives:

Slay the warlord, First blood, Linebreaker, Last man standing*

Mission special rules:

Night fight, reserves, Attrition, Taken by any means*.

*Last man standing: the side with the greatest number of surviving units at the end of the game gain an extra victory point.

*Taken by any means: All units, with the exception of Independent characters, flyers, dedicated transports, count as scoring units for the purposes of capturing objectives in this mission.

VP Differens:

0: 10-10

1: 11-9

2: 12-8

3: 13-7

4: 14-6

5: 15-5

6: 16-4

7: 17-3

8-9: 18-2

10-11: 19-1

12+: 20-0

Vid en eventuell "wipe" så avslutas matchen direkt och ingen extra tid ges för att ta objektiv osv.