

Ars Bellica Mission 9.3 1500 Points

The structure of the game follows the basic rules of the 9th edition.

You ban the enemy player from one mission, then you select three missions of your own. A maximum of one mission can be selected from each category C.

C1 - Field Control				C2 - Tactical Postion				C3 - Destroy Enemies				C4 - Eliminate Target				C5 - Take Action			
01 Fortify our position				04 Total control				07 Kill them all				10 Bring down the beast				13 Bring them war			
At the end of your Player turn, no enemy unit is neither within nor wholly-within your Deployment zone.				At the end of any Player turn, you control every Objective.				Destroy enemy models. Count all enemy models removed from the game in any way.				Destroy enemy models with 8 or more Wounds. (Models with 16+ W give 2 points)				One Infantry unit from your army can start to perform this Action at the end of your movement phase while it is wholly within your opponent's deployment zone. The Action ends at the end of your player turn.			
2	3	4		-	1	2		25	55	90		2	3	5		1	3	5	
02 We need recon				05 Push them back				08 Take aim				11 Headhunter				14 Gather data			
At the beginning of your Command phase, at least one of your units is wholly-within each Table quarter. (22"*30")				At the end of any Player turn, you control Objectives that the enemy controlled at the beginning of the Player turn.				Destroy enemy units with ranged attacks.				Destroy enemy models with the Character keyword. (The destroyed warlord counts double)				One Character unit from your army can start to perform this Action at the end of your movement phase while it is wholly within range of an objective. The Action ends at the end of your player turn. Each objective can only be targeted once for this action.			
1	2	4		1	3	5		2	5	9		1	3	5		2	3	4	
03 Dominate them				06 Achieve supremacy				09 For glory				12 Concentrate your attack				15 Hold this postion			
At the end of any Battle round, there are more friendly than enemy units wholly-within each Table quarter. (22"*30")				At the end of any Player turn, control at least 3 Objectives.				Destroy enemy units with melee attacks.				Cause enemy models with 3+ Wounds characteristic of a multi-model unit to lose wounds. (Except vehicles and monsters)				Once you choose this mission, after choosing sides, nominate one unit without the Character keyword and one objective. You can start to perform this Action at the end of your movement phase if the objective is under your control. The Action is completed at the end of your player turn if the nominated unit controls the selected objective.			
-	-	1		1	3	4		2	4	6		6	12	18		2	4	5	

For completing each tertiary mission you can earn | 1 | 3 | 5 | victory points. The minimum conditions for obtaining victory points can be found under each mission.