PITCHED BATTLE

Your forces spy two separate enemy positions, both closing in on your own position, you call for reinforcements - one of your nearby allies comes to your aid but it is touch and go whether your own armies, or those of your enemies are the ones to emerge first. You must hold your positions and clear as many of the enemy as you possibly can to hold out until your reinforcements arrive.

Mission Rules

Many Headed Hydra: This battle is 2 v 2 -each player will draw 1,100 points lists from their army rosters. Each player will set up in a separate deployment zone. Each player will have their own command points

Call to Arms: Three of your units must be held in reserve, either through strategic reserve or via deep strike. Two of these units can arrive in the second turn and one must arrive on your third turn. Any that are not placed by the end of the third battle round are destroyed. Any units with attached leaders count as a single unit for these purposes. Whilst deep striking units can arrive as normal, strategic reserves cannot arrive within 6" of either of the opposition deployment zones.

MISSION OBJECTIVES

DRIVE THEM BACK

Progressive Objective

Do not relent for one second. Attack at every opportunity. Shut down one enemy foray and then search for the next.

At the end of each battle round, a team scores 10 victory points if more enemy units than friendly units were destroyed this battle round.
This mission objective cannot be scored in the first battle round.

SWEEP THEM BEFORE YOU

Progressive Objective

These enemy scouts and their reinforcements have shown their hand. Dominate their rear lines and we will trace their support back through this spectral vapor.

Each team scores 10 victory points if they have any 2 units wholly within their opponent's deployment zone at the end of the battle round.

Victory Bonus
Both of the players in the victorious team gain a battle trait to be added to their forces

Command Card Draw
Add one to your roll for each time your army scores the "Sweep them before you" Progressive objective. All 4 players will roll for this independently.