

Mission pack

Fear the Summer

1. Blood Feud

Deployment: Dawn of War

Primary Objectives:

At the end of the game each side gains 2 victory points for each enemy unit whith the infantry or bikes 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.

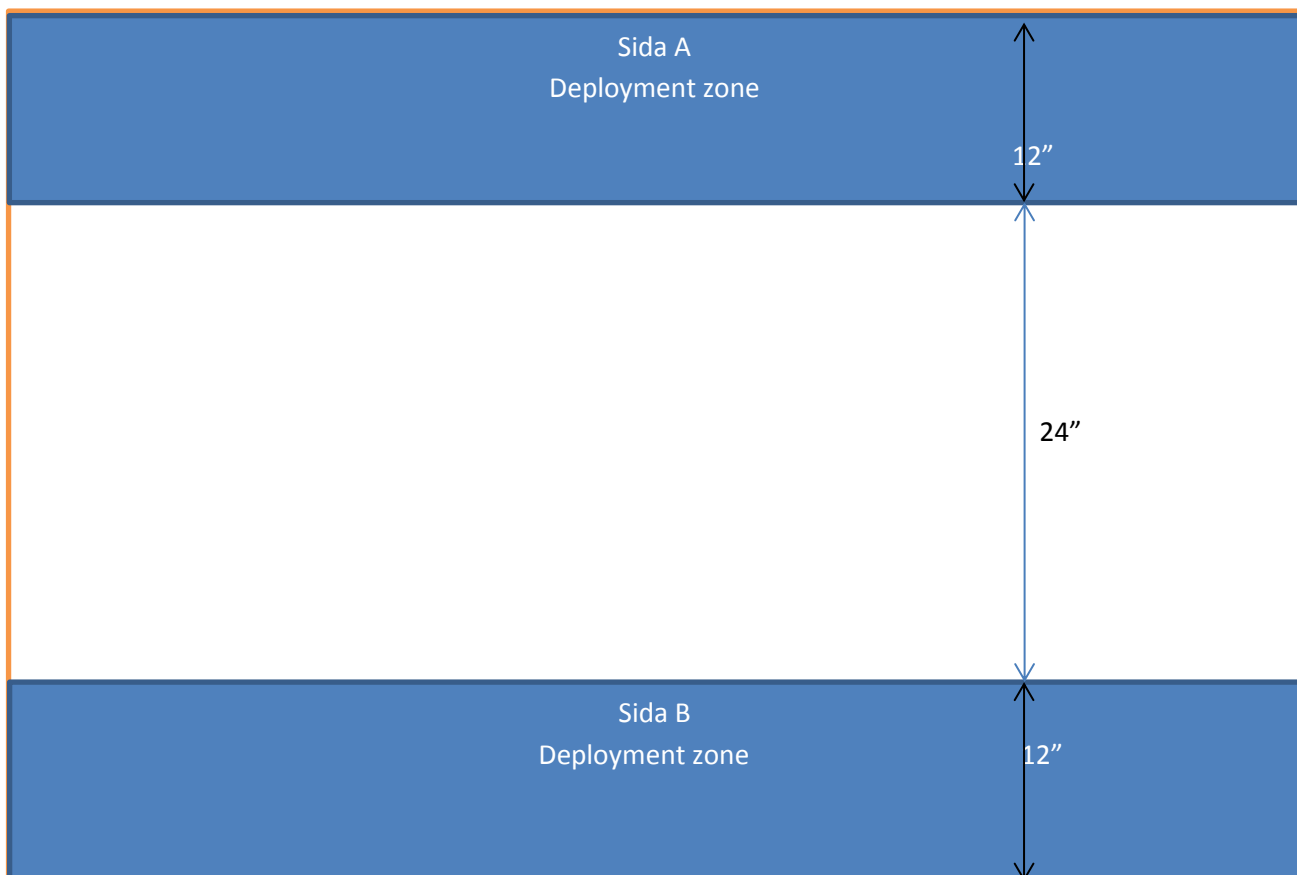
Secondary Objectives:

Slay the warlord, First blood, Linebreaker.

Mission special rules:

Night fight, reserves, Fire Tide*.

*Fire tide: If it's not Night fight in the first turn, roll a dice for every unit in your army. On a roll of 6 that unit take a D6 S3 ap-hit whith **rending** special rules. Weakels are stuned in that turn whith no save of any kind.



