Warzone: Atlanta 2018 Mission Primer

Version 1.6
October 12, 2018

How to use this Mission Primer

1. The 10 missions in this Primer are the source for the missions that will be played at Warzone: Atlanta in November, 2018.
2. FIVE of these missions will be used at Warzone: Atlanta 2018.
3. These missions may change slightly between this Primer and the final Mission Pack. The Margin of Victory charts may be adjusted. The Secondary Missions may be changed (especially "swapped") to best balance the array of missions.
4. The final missions for Warzone: Atlanta may have fixed deployment maps.
5. IF YOU HAVE PREVIOUSLY PLAYED AT WARZONE: ATLANTA *READ THE PRIMER MISSIONS CAREFULLY.* Some of the "old" mission elements have changed slightly. All of the tertiary objectives have changed (i.e., they now split points if both players achieve them).
6. Questions? Comments? Send an e-mail WarzoneAtlanta@Gmail.com

Version History
1.0 (7/19/18) – Initial Release
1.1 (7/20/18) – Corrected typos. Clarified "player board edge" in Red Rover III. Minor language tweaks..
1.2 (7/23/18) – Corrected terminology error in Assassination Primary.
1.3 (7/23.18) – Updated language in Dig Site.
1.4 (8/20/18) – Significant modification to PRIMARY objective in Dig Site; significant modification to PRIMARY objective in Manifest Destiny II; addition of large unit KP to Warzone Kill Points formula.
1.5 (8/22/18) – Updated Margin of Victory charts for Firestorm, Take Everything II, Give No Ground.
1.6 (10/12/18) – Added new Secondary Objectives to Take Everything II and Give No Ground.

Player Name:

Set up and play each round by the following instructions:

1. If the mission has a RELIC Primary or Secondary Objective, place the RELIC objective(s) as described in the mission.
NOTE: Any RELIC objective(s) count as objectives for determining where other objectives may be placed!

2. Players roll off for the remaining set-up tasks. The winner of this roll off is referred to as the ATTACKER, and the loser of this roll off is referred to as the DEFENDER.

3. If the mission requires the placement of any RETRIEVAL Objective Markers, players take turns placing those markers, beginning with the ATTACKER.

4. ATTACKER rolls to determine which Standard Deployment Map will be used.

5. ATTACKER chooses which deployment zone they will use. If the mission requires the placement of any SECURE AND CONTROL Objective Markers, both players place those now, beginning with the DEFENDER.

6. Players alternate deploying units, beginning with DEFENDER.

7. After both players have completed deployment, the players roll off to determine who gets the first player turn. The player who finished deploying their army first gets +1 to this roll. The winner of this roll may decide to go first or second.

8. The player going second may attempt to Seize the Initiative by rolling a D6. On a roll of 6, they manage to seize the initiative and will get the first player turn instead.

9. If both players have abilities that resolve during the first battle round but before the first player turn, roll off. The winner of the roll off may choose who resolves the first ability. After that, players alternate resolving abilities until completed.

Deploying Fortifications

You may not move terrain pieces when deploying Fortifications. You may not place Fortifications on top of or inside of any terrain. If it is IMPOSSIBLE for you to place a Fortification in your Deployment Zone, call a judge IMMEDIATELY and DO NOT BEGIN DEPLOYING!

Objectives

Distances to objectives are always measured from the EDGE OF THE OBJECTIVE MARKER.

Cover Rules Addendum

All units gain the benefit of cover so long as EVERY MODEL in the entire unit is at least 50% obscured from the point of view of ANY firing model. Models may be obscured from any source, including terrain features and other models.

(This expressly overrides the ruling on Page 3 of the Warhammer 40,000 Rulebook FAQ Version 1.2.)

Warzone Kill Points

In any mission that states that it uses WARZONE KILL POINTS, the following rules apply:

(1) A unit is considered to be DESTROYED when the last remaining model is finally removed from play or has been removed from play at the time that the game ends.

