

## **Mission: Breakthrough**

*A defensive line has been formed. Trenches have been dug. Sentries watch from their posts. But the defenders have become lax, too sure of themselves.*

*Now is the time to attack, and make a decisive assault to break through the lines.*

**The Armies:** Players roll off to see who is the Attacker and Defender – highest result is the Defender. Otherwise, it is up to the players to agree to a points limit.

### **The Battlefield:**

Terrain is placed as normal, with the following exception:

A line of Difficult Terrain no more than 3” deep must be placed along the entire horizontal center line of the table. This difficult terrain grants a 4+ cover save to ALL units directly obscured by it, and should be represented by something suitable, like an Aegis Defense Line, tank traps, walls of scrap metal, dug trenches, forcefield pylons, shield-bugs, or the like.

The line may be interrupted by buildings or other terrain, but there must be at least 8” of the Line between any interrupting terrain.

*Objective Markers:* After terrain has been set-up, but before deployment of armies, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers – with one difference: objectives cannot be placed within the Attacker's deployment zone.

### **Deployment:**

The Defender chooses one horizontal half of the board as his or her deployment zone, and may deploy units anywhere in that half, behind the Line.

The Defender deploys first.

The Attacker must deploy in the other half, and no closer than 12” from the Line.

Infiltrators and Scouts from either army work as normal, except that they cannot move or be deployed across the Line before the game starts.

### **First Turn:**

Players roll off to see who goes first. There is no Seize the Initiative in this mission.

Each player generates 3 Tactical Objectives at the start of their first turn. Players may have a maximum of three Tactical Objectives – with the noted exceptions below. If, at the beginning of their turn, players have less than three, they must draw or generate Tactical Objectives to reach 3.

*Tactical Focus:* *The Commanders have realized that expense cannot be spared in tangential goals.*

Players may, upon drawing or generating them, immediately discard any Tactical Objectives that were

impossible to achieve at the START of the game and redraw or regenerate.

*Growing Importance:* *It is essential that the attackers break through, and essential that the defenders clear the area.*

Players may keep any Secure Objective X tactical objectives they draw or generate but did not score, in addition to their standard cap of 3. These objectives may be scored later on.

Game Length: This mission uses variable game length.

### **VICTORY CONDITIONS**

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

### **Primary Objective**

Achieve as many Tactical Objectives as possible.

### **Secondary Objectives**

**Slay the Warlord, First Blood, Linebreaker [Attacker only], Repel the Beasts! [Defender only]**

### **MISSION SPECIAL RULES**

**Night Fighting, Reserves, Mysterious Objectives, Tactical Objectives, Growing Importance, Tactical Focus**

***Repel the Beasts!*** If, at the end of the game, there are no models from the Attacker's army in the Defender's deployment zone, the Defender scores an additional victory point.

Zooming Flyers and Zooming Flying Monstrous Creatures are not counted for Repel the Beasts!.

***Only Weak Point:*** Outflanking units from the Attacker's army cannot enter the board from a point in the Defender's deployment zone.

***Sudden Assault:*** The very first unit from the Attacker's army to cross the Line gains Shrouded until the beginning of the Attacker's next turn.

