



MISSION 1

No Mercy / The Scouring

THE BATTLEFIELD

The players set up 6 objective markers (The Scouring); the players roll off – starting with whoever rolls highest, the players alternate placing these objective markers until all 6 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 sixth 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.

After all units have been set up, randomly select one of the objective markers (assign each marker a number of 1 to 6 and roll a die), to be the Superior Objective marker and a different objective marker to be the Inferior objective marker (see Take and Hold below).

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 (NO MERCY)

(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, the player who has scored the most No Mercy Victory Points is the winner of the Primary Mission Objective. If both players have the same amount of No Mercy Victory Points, then the Primary Mission Objective is a Draw. Victory Points are achieved for the following:

No Quarter Given: Each player scores 1 Victory Point for each Non-Titanic enemy unit that is destroyed.

Titanic Models & No Quarter Given:

For every 8 wounds caused to a model with the TITANIC keyword, a player earns 1 Victory Point toward the "No Mercy" Objective. Note: This applies to wounds caused, therefore wounds which are recovered and then lost again may result in additional Victory Points.

Major and Minor Victory Conditions: If the winning player of this Mission Objective has 5 or more No Mercy Victory Points than their opponent then they score a Major Victory. Otherwise, they score a Minor Victory.

SECONDARY VICTORY CONDITIONS (THE SCOURING)

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

At the end of the game, each objective marker is worth a number of 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. The Superior Objective Marker is worth 4 Victory Points. The Inferior Objective Marker is worth 1 Victory Point. All other objective markers are worth 2 Victory Points.

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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