(2) All multi-model units with TEN or fewer total wounds are worth 1 Kill Point ("KP") when destroyed. All multi-model units with ELEVEN or more total wounds are worth 2KP when destroyed. *Note: Units which restore destroyed models (e.g., Cultists with the **Tide of Traitors** stratagem; Daemons returned via a Daemonic Icon; Necrons with Resurrection Protocols) do not count as "additional models" or contribute "additional wounds." Rules that allow models to be added to a unit (e.g. Horrors using their "Split" rule; Poxwalkers; Astra Militarum squads using the **Consolidate Squads** stratagem) use the maximum number of wounds in the unit to determine whether it is worth 1KP or 2KP.*

(3) All single-model units have a base value of 1KP per 8 wounds or fraction thereof (i.e., 1-8 Wounds = 1KP, 9-16 Wounds = 2KP, etc.) A player immediately earns 1KP each time they inflict 8 wounds on the same single-model unit. *(NOTE: This means that a unit that regains Wounds during the game may actually yield more KP than its base value!)*

(4) All units with the CHARACTER keyword are worth one additional KP.

(5) All LORD OF WAR units are worth one additional KP.

(6) Units that split into multiple components which are treated as separate units (e.g., most vehicle squadrons) are treated as separate units for purposes of Warzone Kill Points.

Examples: A unit of Terminators is worth 1KP, because it is a multi-model unit. A Rhino (10W) is worth 2KP. You earn 1KP immediately upon inflicting the first 8 wounds on the same Rhino. A Daemon Prince (8W) is worth 2KP (1KP for having 8W, +1 for being a Character). A Cerastus Knight Acheron (27W) is worth 5KP (4KP for 27W, +1 for being a lord of War). A squadron of 3 Leman Russ Battle Tanks (12W each) counts as three separate units, each worth 2KP each, and wounds caused to one tank do not count as wounds caused against the squadron.

Tertiary Objectives

Each Tertiary Objective is worth 2BP total. If only one player earns the Secondary Objective, that player earns 2BP. If both players earn the same Secondary Objective, each player earns 1BP.

ALTERNATE FIRST BLOOD. If your opponent's unit, of any kind, is the FIRST unit to be destroyed during the battle, you earn this Tertiary Objective. If one of your units is destroyed during the SAME BATTLE ROUND, your opponent ALSO earns this Tertiary Objective.

LINEBREAKER. If, at the end of the battle, you have least one model within the enemy's deployment zone, you earn this Tertiary Objective.

SLAY THE WARLORD. If the enemy Warlord has been slain during the battle, you earn this Tertiary Objective.

Tabling and Concession

In the event that the game ends due to a SUDDEN DEATH condition, the surviving player must play out the remainder of the game – including rolling for random game length – and score the round appropriately. The tabled player retains any VP earned up to that point.

In the event that one player CONCEDES, that player removes all of their models from the table. Those models are all counted as DESTROYED. The surviving player then plays out the remainder of the game as if SUDDEN DEATH had occurred (above).

FIRESTORM

Set Up

Players place 6 RETRIEVAL objective markers per normal placement rules BEFORE rolling to determine deployment map or choosing deployment zones.

Primary Objective
(MODIFIED PROGRESSIVE RETRIEVAL)

Beginning in the SECOND BATTLE ROUND, at the beginning of their own turn, the active player scores 1 Victory Point for each RETRIEVAL objective they control.

ALTERNATIVELY, if the active player controls an objective located within their opponent's deployment zone, they may – INSTEAD of scoring that objective normally – choose to RAZE the objective. That player scores D3 Victory Points for that objective and then removes that objective from the table. (The D3 roll may be re-rolled with the Command Re-Roll Stratagem.)

