

DEATH IN FIRE (ASSAULT OF THE SERVO DOGS)

Deployment: Search and Destroy (pg.216)

Primary Mission: Players each place 1 objective on the battlefield in a table quarter that is not a deployment zone. No quarter may contain more than 1 player placed objective. Next, one additional objective is placed in the center of the table. Objectives are scored at the end of the game

- Each Objective is worth 9 pts.
- 3 additional points are awarded for holding all three.

Special Rules to Hold an Objective

Each objective is operational and will attempt to assault the closest unit during the active players assault phase unless it is already in a combat.

- An Objective (Servo Dog) must be reduced to Zero Wounds before it can be held.
- It is treated as an enemy model both by players.
- At the end of the fight phase, all models are pushed to be outside of 1inch of the servo dog.

Unit Name	M	WS	BS	S	T	W	A	Save	LD
Servo Dog	6	5	-	10	7	5	3	5+ (invul)	10

Secondary Objectives: Score up to 5 points per round by fulfilling the below objectives. (Secondary Objectives are additive Max out at 5pts.) Scores are tallied at the end of each players turn:

- Kill an Enemy Unit that is not also an Objective – 1pts
- Hold the Center Objective – 2pts
- Hold a non-center Objective – 1 pts
- Reduce an Objective to 0 wounds – 2pts.
- Kill two Enemy Units that are not also an Objective – 2pts.

Bonus Points:

- If the enemy Warlord is slain - 1 pt.
- Complete Turn 6 - 1pt. (Both players must complete their turn)
- If you have more units in your opponent's deployment zone than they have in yours - 1 pt

	PLAYER'S NAME	SCORE	OPPONENT'S NAME	SCORE
TURN 1				
TURN 2				
TURN 3				
TURN 4				
TURN 5				
TURN 6				
PRIMARY SCORE				
SECONDARY SCORE				
BONUS SCORE				
TOTAL SCORE				

