

# MISSION PACK

## ARMY CONSTRUCTION

Armies must be selected to at most 1500 points. All up to date sources<sup>1</sup> are permitted. No requirements or constraints are placed on detachments or force organizations. Forge World units and armies eligible for standard *Warhammer 40,000* are permitted.

Models need not be painted, but objective painting scores will be applied to reward finished armies.

Models must be WYSIWYG, but identifiable and thoughtful conversions are welcome. Contact the tournament organizer(s) beforehand about any uncertain models. "Counts-as" proxies and undistinguishable or confusing stand-ins are not permitted.

## SUPPORTING MATERIALS

You must have an official, legal, complete physical or digital copy on hand for all army, unit, and other sources you are using. You should bring printed copies of relevant pages of any electronic sources. Don't forget errata and FAQs for your sources.<sup>2</sup>

You must bring any dice, templates, and markers you need to facilitate playing your army, as well as five typed copies of your army roster with points listed.

## STARTUP SEQUENCE

Each mission will use the following setup process:

- Clarify terrain and exchange lists
- Determine warlord traits, then psychic powers, and then other pre-game effects and choices
- D6 roll off to select deployment zones
- Place primary objective markers
- D6 roll off to choose first or second deployment
- Deploy main armies in that order
- Deploy any Infiltrators (pg. 167)
- Secretly choose and record secondary objectives from the options listed for the mission
- Make any Scout redeployments (pg. 171)
- Reveal secondary objectives
- First to deploy chooses to play first or second
- Seize the Initiative roll, if desired

## MISSION RULES

The following special rules will be applied to each mission, in addition to any given by the mission definition or otherwise specified, e.g., for a particular table.

**Easy Recon.** Players add +1 to their roll to choose first or second deployment for each superheavy vehicle or gargantuan creature in the opposing army.

**Reserves.** As defined on page 135 of the main *Warhammer 40,000* rulebook.

**Seize the Initiative.** As defined on page 132 of the main *Warhammer 40,000* rulebook.

**Variable Game Length.** As defined on page 133 of the main *Warhammer 40,000* rulebook.

**All In.** Units/models in reserve at game end count as completely destroyed/removed as a casualty.

## SCORING

Match results are determined by scoring primary, secondary, and tertiary objectives as given for each mission. Any unit or faction specific rules granting victory points *to a player's opponent* also apply.

The winner of a match is the player with the most victory points. Ties are broken in favor of the player with the most army points on the table at game end, including embarked units and claimed fortifications.

Tournament standings are determined first by win/loss records and then the sum total victory points achieved across all three missions. No more than 20 victory points may be earned per mission toward these standings, though any additional victory points won do count toward determining the match winner.

### THE DEMANDS OF THIRSTY GODS

*Carragon stood for a moment after the voice in his head faded away. Even by the standards of his pirate band this last request was excessive, unnecessary. But the rewards...*



<sup>1</sup>Partial list maintained by Redcap's Corner and PAGE: <http://bit.ly/1uWkFHz>

<sup>2</sup>Available from the Black Library: <http://www.blacklibrary.com/faqs-and-errata.html>

# MISSION 1: CONTACT

*Armies collide as the vanguards of opposing sides make contact in the burgeoning planetary war.*

## TABLE SETUP

Deployment zones are **Vanguard Strike**, as defined on page 131 of the main *Warhammer 40,000* rulebook. Vanguard Strike may be approximated by deploying within a 33.5" x 50" table corner triangle. The player that wins the zone roll off may pick any of the four corners, and the other player takes that diagonally opposite.

After determining deployment zones, place one primary objective marker at the center of the table and one at each of the two table quadrant centers outside the deployment zones, i.e., 18" from the short table edge and 12" from the long table edge in the corners opposite the deployment zones. There are thus three primary objective markers along the diagonal dividing the no man's land between the two deployment zones.

## MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this pack.

**Nightfighting.** All units have Stealth on Turn 1.

## SCORING

This mission is scored by objectives achieved, as follows.