At the end of the game, each Player totals their VP for the Primary Objective and consults the Margin of Victory chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 15+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 10-14VP	Win = 14 Points Loss = 3 Points
Success Margin of 5-9VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-4VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective
(MARKED FOR DEATH)

Immediately before the DEFENDER deploys their first unit, each player chooses 3 of their opponent's units to Mark for Death.

If you destroy ONE OR MORE of the units you Marked for Death, earn 3BP.

If you destroy ALL of the units you Marked for Death, earn an additional 3BP.

If you destroyed MORE of the units you Marked for Death than your opponent, earn an additional 3BP.

NOTE: If your opponent causes a Marked for Death unit to split or combine during or after deployment, you must destroy ALL of the constituent parts of the new unit(s) to achieve this objective.

Example: If one of your marked units is a a squadron of 3 Leman Russ Battle Tanks, you must destroy all 3 to get credit for that single mark.

Example 2: If you mark an Astra Militarum Infantry Squad and your opponent merges it into another squad via a stratagem, you must destroy the combined squad.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

ASSASSINATION

Set Up

Place one RELIC objective in the center of the table.

Primary Objective
(HIGH VALUE TARGETS)

After determining deployment zones but before deploying any units, each player secretly identifies 4 units in their opponent's army as High Value Tagets (HVTs). Players reveal these units before the DEFENDER player deploys their first unit.

Players earn Victory Points based on the identity and number of the HVTs destroyed:

Each HVT destroyed earns that player the HVT's value in Warzone Kill Points.

If a player destroys MORE HVTs than their opponent, that player earns an additional 3VP.

If a player destroys ALL of their designated HVTs, that player earns an additional 3VP.

Each player totals their VP and consults the Margin of Victory chart to determine their BP for the round.

NOTE: If your opponent causes a HVT unit to split or combine during or after deployment, you must destroy ALL of the constituent parts of the new unit(s) to achieve this objective.

Victory Point Margin	Battle Points Earned
Triumph Margin of 12+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 8-11VP	Win = 14 Points Loss = 3 Points
Success Margin of 4-7VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-3VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective
(MODIFIED RELIC)

An INFANTRY model can carry the RELIC by moving into contact with it during any phase of the game – that model then automatically picks it up. From that point, the RELIC remains with that model (move the RELIC with the model to show this) 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 farther than 9" in any single phase for any reason.

The RELIC is an objective, and is controlled in the same manner as a RETRIEVAL objective marker.

At the end of the game, score each of the following conditions separately:

If one player has a model carrying the RELIC, that player earns 3BP.

If one player CONTROLS the RELIC, that Player earns 3BP.

If the RELIC is wholly within one Player's Deployment Zone, that player earns 3BP.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

DOOMSDAY CLOCK

Set Up

Players place 6 underlined numbered objectives. No objective may be placed within 6" of any board edge or within 12" of any other objective marker.

Immediately before the DEFENDER deploys their first unit, each player secretly selects one of the numbered objectives as the target for their Doomsday Weapon.

Primary Objective
(MODIFIED RETRIEVAL)

At the end of the game, immediately before scoring objectives, each player reveals the number of their secretly targeted objective.

The secretly targeted objectives are worth 0VP. Each enemy unit within 6" of any secretly targeted objective is worth 1VP.

If both players chose the same secretly targeted objective, each enemy unit is instead worth 2VP.

All remaining objectives are worth 3VP to the player controlling them at the end of the game.

Each player totals their VP and consults the Margin of Victory Chart below:

Victory Point Margin	Battle Points Earned
Triumph Margin of 12+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 8-11VP	Win = 14 Points Loss = 3 Points
Success Margin of 4-7VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-3VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective
(KILL POINT RACE)

This Secondary Objective uses WARZONE KILL POINTS.

Each player earns 1BP per KP earned to a maximum of 6. The first player to reach 6KP earns an additional 3BP.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

MANIFEST DESTINY II

Set Up

No special set-up instructions.

Primary Objective
(KILL POINTS)

This Primary Objective uses NORMALIZED KILL POINTS.