2. Search and Destroy

Deployment: Search and Destroy

Primary Objectives:

Set up one objective marker in the center of each quarters, then one in the exact center of the table.

At the end of the game each objective is worth 2 victory points to the player that captures it.

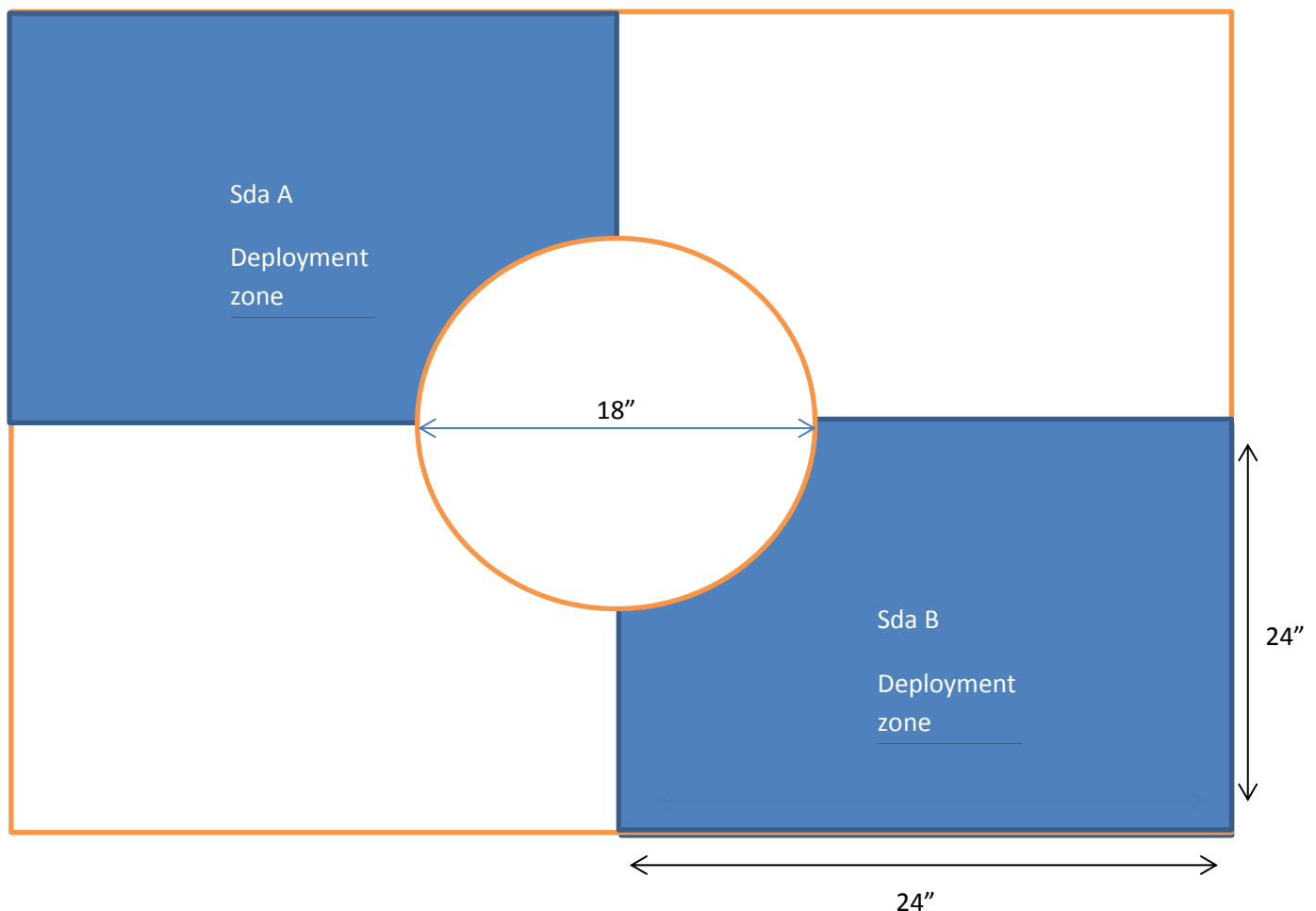
Secondary Objectives:

Slay the warlord, First blood.

Mission special rules:

Night fight, Reserves, Fire Tide*.

