

# False Hopes

## Missions

Primary (15pts) – Objective Control

Secondary (10pts) – Zone Control

Tertiary (5pts) – Kill Points

Quaternary (\*pts) – Like a Bat Out of Hell

## Objective Control

Before deployment each player takes turns placing 3 Objective Markers each. The Objective must be 6" away from the table edge and 12" away from another objective.

Capture objectives by having an uncontested, scoring unit, within 3 inches of the objective. The player with the most captured objectives wins the Primary.

## Zone Control

Divide the board into 2'x2' tiles, or divided evenly into an even number of zones. To control a zone a player must have a scoring unit wholly within a zone, without it being contested, at the end of the game. The player who controls the most zones wins the secondary objective.

## Kill Points

A player gets 1 victory point for each unit they fully destroy. The player who has the most victory points at the end of the game wins the tertiary objective.

## Like a Bat Out of Hell

If you completely destroy a unit in your player turn, gain +1 points to your final score.

\* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

\*\* If a mission is tied or neither player achieve it, with the exception of the primary and quaternary, then both players split the points for that mission rounding up. Also, If you table your opponent (destroy his/her entire army), then you may use the remaining turns, if there are any left, to achieve the missions. Tabling your opponent is not an automatic win; you still need to accomplish the missions.

Deployment: Vanguard

Game Length: Standard Game Length

Special Rules: Night Fighting, Reserves, Mirage

## Mirage

At the beginning of your player turn, you may choose D3 units and remove them completely from the board. Units removed in this way may reenter the board immediately from your board edge as if they were in reserve. You do not have to roll for reserves for these units to enter play, they come on automatically.