

Last Man Standing II 2014

Every game generates a total of 20 points, depending on Victory Points (VP) in every match.

| | |
|--------------------------------|-------|
| 0-1 in VP difference | 10-10 |
| 2-3 VP more than your opponent | 11-9 |
| 4-5 VP | 12-8 |
| 6-7 VP | 13-7 |
| 8-9 VP | 14-6 |
| 10-11 | 15-5 |
| 12-13 VP | 16-4 |
| 14-15 VP | 17-3 |
| 16-17 VP | 18-2 |
| 18-19 VP | 19-1 |
| 20+ | 20-0 |

Order before game:

1. Roll-off: Winner place first objective. Players take turns placing all the objectives.
2. Roll-off: Winner chooses deployment zone (visa varandra vilken arme ni valt efter ni valt deployment zone).
3. Roll-off: Winner place fortifications first.
4. Warlord Traits
5. Psychic Powers
6. Night Fight
7. Roll-off: Winner chooses whether to deploy first or second.
8. Deploy infiltrators
9. Make Scout Move
10. Seize the initiative
11. Let´s Rock

Placement of Objectives: Objectives must be placed 6" or more from any table edge and 12" or more from any other objective. Objectives may not be placed in impassable terrain, buildings or within 3" of fortifications.

Placement of Fortifications: Must be place outside and not over any terrain. It may not be placed within 3" of an objective

Controlling an Objective: According to the rulebook p123. The measurement to an objective is done to its rim. All Objectives must be on a 40mm base.

Secondary missions: are all worth 1VP each unless otherwise stated. Rules are found on p 122.

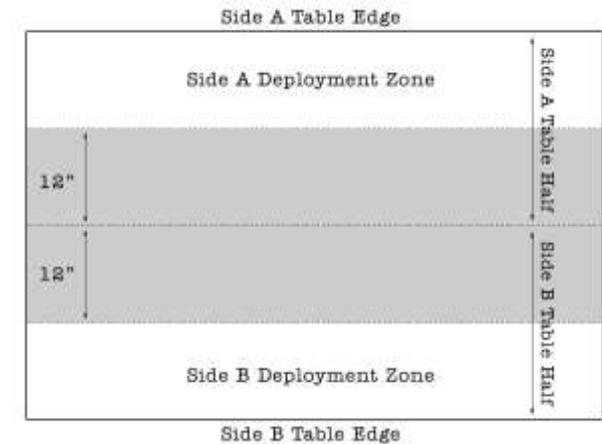
Scoring / Denial units: As the rulebook p 123.

Massacre: If your opponent is wiped you play the remaining turns, roll for turn 6 and 7 as usual, and thereafter count the score according to the mission.

Deployment zones: When playing with deployment Vanguard strike, the player choosing deployment zone chooses also from which corner the diagonal is draw.

Kill points: Kill points follows the rules on page 127 (Purge the Alien).

Mission 1



Deployment Map: Dawn of War

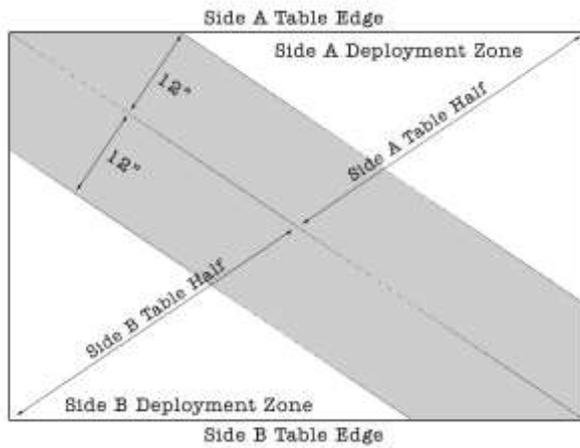
Primary Mission: 3 Objectives.

Place one objective in the middle of the board, thereafter each player places an objective. The objective in the middle is worth 6VP the others 5VP.

Secondary Mission: Slay the Warlord, **First Blood (2VP)**, Line Breaker

Special Rules: Reserves, Night fight

Mission 2



Deployment Map: Vanguard Strike

Primary Mission: 4 Objectives and Kill points.

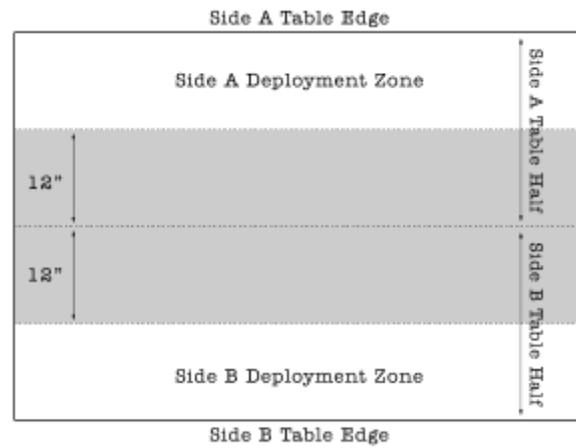
4 Objectives 3VP each, maximum difference by controlling objectives: 9 VP

Kill points, maximum difference: 8VP

Secondary Mission: Slay the Warlord, First Blood, Line Breaker

Special Rules: Reserves, Night fight

Mission 3



Deployment Map: Dawn of War

Primary Mission: 4 Objectives and Killpoints

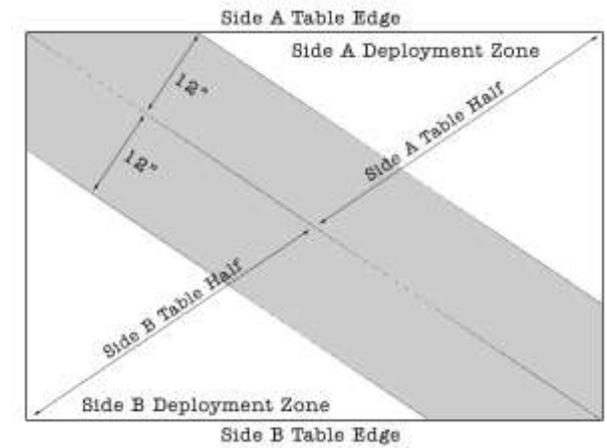
2 Objectives: 2, 3 VP each is placed by both players. Secretly note what each is worth. Reveal the values directly after placing the objectives.

Killpoints, maximum difference: 7VP

Secondary Mission: Slay the Warlord, First Blood, Line Breaker

Special Rules: Reserves, Night Fight, Fast Attack and HQ is scoring and worth 1VP if killed or fleeing at the end of game.

Mission 4



Deployment Map: Vanguard Strike

Primary Mission: Each player scores 2 victory points for each unit fully within the enemy's deployment zone (except for dedicated transports and FMC, flyers) at the end of the game.

Secondary Mission: Slay the Warlord (2vp), First Blood.

Special Rules: Reserves, Night fight