Each player earns 1VP per Kill Point, calculated using the Normalized Kill Points rule.

At the end of the game, each player totals their VP and consults the Margin of Victory chart:

Normalized Kill Points

In any mission that states that it uses NORMALIZED KILL POINTS, each player earns 1KP per 100 points of their opponent's army which is destroyed at the end of the game. Round off to the nearest 100.

(Example 1: Player A destroys 1760 points of Player B's army by the end of the game. Player A earns 18 Kill Points.

Example 2: Player B destroys 149 points of Player A's army by the end of the game. Player B earns 1 Kill Point.)

Units that merge into one another award the total value of the merged unit when the merged unit is destroyed.

Victory Point Margin	Battle Points Earned
Triumph Margin of 15+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 10-14VP	Win = 14 Points Loss = 3 Points
Success Margin of 5-9VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-4VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective
(TABLE QUARTERS)

At the end of the game, divide the table into four quarters by drawing a two perpendicular lines: one between the center point of the short board edges and another between the center point of the long board edges.

Units are considered to be in the quarter in which the majority of the unit's models are located. If there is no majority, randomly determine which of the possible quarters the unit is considered to be in.

Control of a table quarter is determined by the number of Wounds in each quarter. Use the current number of wounds remaining for multi-wound models.

Double the wound value for models which have a rule which causes them to hold objectives over other models (e.g., Their Number is Legion, Sword Guardians, Defenders of Humanity, etc.).

Each quarter controlled is worth 2BP to that player.

Each quarter contested is worth 1BP to each player. *(Note: A quarter with NO models in it is not considered to be contested).*

The player who controls the most quarters receives an additional 1BP.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

AGGRESSIVE RECON

Players place 6 RETRIEVAL objective markers. No objective may be placed within 6" of any board edge or within 12" of any other objective marker.

Primary Objective
(MODIFIED PROGRESSIVE RETRIEVAL)

Beginning in the SECOND BATTLE ROUND, at the beginning of their own turn, the active player scores Victory Points for each RETRIEVAL objective they control as follows:

Each player may only score each objective marker ONCE PER GAME. Once a player has scored a specific objective marker, they may still prevent the other player from controlling it, but they will not generate additional VP for that objective in subsequent turns.

The first player to score an objective earns 2VP. If at least one of units being used to score that objective has the Fast Attack Battlefield Role, that player earns 3VP instead.

The second player to score an objective earns 3VP.

In addition, each player earns 1VP per enemy unit destroyed from the Fast Attack Battlefield Role.

Each player totals their Victory Points and consults the Margin of Victory chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 12+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 8-11VP	Win = 14 Points Loss = 3 Points
Success Margin of 4-7VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-3VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective
(FRACTIONAL WARZONE KILL POINTS)

Immediately following deployment, use the Warzone Kill Points rules (above) to determine the total number of KP in your opponent's army.

You earn 3BP for earning at least 25% of your opponent's total Kill Points.

You earn an additional 3BP if you earn at least 75% of your opponent's total Kill Points.

You earn an additional 3BP if you have at least 50% of your total Kill Points remaining at the end of the game.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

RED ROVER III

Set Up

Players place 3 RELIC OBJECTIVES evenly along the centerline of the table.

Deploy one RELIC OBJECTIVE in the center of the table. Deploy one RELIC OBJECTIVE 6" from each side of the table, on the center line.

For Deployment Maps 2, 3, 5, and 6, the center line of the table is the dashed line perpendicular to the short board edges.

For Deployment Maps 1 and 4, the center line of the table is the dashed line perpendicular to the long board edges.

Player board edges are the sides of the board parallel to the center line.

Secondary Objective (KILL POINT MARGIN)

This Secondary Objective uses WARZONE KILL POINTS.