*Fire tide: If it's not Night fight in the first turn, roll a dice for every unit in your army. On a roll of 6 that unit take a D6 S3 ap-hit whit **rending** special rules. Weakels are stuned in that turn whit no save of any kind.



3. **Shatter Strike**

Deployment: Hammer and Anvil

Primary Objectives:

Each player scores 3 victory points for each unit within the enemy's deployment zone (except for dedicated transports and flyers) at the end of the game.

Secondary Objectives:

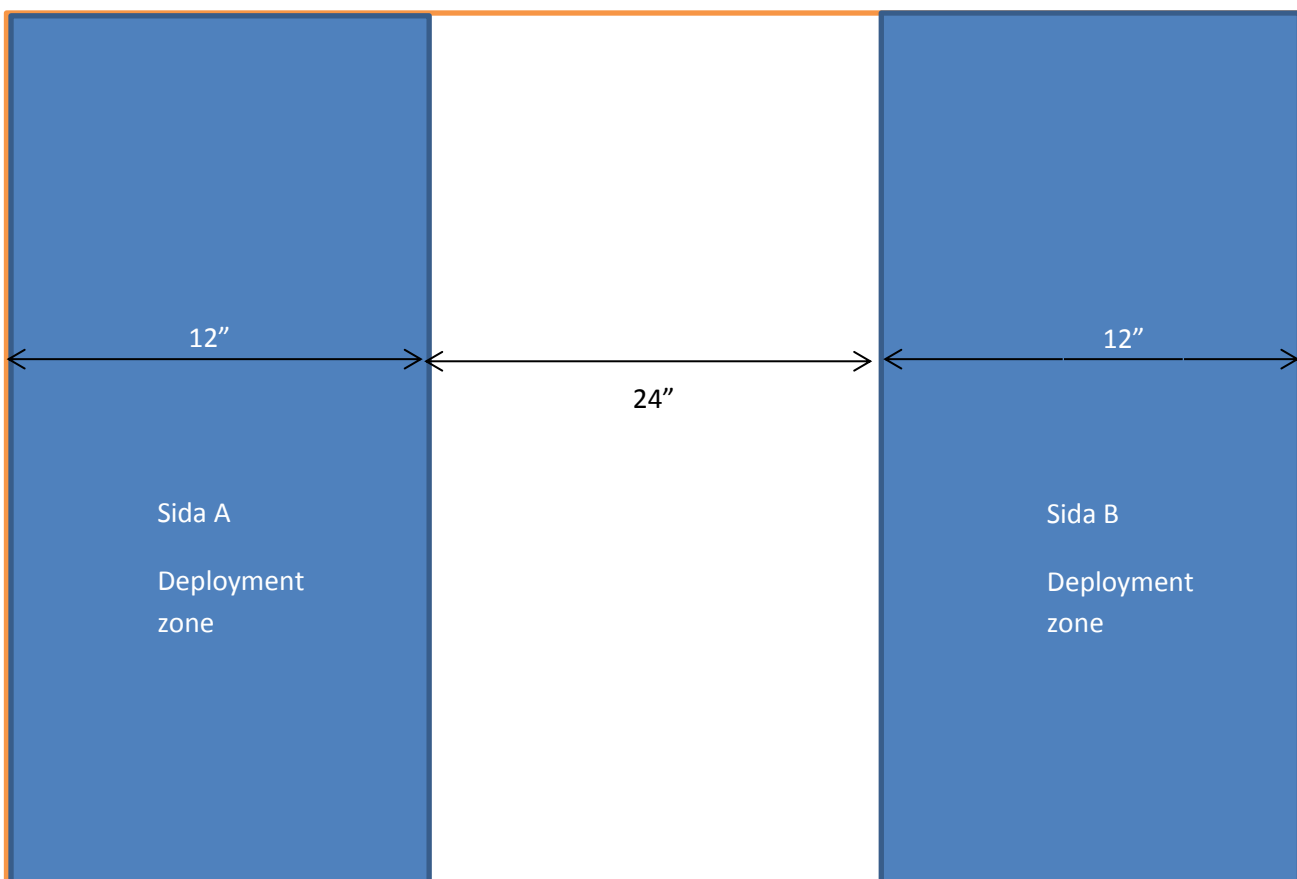
Slay the warlord, First blood, Attrition*.

*Attrition: the army which has destroyed the highest number of enemy units at the end of the game gain one extra victory point).

