

# Search and Destroy v1.1.2

## Missions

Primary (15pts) – Search and Destroy (see below)

Secondary (10pts) – Victory Points (see below)

Tertiary (5pts) – Bloody Foresight (see below)

Quaternary (+1pt) – For each of your troop choices at or above 50% starting strength. This only counts for troops taken as part of your roster, IE: not spawned units.

## Search and Destroy

There are to be D3+2 objectives placed using normal rules (pg. 121), and claiming them using normal rules (pg. 123), with an addition. Objectives are treated as AV14 and can be destroyed. If you get an explodes result then the objective is removed. There are no hull points and all other results are ignored. The objective is treated as an immobile vehicle unit with regards to assaulting.

## Victory Points

Any unit destroyed is worth as many victory points (VPs), as it cost. This means that a unit that costs nothing, such as spawned units during the game, is not worth VP. Any unit falling back, or has fallen back off the table, at the end of the game counts as destroyed and is worth full VPs. Any units in ongoing reserves at the end of the game are counted as destroyed and worth full VP. Any units at or below half strength are worth half their cost in VPs (round all fractions up). Any units that are single models (IE: independent characters, monstrous creatures, etc), are worth half their value if they have lost half or more of their wounds. Vehicles are worth half value if they have lost half or more of their hull points and/or suffered an immobilized result.

## Bloody Foresight

At the start of the game each player will write down in secret how many kill points (see below), they think they will get. At the end of the game show your opponent the amount you wrote down and the player closest to the value written down without going over wins this mission.

## Kill Points

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth KP. Also any units in ongoing reserves at the end of the game are also worth KP.

\* 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

Hammer and Anvil (pg. 119)

## Game Length

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

## Special Rules

Night Fighting (pg. 124), Reserves (pg. 124)