

BINGO: Sell a vehicle to the Traveling Salesman.

Desert Storm

MISSION BRIEFING

You are not only battling the enemy but also the elements.

Sandstorm: Roll a die at the start of every round, on a 5+ a sandstorm covers the board, for that round, making it impossible to draw line of sight outside of 24" and everything between 12-24" are -1 to hit.

Desert Tornadoes: There are 4 Large tornadoes on the board. At the start of every Battle Round roll a scatter die and a D6 for each tornado and move them in the direction of the arrow, the rolled amount of inches. (The tornadoes "bounce" on the table edges). The Tornadoes deal D3 mortal wounds to any unit it touches. And an additional D3 mortal wounds to any unit it touches it while making any movement.

Traveling Robotic Salesmen: While a **Vehicle** is within 3" of the Sandcrawler, you may, at the end of your movement phase, spend 1CP to repair that **Vehicle** D6 wounds or remove that **Vehicle** to gain 1CP for each of its remaining wounds. (This **Vehicle** does not count as having been destroyed for any reason.)

PRIMARY MISSION

Not Tatooine

In the second, third, fourth and fifth battle rounds:

At the end of each player's turn, the player whose turn it is scores VP as follows [up to 15VP per turn]:

- 3VP for each friendly unit within 3" of any tornado.
- 5VP for holding the middle objective.

In every battle round:

- 2VP for each CP gained or lost though dealing with the Traveling Robotic salesman.

TACTICAL MISSION

If it is not stated otherwise, each objective scores 10pts.

- **Warlord-kill:** kill a warlord, can be achieved twice.
- **Claim the Honor:** kill a warlord with your warlord, can be achieved twice.
- **King of the Hill:** Most units within 6" of the center of the battlefield, score 2 pts per turn from turn 1.
- **Linebreaker:** Get into the enemy deployment round 1 or 3
- **Last blood:** Get a kill in round 4 or 5

