



NOT SO DRAW HAMMER

STRATAGEM

Take & Hold - 3CP

At the beginning of your turn you may move any objective up to 9" in any direction (Objectives may not move off the field of play or within 9" of another objective).



Setup

After determining deployment zones but before deploying any units, players will place 1 objective in the centre of the table and 1 objective anywhere in their own deployment zone not within 3" of any board edge. This mission uses 3 Objectives.

After deployment, players roll off for first turn, the player who finished deploying first adding +1 to their roll.

Primary Objectives (MAX 15BPs) - Hold the Objectives

At the end of the game you will earn the following BP's for holding each Objective

3BPs - The Objective in your Deployment Zone

7BPs - The Objective in the Centre of the Table

5BPs - The Objective in your Opponent's Deployment Zone

Secondary Objectives (MAX 10BPs)

4BPs - You have completed 4 Player Turns

2BPs - Slay the Warlord

1BP - First Strike (Destroying a unit in the 1st Turn)

1BP - Linebreaker

1BP - Precision Strike (Destroying the Most Expensive Non HQ Unit)

1BP - Line Secure - (No enemy units in your Deployment Zone)

Game Length - 6 Turns