



MISSION 6

Secure & Control / Retrieval Mission

THE BATTLEFIELD

The players set up 4 objective markers (Retrieval Mission); 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 AND SECURE & CONTROL OBJECTIVE PLACEMENT

First, 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.

Next, starting with the player who chose their deployment zone, each player sets up single objective marker (Secure & Control) anywhere in their own deployment zone 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.

Next, the players alternate deploying their units, one at a time, starting with the player who set up their Secure & Control objective marker last. 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 (SECURE & CONTROL)

(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 game, the player who has scored the most victory points associated with the Secure & Control Objective is the winner of the Primary Mission Objective. A player controls an objective marker if they have more models within 3" of the center of the objective marker than their opponent. If both players have the same number of victory points (including scores of 0 each), this Mission Objective is a draw. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 Victory Points. If a player scores 6 Victory Points from the Secure & Control objectives at the end of the game, then that player wins a Major Victory. If a player scores only 3 more Victory Points than their opponent, then that player wins a Minor Victory.

SECONDARY VICTORY CONDITIONS (RETRIEVAL MISSION)

(6 Mission Points for a Victory, 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 from the Retrieval Mission objectives is the winner of the Secondary Mission Objective. If both players have the same amount of Victory Points from the Retrieval Mission objectives, then this Mission Objective is a Draw. Victory Points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 Victory Points. A player controls an objective marker if they have more models within 3" of the center of the objective marker than their opponent.

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.

MISSION 6