

THE TWILIGHT: MISSION PACK

All of the missions are played on a 4'x4' table.

The variable game length rule is used in all missions unless noted otherwise.

A major victory is worth 10 points to the winner and 0 to the loser. Victory is 7 and 3 Draw is 5 and 5 Plus the two bonus points.

Better victories trump others, e.g., meeting the conditions for a major victory trumps the conditions for a minor victory.

Missions to be specified in more detail...

AMBUSH

The Defender is given an AV10/10/10 HP2 truck with 5 embarked NPCs with sub-Guardsman stats. The truck takes dangerous terrain tests on a 2+ and always takes a dangerous terrain test if it moves flat out. The truck starts at one end of the board and it or the NPCs must make it to the far edge. The Attacker Outflanks.

ASSASSINATION

An NPC with Guardsman-ish stats is placed in control of the Defender, who loses if it dies.

BATTLEFIELD

Kill points with Dawn of War setup.

BREAKTHROUGH

Attacker has to break into the defender's deployment zone.

ENCIRCLEMENT

Kill points with the defender starting at the center of the table and the attacker all around.

EXCAVATION

Similar to the scouring, several objectives of randomized value are randomly placed inside a square at table center. The defender starts deployed in that square, the attacker is around the edges.

INSTALLATION

A single objective is put forward slightly from the defenders leading edge, inside an AV11 HP3 Small building. The defender wins if they hold that objective. Otherwise the attacker wins.

SKIRMISH

The basic mission from the Recon Squad packet: Vanguard and three objectives.

MISSION: AMBUSH

A supply convoy is moving through the area.

Attacker: You must disrupt the shipment.

Defender: Your army must get those supplies.

THE BATTLEFIELD

The winner of a D6 roll off chooses a table edge and the other player takes the opposite. Place a small vehicle on the centerline of the table with its forward edge 6" from the defender's table edge. The defender's deployment zone is the 12" strip along their table edge. All of the attacker's units gain Outflank and must be placed in reserve.

Roll a D6 before any deployment. Night Fighting is in effect for Turn 1 on a 4+; on a 1 or 2 it takes effect on Turn 5 and thereafter.

MISSION RULES

The attacker plays first. The defender may not Seize the Initiative. Half of the attacker's army by the number of models, rounding up, arrives from reserve on Turn 1. The remainder arrive as usual.

The vehicle is considered the defender's model in all ways. It has armor 11/11/10, 3 hull points, and may not move Flat Out. If immobilized, the vehicle self-repairs and removes that damage result on a D6 of 4+ at the start of the defender's movement phase.

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Defender if the vehicle is within 6" of the attacker's table edge. Attacker if the vehicle is destroyed and at most 50% of the defender's starting army by points value or models remains.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Defender if the vehicle and more than 50% of the defender's starting army by points value or models remains. Attacker if at most 50% of the defender's starting army by points value or number of models remains.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Otherwise.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Player's leader survives.

MISSION: ASSASSINATION

Attacker:

Defender:

THE BATTLEFIELD

MISSION RULES

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory:
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory:
<input type="checkbox"/>	<input type="checkbox"/>	Draw:
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point:
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point:

MISSION: BATTLEFIELD

The war grinds on interminably, all notion of battle lines lost in the confusion and exhaustion.

Attacker and **Defender** roles are identical in this mission and have no effect in-game.

THE BATTLEFIELD

The winner of a D6 roll off chooses a table corner. Their deployment zone is the quarter circles of all points within 12" of that corner as well as the *diagonally* opposite corner. The other player's deployment zone is the 12" quarter circles from the other corners.

Place a single objective marker at table center.

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

Beginning with turn 5, roll a D6 before the start of the turn. On a 4+ Night Fighting is in effect for the remainder of the game.

At game end, victory points are earned as follows:

- At least 3 of your opponent's models have been removed as casualties: +2
- At least 50% of your opponent's army by points value or number of models are casualties: +3
- The total number of wounds lost as a casualty by your opponent is more than you: +1
- All of your opponent's models have been removed as casualties: +1

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player has more victory points.x
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Controls the objective marker.

