MISSION PACK

ARMY CONSTRUCTION

Armies must be selected to at most 1850 points. Players will use a single army list for all missions. All up to date sources[1] 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.[2]

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 is the player with more victory points.

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

THE JOY OF FLIGHT

Kraxxus smiled as he punched the release for the Thunderhawk's rear hatch and felt the thin air suddenly gusting throughout the transport. In quick intervals his talon of Raptors launched themselves into the sunlight, swirling downward. Smiling even broader, Kraxxus revved his jump pack and ran down the length of the bay, throwing himself after his flock in a high speed dive...
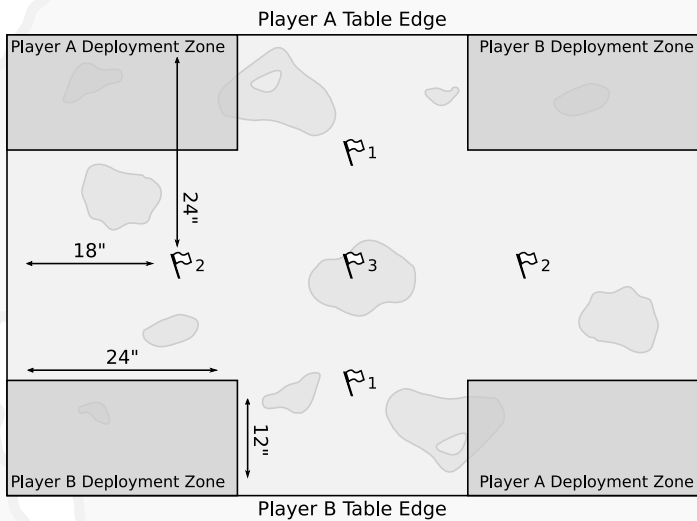
---

[1] Partial list maintained by Redcap's Corner and PAGE: `http://bit.ly/1uWkFHz`
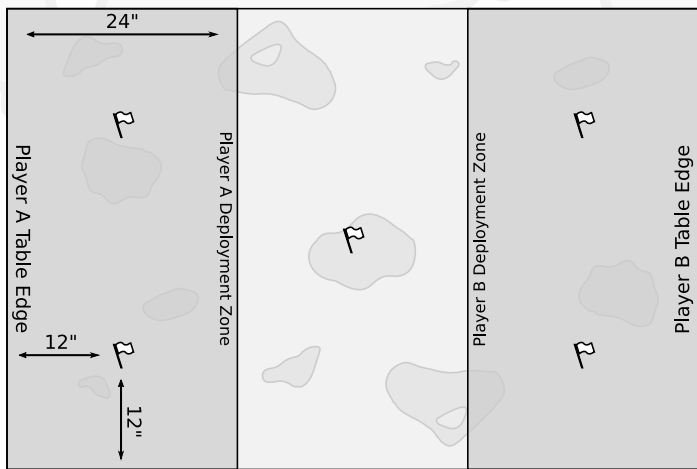[2] Available from The Black Library: `http://www.blacklibrary.com/faqs-and-errata.html`

Table Setup Guide

The following illustrations are just guides to aid understanding; consult the rules for details.

Mission 1: Drop Zone

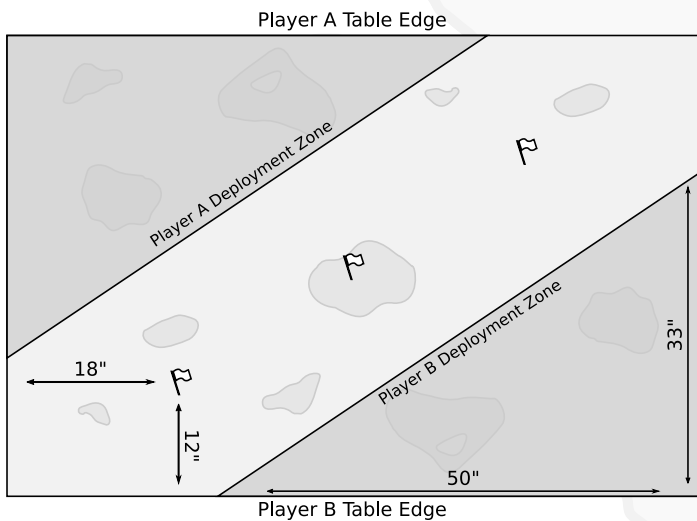Player A Table Edge

Player A Deployment Zone

Player B Deployment Zone

⚑1

24"

18"

⚑2

⚑3

⚑2

24"

⚑1

12"

Player B Deployment Zone

Player A Deployment Zone

Player B Table Edge

Mission 2: Forced March

24"

⚑

Player A Table Edge

Player A Deployment Zone

Player B Deployment Zone

Player B Table Edge

⚑

⚑

12"

⚑

⚑

12"

Mission 3: Killing Fields

Player A Table Edge

Player A Deployment Zone

⚑

⚑

Player B Deployment Zone

33"

18"

⚑

12"

50"

Player B Table Edge

Mission 1: Drop Zone

Rapid strike forces land and fight to carve out a beachhead for their armies.

Table Setup

Deployment zones are the rectangles in each table corner 12" in from the long edge and 24" in from the short edges. The player that wins the zone roll off picks either pair of *diagonally opposite* corners as their deployment zone and a long table edge as their player edge. The other player takes the other pair of diagonally opposite corners and opposite long edge.

After determining deployment zones, place five primary objective markers: One at the center of the table worth 3 victory points; two more 18" from the short table edges and 24" from the long table edges worth 2 points each; and two 36" from the short table edges and 12" from the long table edges worth 1 point each.

Mission Specific Rules

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

Strike Force. All Fast Attack units have the Obective Secured rule, as defined on page 122 of the rulebook.

Scoring

This mission is scored by objectives achieved, as follows.

Primary Objectives. Each primary objective marker is worth their respective value given above.

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.

- *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.

- *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.

- *Assassinate.* 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. No more than 5 total victory points may be earned by a player across all of the tertiary objectives.

- *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.

- *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: Forced March

The armies begin the long maneuvers from their drop sites to the targets of their campaign.

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 1 victory point for each objective they control in their own deployment zone and 2 points for the marker at table center. Players earn 3 additional victory points if they control one marker in the enemy deployment zone, and 5 points if they control both.

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.

- *Control the Field.* Each table quarter in which you have a scoring unit and your opponent does not, or you have an Objective Secured Unit and your opponent does not, is worth 2 victory points.

- *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.

- *Meatgrinder.* Score 1 victory point for each opposing Troop unit destroyed or falling back at game end.

Tertiary Objectives. Both players apply all of the following tertiary objectives. No more than 5 total victory points may be earned by a player across all of the tertiary objectives.

- *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.

- *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: KILLING FIELDS

Blow for blow, both sides work simply to eviscerate each other's armies.

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 secondary 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 secondary objective markers along the diagonal dividing the space between the two deployment zones.

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 game end, victory points are earned by each player as follows:

- At least 1 of your opponent's units has been destroyed: +1
- The total number of points or units lost by your opponent is more than those you lost: +1
- At least 25%, 50%, and 75% of your opponent's army by points or units is destroyed: +2 each quartile
- All of your opponent's units have been destroyed: +1

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.

- *Control the Field.* Each table quarter in which you have a scoring unit and your opponent does not, or you have an Objective Secured Unit and your opponent does not, is worth 2 victory points.

- *Hold the Line.* Each secondary objective held is worth 2 victory points.

Tertiary Objectives. Both players apply all of the following tertiary objectives. No more than 5 total victory points may be earned by a player across all of the tertiary objectives.

- *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.

- *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.