**Primary Objectives.** At the conclusion of the game, players score 3 victory points for each primary objective marker they control, as defined by the standard rules (page 134 of the main rulebook).

**Secondary Objectives.** After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- **Seek and Destroy.** Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.
- **Victory Through Attrition.** Score 1 victory point for each unsaved hull point or wound taken from any opposing superheavy vehicle or gargantuan creature by any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.
- **Seize Ground.** Choose two terrain pieces not in your deployment zone. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece simultaneously.
- **Reconnaissance.** At the end of the game, score 2 victory points for each friendly scoring unit with the Scout or Infiltrate USR completely within 12" of your opponent's table edge.

**Tertiary Objectives.** Both players apply all of the following tertiary objectives:

- **Slay the Warlord.** If the opposing army has a Lord of War character or a Warlord of any type and either has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- **Linebreaker.** Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- **First Blood.** As defined on page 133 of the main *Warhammer 40,000* rulebook.

# MISSION 2: GROUND AT ANY COST

---

*Warriors lock into combat as they desperately fight to carve out space for their army on the battlefield.*

## TABLE SETUP

Deployment zones are **Dawn of War**, as on page 131 of the *Warhammer 40,000* rulebook (12" long edges).

After determining deployment zones, six primary objective markers are put down. Each player receives three markers which they alternate placing, beginning with the winner of a D6 roll off, in the following order:

- Your first marker is worth 3 victory points and must be placed in either deployment zone.
- Your second marker is worth 2 victory points and must be placed in the opposite zone from your first.
- Your third marker must be placed on the table centerline, i.e., anywhere 24" from both long edges.

All other placement rules apply as given on page 134 of the main *Warhammer 40,000* rulebook. After placement, randomly select one of the two centerline markers to be worth 4 victory points. The other centerline marker is worth 1 victory point. Make sure to unambiguously record the value of all markers.

## MISSION SPECIFIC RULES

There are no mission specific rules for this mission.

## SCORING

This mission is scored by objectives achieved, as follows.

**Primary Objectives.** At the conclusion of the game, for each primary objective marker a player controls they score the number of victory points it is worth as determined during table setup.

**Secondary Objectives.** There are no secondary objectives for this mission.

**Tertiary Objectives.** Both players apply all of the following tertiary objectives:

- **Slay the Warlord.** If the opposing army has a Lord of War character or a Warlord of any type and either has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- **Linebreaker.** Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- **First Blood.** As defined on page 133 of the main *Warhammer 40,000* rulebook.

# MISSION 3: THE FINAL GRIND

---

*Tired, near breaking, armies make desperate gambles in the waning throes of conquest or defeat.*

## TABLE SETUP

Deployment zones are **Hammer and Anvil**, as defined on page 131 of the main rulebook (24" short edges).

In each of the four table corners place a primary objective marker 12" from both of the table edges of that corner. Place a fifth primary objective marker at the center of the table.

## MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this pack.

**The Longest Day.** After Turn 4 roll a D6; on a 4+ all units have Stealth for the remainder of the game. Do this again after Turn 5 if it did not take effect. This rule automatically takes effect after Turn 6.

## SCORING

This mission is scored by objectives achieved, as follows.

**Primary Objectives.** At the conclusion of the game, players score 2 victory points for each primary objective marker they control in a table corner, and 1 victory point for controlling the marker at table center.

**Secondary Objectives.** After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- **Seek and Destroy.** Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.
- **Victory Through Attrition.** Score 1 victory point for each unsaved hull point or wound taken from any opposing superheavy vehicle or gargantuan creature by any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.
- **Meatgrinder.** Score 1 victory point for each opposing Troop unit completely destroyed or falling back at the end of the game.
- **Assassination.** Score 1 victory point for each opposing character model removed as a casualty or falling back at the end of the game. Note that this is not limited to just independent characters.

**Tertiary Objectives.** Both players apply all of the following tertiary objectives:

- **Slay the Warlord.** If the opposing army has a Lord of War character or a Warlord of any type and either has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- **Linebreaker.** Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- **First Blood.** As defined on page 133 of the main *Warhammer 40,000* rulebook.