After the two orbital bombardments have left parts of the surface irradiated it is becoming increasingly difficult to find land that has not been affected by fallout. Two surviving forces battle it out in the aftermath to wipe out their enemy and be the survivors of the fallout.

Mission Rules

Sweep and Clear: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

Fallout: Each time a ranged attack targets a unit within the Fallout Zone, add 1 to that attack's wound roll.

Both armies are up to 1,600 points max.

MISSION OBJECTIVES

SWEEP AND SECURE

Progressive Objective

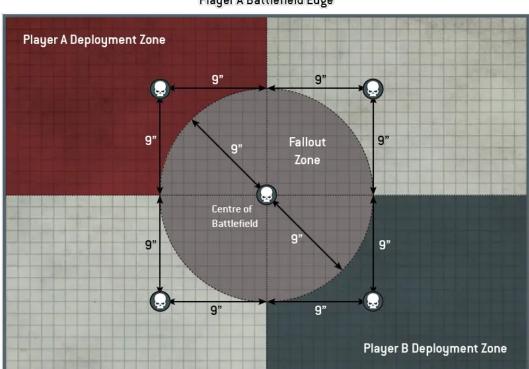
At the end of each battle round (including the first), each player scores 4 victory points for each objective marker they control (for a maximum of 18 victory points).

Victory Bonus

The winner can select three units to be Marked for Greatness at the end of the battle

Command Card Draw

Add 1 to the roll for each turn that you held the central objective



Player A Battlefield Edge

Player B Battlefield Edge