Each players total the Warzone Kill Points earned and consults the Kill Point Margin chart:

Kill Point Margin	Battle Points Earned
Slaughter Margin of 20+ KP	Win = 9 Points Loss = 0 Points
Massacre Margin of 13-19KP	Win = 7 Points Loss = 2 Points
Bloodletting Margin of 6-12KP	Win = 6 Points Loss = 3 Points
Slap Fight Margin of 1-5KP	Win = 5 Points Loss = 4 Points
Draw	Draw = 4 Points

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

Primary Objective (MODIFIED RELIC)

An INFANTRY model can carry the RELIC by moving into contact with it during any phase of the game – that model then automatically picks it up. From that point, the RELIC remains with that model (move the RELIC with the model to show this) 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 farther than 9" in any single phase for any reason.

The RELIC is an objective, and is controlled in the same manner as a RETRIEVAL objective marker.

In this mission, no RELIC objective may ever be moved within 9" of any other RELIC objective.

At the end of the game, score each of the following conditions separately:

2VP for each RELIC OBJECTIVE which is on the Opponent's side of the table and more than 6" from the center line.

1VP for each RELIC OBJECTIVE which is within 9" of the opponent's board edge.

1VP for each RELIC OBJECTIVE controlled at the end of the game.

Each player totals their VP and consults the Margin of Victory Chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 12+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 8-11VP	Win = 14 Points Loss = 3 Points
Success Margin of 4-7VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-3VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

TAKE EVERYTHING II

Set Up

Before deployment, place 1 RETRIEVAL objective in the center of each 2'x2' section of the table.

Primary Objective (MODIFIED PROGRESSIVE RETRIEVAL)

Beginning in the SECOND BATTLE ROUND, at the beginning of their own turn, the active player scores Victory Points for each RETRIEVAL objective they control as follows:

If the player controls at least one RETRIEVAL objective, they earn 1VP.

If the player controls more RETRIEVAL objectives than their opponent, they earn an additional 1VP.

If the player controls at least two more RETRIEVAL objectives than their opponent, they earn an additional 1VP.

At the end of the game, each player totals their VP and consults the Margin of Victory chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 12+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 8-11VP	Win = 14 Points Loss = 3 Points
Success Margin of 4-7VP	Win = 12 Points Loss = 4 Points
Pyrrhic 1-3VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective (DECIMATION)

Select a single Battlefield Role (BFR) which is present in your opponent's army other than HQ.

At the end of the game you may score ONE of the following:

3BP if you killed any unit with the BFR you selected.

6BP if you killed more units with the BFR you selected than your opponent killed of the BFR they selected.

9BP if you killed ALL of the units with the BFR you selected AND more than your opponent killed of the BFR they selected.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

GIVE NO GROUND

Set Up

Each player will alternate placing two SECURE AND CONTROL objective markers immediately before the DEFENDER deploys their first unit.

Each player's first SECURE AND CONTROL objective must be placed wholly in that player's deployment zone, and at least 6" away from any board edge.

Each player's second SECURE AND CONTROL objective must be placed: wholly outside of that player's deployment zone, wholly inside of that player's half of the board, at least 6" away from any board edge, and at least 12" away from any other SECURE AND CONTROL objective marker.

A player's "half of the board" is that part of the deployment map on the same side of the center line as that player's deployment zone.

For Deployment Maps 2, 3, 5, and 6, the center line of the table is the dashed line perpendicular to the short board edges.

For Deployment Maps 1 and 4, the center line of the table is the dashed line perpendicular to the long board edges.

Secondary Objective (KILL POINT CONTEST)

This Secondary Objective uses WARZONE KILL POINTS.

Each player earns 1BP per KP earned to a maximum of 6.

The player with the most KP at the end of the game earns an additional 3BP.

Primary Objective (MODIFIED RETRIEVAL)

At the end of the game, players earn VP for holding SECURE AND CONTROL objectives as follows:

The objective in your own deployment zone is worth 1VP if controlled by you.

The objective outside of your deployment zone but on your half of the table is worth 3VP if controlled by you.

