



## **MISSION 2**

### **The Relic / Big Guns Never Tire**

#### **THE BATTLEFIELD**

First, place The Relic in the exact CENTER of the table.

Next the players set up 4 objective markers (Big Guns Never Tire); the players roll off – starting with whoever rolls highest, the players alternate placing these objective markers until all 4 have been set up. The objective markers can be located anywhere on the battlefield, as long as the center of each is more than 12” from the center of any other objective marker and 6” from the edge of the battlefield.

#### **DEPLOYMENT**

The player who placed the fourth objective marker randomly determines which of the standard deployment maps is used in the battle (see MRB pg. 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player’s models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

#### **FIRST TURN**

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll to seize the initiative.

#### **BATTLE LENGTH**

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

#### **PRIMARY VICTORY CONDITIONS (THE RELIC)**

**(10 Mission Points for a Major Victory, 8 Mission Points for a Minor Victory, 5 Mission Points for a Draw, 0 Mission Points for a Loss)**

At the end of the battle, if a model from a player's army is carrying the Relic (see below), then that player wins a major victory. If the Relic is not being carried, then the player with a model closest to the Relic wins a minor victory. If both players have models equally close to the Relic, then the battle ends in a draw.

An INFANTRY model can carry the Relic by moving into contact with it – that model then automatically picks it up. From that point, the Relic remains with the model until it is dropped, which only happens if the model is slain or flees. A model with the Relic cannot embark in a TRANSPORT, leave the battlefield, or move further than 9” in any single phase for any reason. See the Mission FAQ for more details on the Relic.

## **SECONDARY VICTORY CONDITIONS (BIG GUNS NEVER TIRE)**

**(6 Mission Points for Win, 3 Mission Points for a Draw, 0 Mission Points for a Loss)**

At the end of the game, the player who has scored the most victory points associated with the Big Guns Never Tire Objective is the winner of the Secondary Mission Objective. If both players have the same number of victory points, this Mission Objective is a draw. Victory points are achieved for the following:

**Key Positions:** At the end of the game, each objective marker is worth 3 Victory Points to the player who controls it. A player controls an objective marker if they have more models within 3" of the center of the objective marker than their opponent. However, if only one player has models from a Heavy Support Unit within 3" of the center of an objective marker, they control it regardless of the number of nearby enemy models.

**Destroy the Big Guns:** At the end of the game, each player receives 1 Victory Point for each enemy Heavy Support Unit that has been destroyed.

## **AUXILIARY VICTORY CONDITIONS**

**(Worth 1 Mission Point Each)**

**Slay the Warlord:** If the enemy Warlord has been slain during the battle, you score 1 Auxiliary Mission Point.

**First Blood:** The first unit, of any kind, to be destroyed during the battle is worth 1 Auxiliary Mission Point. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 Auxiliary Mission Point.

**Linebreaker:** If, at the end of the battle, you have at least one model whose base is entirely within the enemy's deployment zone, you score 1 Auxiliary Mission Point. A vehicle must be completely within an enemy's deployment zone to score this Auxiliary Mission Point.

**Sudden Death (pg. 215):** Winner scores 1 Auxiliary Mission Point.

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