

SQUAD LEADER MISSION ONE: URBAN ASSAULT

Two opposing armies are launching assaults upon each other's positions within a sector of Hive Gannymeade. Each must fight to the fullest, but still spare sufficient warriors to defend their own position, lest they lose as much as they gain.

THE ARMIES

Each player secretly selects 500 to 1000 points of units in a Patrol Detachment taken from each army's command roster, as set forth in Section III of the primer. The Reconnaissance campaign rule may be used before the start of the game.

THE BATTLEFIELD

Create a 4'x4' battlefield and set up terrain as set forth in Section V of the primer

OBJECTIVES OF WAR

This mission uses Maelstrom of War objectives. Players mutually agree to place 5 objective markers on the table, numbered 1-5. Objective markers must be placed in terrain features, one per quadrant and one in the exact center of the battlefield.

DEPLOYMENT

After objective markers have been set up, the players roll off to see who selects deployment zone first. The player who wins the roll off picks a table quarter to be their deployment zone. The diagonally opposite table quarter is their opponent's deployment zone.

FIRST TURN

The players roll off to see who has first turn, with the player who finished setting up first adding 1 to their roll. The loser of the roll off may choose roll a dice; on a 6, they seize the initiative and they get the first turn instead.

TACTICAL OBJECTIVES

Only the Cities of Death Tactical Objectives that were reproduced in the Primer Appendix may be used for this

mission. Both players start the battle with Capture Stronghold (number 43). If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3. Each player may discard up to one Tactical Objective of their choice at the end of their turn. If a player draws a Tactical Objective that is impossible to score, it may be immediately discarded.

Each time a player achieves Capture Stronghold (number 43), it becomes active again instead of being discarded (and therefore can be achieved at the end of future turns).

BATTLE LENGTH

At the end of battle round 5, roll a dice. On a roll of 3+, the game continues; otherwise the game ends. Roll again at the end of battle round 6, On a roll of 4+ the game continues. The game automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points wins. If both players have the same amount of victory points, use Kill Points to determine the winner. If there is still no winner, the player who takes the best of three in "Rock, Paper, Scissors" wins. (There cannot be a draw.)

Victory points are scored for achieving Tactical Objectives.

Slay the Warlord: If the enemy Warlord has been slain during the battle (or uses the Bug Out campaign rule), you score 1 Victory Point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model

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within the enemy's deployment zone,
you score 1 Victory Point.