

## STRIKE FORCE MISSION

### THE END IS NIGH

The world is on a knife edge. The veil to the warp has been torn and the hulk slowly edges toward the world. Caught in it's gravity there is no way to stop the hulk's impact but if the orbital laser is overloaded it will shatter. The explosion will spread it's debris to the far side of the planet and with luck the impacts will puncture the crust and release the magma. This gamble may save the planet but leave you trapped. The portals offer a chance to leave this world behind but who knows where you may end up? There is little time left to decide, take control of your destiny or die trying...

## Mission Rules

**ALL OR NOTHING:** There will be no points handicap for this mission.

**NOTHING LEFT TO LIVE FOR:** You will each gain **ALL** of the command benefits before the battle begins which includes:

- Strategic Prowess - You begin the game with 1 additional CP
- Additional Resources - when selecting units from your roster for this game, you may add 50 additional points to your army (so your points limit will be 1,850)
- Effective Command - select one additional unit to receive additional experience for Marked for Greatness
- Martial Prowess - for the duration of this game you gain 1 free use of the Command Reroll Stratagem

**THERE CAN BE ONLY ONE:** You will play the next player on the leaderboard who is not in the same team as yourself

**IT'S THE END OF THE WORLD AS WE KNOW IT:** At the end of each battle round, the last 4" of each deployment zone is deleted from the players edge any units left there will be destroyed.

Both armies are up to 1,800 points max.

## MISSION OBJECTIVES

### SAVE THE CHEERLEADER, SAVE THE WORLD Progressive Objective

You must decide if you wish to escape to space or save the planet - if you both want the same outcome - roll off to decide. Your scores will be added (in points) to the total - every point counts! Each objective is worth points at the end of the battle round as follows

Battle Round	Victory Points
1	2
2	4
3	6
4	8
5	10

Max score before painting is 90 points.

### Victory Bonus

Victor's Army all receive 2 additional experience points

