

Missions Last Man Standing 2013

1. Blood Feud

Deployment: Hammer and Anvil

Primary Objectives:

At the end of the game each side gains 1 victory points for each enemy unit that they completely destroyed.

Secondary Objectives:

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

Mission special rules:

Night fight, reserves.

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

2. Fire Tide

Deployment: Dawn of War

Primary Objectives:

Deploy 2 objectives each one in opponents deployment and one in opponents table half, and one objective in the center of the table.

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.

Secondary Objectives:

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

Mission special rules:

Taken by any means*, Mysterius objective, Night fight, Reserves.

*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.

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.

Secondary Objectives:

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

Mission special rules:

Reserves, Fog of war*.

*Last man standing: the side with the greatest number of surviving units at the end of the game gain 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:

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

Warlord = 4vp

Headquarters = 3vp

Heavy support, Elite, Flyers = 2vp

Troops, Fast Attack, Dedicated transports = 1vp

Fortifications = 2vp *

*destroyed or captured

Secondary Objectives:

First blood, Linebreaker, Last man standing*

Mission special rules:

Night fight are in effect for the first turn of the game, Reserves, Martial Temper*.

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

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

5. Domino

Deployment: Dawn of war

Primary Objective:

At the end of the game each side gains 1 victory points for each enemy unit that they completely destroyed.

Secondary Objectives:

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

Mission special rules:

Night fight, reserves, Raging Inferno*.

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

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

VP Differens:

0: 10-10 tiebreak = last man standing*

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.