MISSION: BREAKTHROUGH

Opposing forces thrust and counter-thrust to break up or hold battlefield positions.

Attacker: You must pierce the enemy's lines.

Defender: Hold your ground.

THE BATTLEFIELD

The winner of a D6 roll off chooses a table edge and the other player takes the opposite. Deployment zones are 12" from the players' respective edges.

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Attacker if at least 50% of their starting army by points value or number of models is at least partially within 6" of the defender's table edge. Defender if attacker has no models within 6" of the defender's table edge.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Attacker if more than 25% of their starting army by points value or number of models is at least partially within 6" of the defender's table edge. Defender if attacker has at most 25% of their starting army by points value or number of models within 6" of the defender's table edge.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Otherwise.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Player's leader is the closest model to the defender's table edge.

MISSION: ENCIRCLEMENT

A small force has been outmaneuvered and surrounded in a tight pocket of the battle.

Attacker: Crush them.

Defender: Survive.

THE BATTLEFIELD

The winner of a D6 roll off chooses a table edge and the other player takes the opposite. The attacker's deployment zone is 6" from *both* player table edges. The defender's deployment zone is the 12" center strip 18" from both player table edges.

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

At game end, victory points are earned as follows:

- At least 3 of your opponent's models have been removed as casualties: +2
- At least 50% of your opponent's army by points value or number of models are casualties: +3
- The total number of wounds lost as a casualty by your opponent is more than you: +1
- All of your opponent's models have been removed as casualties: +1

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player has more victory points.x
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Player has a model in each table quadrant, at least 3" from table center.

MISSION: EXCAVATION

An important relic was uncovered by an excavation team just before they were forced to abandon the site by the encroaching battle. It must be retrieved!

Attacker and **Defender** roles are identical in this mission and have no effect in-game.

THE BATTLEFIELD

Deployment zones are 12" from opposing table edges. The winner of a D6 roll off chooses a side and the other player takes the opposite.

Place a primary objective marker at the center of the table and secondary objective markers at the center of each table quadrant.

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

Any model that starts the movement phase in contact with the *primary* objective marker may move it up to a total of 6" in the movement phase with that model. The marker cannot leave the table or embark.

At game end, control of the primary objective is worth 3 victory points while each secondary objective is worth 1 victory point.

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player controls the primary objective and has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: The primary objective marker is fully within your deployment zone.

MISSION: INSTALLATION

A critical bunker outpost, command center, supply warehouse, or temple has come under siege!

Attacker: You must seize control of the site.

Defender: You must protect the site.

THE BATTLEFIELD

Deployment zones are 12" from opposing table edges, with the attacker choosing and the defender taking the opposite. Place a small building, roughly 6"x6"x3", centered 12" from the defender's table edge. The defender may deploy units embarked in the building or on the battlements.

MISSION RULES

The defender deploys first but the attacker chooses to play first or second after all deployment concludes. Seize the Initiative applies.

Control of the building or its ruins is determined as an objective marker, including embarked models.

The building has armor 11 on each facing, 2 hull points, a capacity of 5, and battlements on top.

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player controls the building/ruins.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Attacker if the building is ruined and contested; defender if the building is not ruined but is contested.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Neither player contests or holds the building or its ruins.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent has less than 25% of their starting army remaining, by points value or number of models.

MISSION: SKIRMISH

Vanguards patrolling the outskirts of their main forces have crashed into each other—contact is made!

Attacker and **Defender** roles are identical in this mission and have no effect in-game.

THE BATTLEFIELD

Deployment zones are diagonal table corners, up to 12" from the centerline between them. Roll off to determine who chooses a corner and their player table edge, the other player taking the opposite.

Place objective markers at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

Roll a D6 before any deployment. Night Fighting is in effect for Turn 1 on a 4+; on a 1 or 2 it takes effect on Turn 5 and thereafter.

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Player has at least one model within 12" of each table corner.