Mission special rules:

It's Night in the first turn of the game only you don't need to roll for that, Reserves, Fog of war*.

*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. Domino

Deployment: Vanguard strike

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 or 6" from any table edge.

Roll off to see who place the first objective.

At the end of the game each objective is worth 2 victory points to the player that captures it.

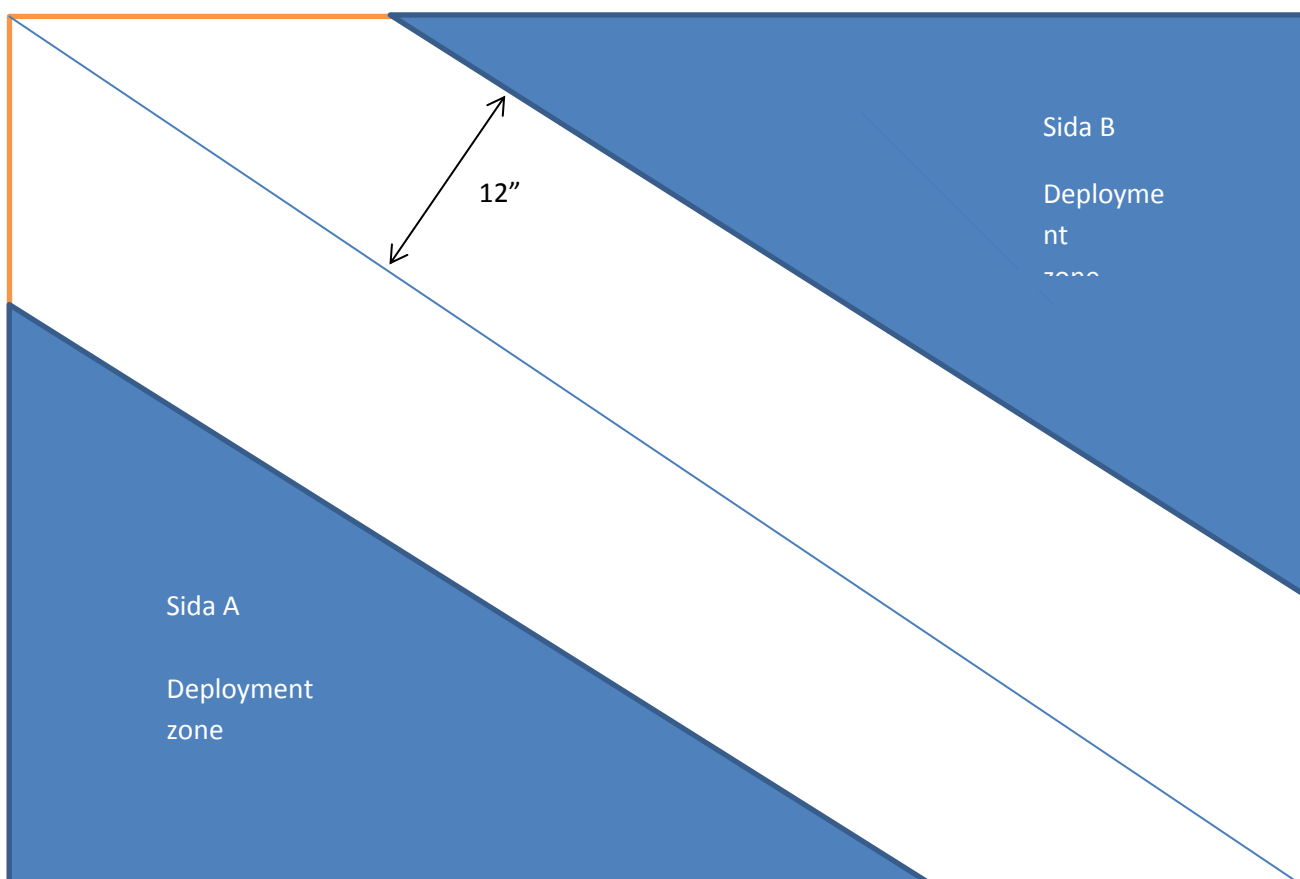
Secondary Objectives:

Slay the warlord, First blood.

Mission special rules:

Night fight, Reserves, Fire Tide*. Taken by any means*.

*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: 6-6

1-2: 7-5

3-4: 8-4

5-6: 9-3

7-8: 10-2

9-10: 11-1

11+: 12-0