

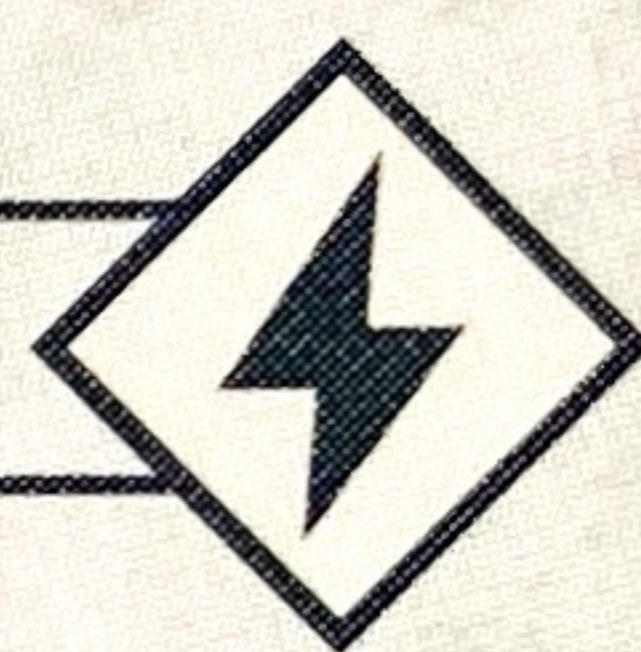
PRIMARY MISSION

UNEXPLODED ORDNANCE

Volatile undetonated material lies in your path. Shifting such hazards towards enemy territory could be the key to victory.

The objective markers that start the battle in No Man's Land are Hazard objective markers.

MOVE HAZARD (ACTION)



STARTS: Your Shooting phase.

UNITS: One or more units from your army, each within range of a different Hazard objective marker you control.

COMPLETES: End of your turn, if the unit performing this Action is still within range of the same Hazard objective marker and you control that objective marker.

IF COMPLETED: You can move each of those Hazard objective markers up to 6". When doing so, that objective marker cannot end that move on top of any other objective marker or model, or inside impassable parts of terrain features.

SECOND BATTLE ROUND ONWARDS

WHEN: End of each player's turn.

The player whose turn it is scores VP as follows:

- **8VP** for each Hazard objective marker that is wholly within their opponent's deployment zone.
 - **5VP** for each other Hazard objective marker that is wholly within 6" of their opponent's deployment zone.
 - **2VP** for each other Hazard objective marker that is wholly within 12" of their opponent's deployment zone.
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