

Marked for Death v1.0.0

Missions

Primary (15pts) –Marked for Death (see below)

Secondary (10pts) – Defiance (see below)

Tertiary (5pts) – Table Quarters: To claim a table quarter you must more scoring units wholly in a quarter than the enemy.

Quaternary (+1pt) – For each unit of yours that was Marked for Death and survived and is still alive at the end of the game.

Marked for Death

At the start of your turn, before movement but after reserves, you can declare one enemy unit as marked for death. You cannot mark for death a dedicated transport that's armor facing values add up to 32 or less. If during that turn you destroy the unit you've marked then you get +1 KP for the unit. However, if that unit is not destroyed during the turn you marked them for death then they are not worth any KP if they are destroyed later.

* This includes independent characters. You can mark an IC for death that's joined to a unit.

Defiance

Each player will place one objective in their deployment zone using standard objective placement rules (pg. 121). The objective will use the rules for The Relic (pg. 131), for capturing it but you can only capture the enemy's objective, not your own. Any unit that is in possession of the enemy's objective is immune to Marked for Death.

* 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 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 (pg. 119)

Game Length: Standard game length (pg. 122), or time, whichever comes first.

Game Special Rules: Night Fighting (pg. 124), Reserves (pg. 124)