

Mission #2 – Capitol Punishment:

Player Name: _____

Deployment (Hammer & Anvil):

- Standard Hammer & Anvil deployment as described in the Warhammer 40,000 Rulebook (page 31).

Line of Retreat:

- Units that fall back do so toward the short 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 (page 133)

Special Rules:

- Reserves: (page 135)
- **Volunteer as Tribute:** Before the start of Turn #1, each player will publically volunteer 1 unit in their army. The task of this unit is to be above half strength at the end of the game (you may **not** volunteer any HQ units for this task).
- **Double Punishment:** If your army includes duplicate units in the Fast Attack, Elites, and/or Heavy Support options, these units will award double the Victory Points at the end if the mission if they are destroyed or are at half strength.

Primary Objective (Victory Points):

- Destroy more Victory Points than your opponent.
- At the end of the game, calculate up how many Victory Points of your opponent that you have destroyed. If you have scored 301 or more Victory Points than your opponent, you will win the Primary Objective. If you and your opponent are within 300 Victory Points of each other, the Primary Objective is a Tie.
- *Victory Points* are based off of number of points in a unit. (Example: a tactical squad of space marines is 200pts, thus it is worth 200 Victory Points). Units that are falling back or not on the board at the end of the game count as being destroyed. Also, if a unit is under half strength or half of its original hull points, that unit will only give half of its total Victory Points.

Win = 12 Battle Points

Tie = 6 Battle Points

Loss = 3 Battle Points

Secondary Objectives:

- **Slay the Warlord** **1 Battle Point**
- **Linebreaker** **1 Battle Point**

Bonus Objective:

- **Tribute Unit** **1 Battle Point**
 - At the end of the game, your Tribute unit is above half strength.

TOTAL BATTLE POINTS (max of 15): _____

KILL POINTS (Tie Breaker): _____