



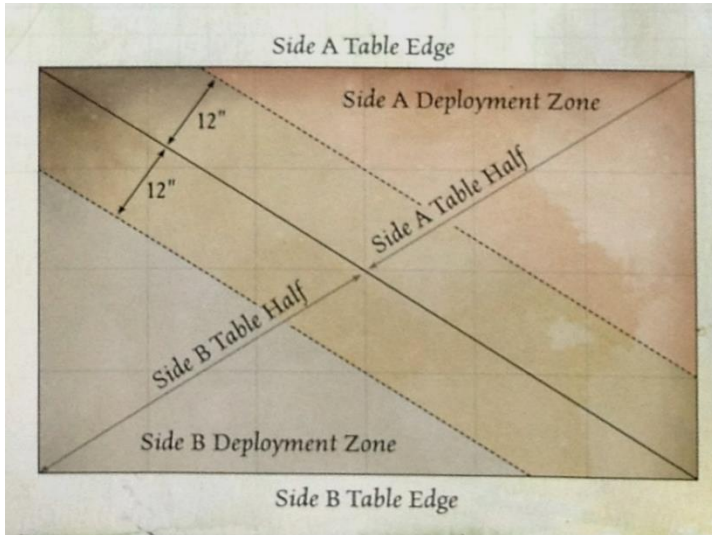
GLASS CITY GRAND TOURNAMENT



The approaching dusk: Mission 4

*****Read the entire scenario before starting pre-game*****

Deployment map



Night fight: Start rolling for night fight at the end of turn 3 on a 6, end of 4 on a 5, end of 5 on a 4 and so on.

Objective placement (#2a): Place one objective in the center of the board, and one objective in the center of each board corner that is not in a deployment zone (3 total objectives).

Primary Mission: Progressive objectives: These objectives are scored at the top of the player turn and can be scored from turn 2 till the end of game. The corner objectives are worth 2 point each and the center objective is worth 4 points per turn controlled. 1 and 2 points respectively when contested.



Secondary Mission: The enemy has been pushed back on its heels. Now is the time to strike, destroy their lines, finish their troops, and bring me the heads of their leaders.

- **Kill points:** one point awarded for each unit destroyed,

Lord of war: For every 3 HP or wounds to a gargantuan or super heavy you will gain +1 point

Tertiary missions:

Hold the field: Control of the center of the table (6" radius from center).

Strength of command: Score one point if your Warlord is still alive at the end of the game.

Hold the line: Have no units of your opponents within 12" of your table edge.

In game Scoring	P1:	P2:
P: Progressive		
S: Kill points		
S: L.O.W. bonus		
T: Hold the field		
T: Strength of command		
T: Hold the line		
Total:		

Game score:

Primary, max 20

Secondary, max 11

Tertiary, max 3

Transfer final score to score sheet.