

## Mission #1 – The Feast:

Player Name: \_\_\_\_\_

### Deployment (Spearhead):

- Players will deploy in table quarters diagonally opposite of each other. Players must remain at least 12" away from the center of the table for deployment.

### Line of Retreat:

- Units that fall back do so toward the long table edge of their deployment zone via the shortest route possible as described in the Warhammer 40,000 Rulebook (pages 57 & 58).

### Game Length:

- Variable Game Length (page133)

### Special Rules:

- Night Fighting: (page 135)
- Reserves: (page 135)
- **The Cornucopia:** The Cornucopia Objective Marker is heavily protected. All terrain within 6" of the Cornucopia is Dangerous Terrain for all unit types except for zooming flyers & swooping monstrous creatures.  
\*\*\* Special Rules and/or or Wargear that negate the effects of dangerous terrain do **not** work within 6" of the Cornucopia.

### Primary Objective (Objective Markers):

- Control more Objective Markers than your opponent.
- 1 Primary Objective will be placed in the center of the table and 1 in the center of each deployment zone, for a total of 3 objective markers.
- At the end of the game, the Objective Marker in the center of the table is worth **6 Battle Points** to the player that controls it.
- All other Objective Markers are worth **3 Battle Points** each to the player that controls them.

**Primary Objective Battle Points (max of 12):** \_\_\_\_\_

### Secondary Objectives:

- **First Blood** **1 Battle Point**
- **Last Blood** **1 Battle Point**
  - The last player to destroy a unit in the game claims this bonus.

### Bonus Objective:

- **Hungry for Blood** **1 Battle Point**
  - Destroy at least half of your opponent's units.

**TOTAL BATTLE POINTS (max of 15):** \_\_\_\_\_

**KILL POINTS (Tie Breaker):** \_\_\_\_\_