The objective outside of your opponent's deployment zone, on the opponent's half of the table is worth 5VP if controlled by you.

The objective within your opponent's deployment zone is worth 7VP if controlled by you.

Any contested objective is worth 1VP to both players.

Each player totals their VP and consults the Margin of Victory Chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 15+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 10-14VP	Win = 14 Points Loss = 3 Points
Success Margin of 5-9VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-4VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

HOT LANDING ZONE

Set Up

Immediately before deployment, each player places one BEACON objective in their Deployment Zone at least 6" from the edge of their deployment zone.

There is no limit on how close a BEACON may be placed to a board edge, so long as it is more than 6" away from the edge of that player's Deployment Zone.

Primary Objective
(WARZONE KILL POINTS)

Each player earns 1VP per Kill Point, calculated using the Warzone Kill Points rule (above).

At the end of the game, each player totals their VP and consults the Margin of Victory chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 20+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 13-19VP	Win = 14 Points Loss = 3 Points
Success Margin of 6-12VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-5VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective
(MODIFIED RELIC)

BEACONS: Any model OTHER THAN MODELS WITH THE FLYER BATTLEFIELD ROLE can carry a BEACON by moving into contact with it during any phase of the game – that model then automatically picks it up. From that point, the BEACON remains with that model (move the BEACON with the model to show this) until it is dropped, which only happens if the model is slain or flees. A model with the BEACON cannot embark in a TRANSPORT, leave the battlefield, move farther than 9" in any single phase for any reason, or use the FLY keyword when moving during any phase. A player who deploys a model in in contact with a BEACON at the beginning of the game may declare that the BEACON has been picked up by that model.

At the end of the game, score each of the following separately:

If your BEACON is wholly outside of your Deployment Zone, you earn 4BP minus one per enemy unit within 12" of your BEACON (to a minimum of zero).

In addition, you earn 1BP for each of your units, up to 4, within 12" of the enemy BEACON.

You earn one additional BP if the enemy BEACON is in the enemy's Deployment Zone.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

DIG SITE

Set Up

Players place 6 RETRIEVAL objective markers BEFORE rolling to determine deployment map or choosing deployment zones.

Each RETRIEVAL objective marker must be placed at least 6" from any board edge and at least 12" from any other RETRIEVAL objective marker. In addition, no more than 2 RETRIEVAL objective markers may be placed in any quarter of the table.

Primary Objective (MODIFIED RETRIEVAL)

Beginning in the FIRST BATTLE ROUND, at the beginning of their own turn, a player may choose to dig any of the RETRIEVAL objective markers that they control. A player may not choose to dig once there are only 2 remaining RETREIVAL objective markers.

The player must choose to dig (or not) separately for each marker, and must resolve the effects of digging each marker before on to the next.

If a player decides to dig a particular marker, they immediately earn 1VP for that marker. They must then roll a D6: if the result is equal to or less than the number of the current Battle Round, remove that RETREIVAL marker from the table. This result may be re-rolled using the Command Re-Roll Stratagem Repeat this process for each RETRIEVAL objective that the active player elects to dig.

At the end of the game, all remaining RETRIEVAL objectives are worth 3VP to the player who controls them.

At the end of the game, each player totals their VP and consults the Margin of Victory chart:

Secondary Objective (KILL POINT RACE)

This Secondary Objective uses STANDARD KILL POINTS (1KP per unit destroyed).

Each player earns 1BP per KP earned to a maximum of 6. The first player to reach 6KP earns an additional 3BP.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

Standard Kill Points

In any mission that states that it uses STANDARD KILL POINTS, each unit is worth 1KP when it is destroyed.

Units that split into multiple components at any time are treated as separate units, and each will give up 1KP when destroyed.

Victory Point Margin	Battle Points Earned
Triumph Margin of 18+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 12-17VP	Win = 14 Points Loss = 3 Points
Success Margin of 5-11VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-4VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points