CALDOR IV

An unofficial campaign for Games Workshop's *Warhammer 40,000*.

Rocketship Games

CALDOR IV

Caldor IV is an unofficial, narrative, team-based, campaign tournament for Games Workshop's *Warhammer 40,000*. Set on the long beleaguered world of Caldor IV, the campaign chronicles the struggle for *The Scythe Of Unbound Light*, an ancient weapon of great might. It is comprised of three parts:

- **The Debacle:** Three rounds of standard battles to locate critical personnel and ancient weaponry before the planet is overrun.

- **The Twilight:** Four rounds of 200 point Recon Squad skirmishes amid the chaos of the all-consuming, inescapable war.

- **The Cataclysm:** A single epic battle encompassing all the players, throwing 500 point armies into the maelstrom of the planet's final hours as they madly fight to secure *The Scythe*.

The Debacle is playable as a straight tournament with some light team aspects over it. The Twilight and Cataclysm are more narrative, but still have a solid tournament basis. As such, *Caldor IV* provides the foundation of a great event for both competition and narrative oriented players. The campaign is designed to be played over two full days or several evenings.

The Twilight and The Cataclysm utilize two additional unofficial *Warhammer 40,000* supplements:

- **Recon Squad:** Fast playing, simple rules for skirmish level play, in which models move and fight individually on heavily terrained boards.

    rocketshipgames.com/games/recon-squad/

- **Cataclysm:** Rules, logistics, and mission scenarios for large games comprised of multiple players fighting as teams for multiple alliances.

    rocketshipgames.com/games/cataclysm/

This document outlines mechanics and missions of the campaign. Additional tips are on the website:

    rocketshipgames.com/games/caldor-iv/

CAMPAIGN SETUP AND OVERVIEW

To begin, the players are grouped into two or three alliances, determined by the organizer(s) based on the factions and number of players participating:

- **Forces of Order:** The Imperium and its allies;

- **Legions of Discord:** Chaos and heretics;

- **Spoilers:** Pirates and xenos of all stripes.

If only two alliances are warranted by the campaign group, they should play as Order and Discord.

At the outset of the campaign the Legions of Discord have descended on Caldor IV en masse in search of *The Scythe Of Unbound Light*, a lost relic of many legends. Under siege, the Forces of Order are about to abandon Caldor IV entirely and scorch everything and everyone left behind. First, however, the Mechanicum's Magos Ferdinand, ranking figure on the world, must be retrieved. Unaware of the true stakes, the Spoilers have come simply for bloodshed and whatever they can plunder.

TREASURE IN THE DARKNESS

Caldor IV—once a luscious knight world, now a smoldering husk. Both The Dark Ages and The Heresy it outlasted, but the paranoia and isolation of those times set the kernels of future failure. Over the following eons the houses ossified and turned inward, gazing at all about them with mistrust, then fear, and eventually war. Centuries of infighting eventually slagged the verdant paradise into a charred wasteland. In recent centuries the Mechanicum has resettled the planet, though their motivations for doing so are unclear even as their efforts have increased in recent decades. Intrigued, the planet has since been the target of continual raids and exploratory incursions by the more intrepid and curious pirates, heretics, and xenos. Weary, stretched to the breaking point, the defense forces have finally all but collapsed after decades of unceasing combat. Sensing the weakness, foes of the Imperium have all piled in, lusting for blood or other, more secret, goals. Beseeched by the Mechanicum, loyalists throughout the sector have poured in to match, deepening the ever swirling maelstrom of the planet-wide conflict. But time and resources have run out.

THE DEBACLE ON CALDOR IV

The Debacle on Caldor IV captures the last major thrusts at the conclusion of years of fighting over the planet. All manner of allies and foes have come together to fight for whatever spoils Caldor IV may yield.

GOALS

With new, credible information confirming its existence unearthed recently, the Legions of Discord have formed an uneasy alliance seeking *The Scythe of Unbound Light*. This legendary weapon has been long since lost to time but is still extant in rumor and whispers, believed to be buried amid the planet's vast fields of rubble and dunes from its eons of strife.

The Forces of Order are simply trying to extricate themselves from a rapidly worsening quagmire. Originally the Mechanicum came to the planet in search of *The Scythe*, but by this point only fools believe it still exists or ever did. Magos Ferdinand, head of Mars' expedition, is such a fool and refused to evacuate until too late. Preparations are now underway to obliterate the planet, the situation having been deemed irrecoverable by sector governance. However, despite his foolish belief in ancient myths, the Magos' vast machine knowledge is too valuable to throw away easily. All effort necessary should be expended to retrieve him if at all possible before Exterminatus.

Sensing opportunity amid the massive conflict, The Spoilers have come simply to smash and grab whatever they can while Order and Discord are occupied in a death struggle. They would be happy to lay their claws on either *The Scythe* or Magos Ferdinand.

CONTINENTS

Caldor IV has three major continents over which the fighting has been concentrated:

- **Apollon:** Heaquarters of the Mechanicum, its primary forges, and more mysterious sites...

- **Hermea:** Home to the bulk of the world's civilian population in several miserable hive cities.

- **Juno:** Unreclaimed wastelands from the darkest periods of the past, not a place to go lightly.

Discord scryers believe *The Scythe* is on Juno but will not stake their lives to it. The precise location is necessary to retrieve it anyway. Magos Ferdinand is assumed to be on Apollon, but his location has not been confirmed since the latest heavy fighting began.

THE DEBACLE ON CALDOR IV

Adept Kain's tentacled machine links withdrew slowly from the interface panels surrounding him. He had to cogitate, quietly, outside the noostream for a moment. Would this be his failure, or a brilliant recovery from failures made by those before him? Magos Ferdinand was a fool. This whole expedition had been a miscalculation from the start. From the poor research findings Kain had reviewed so far, he doubted their quarry had ever been more than a myth to begin with. And now the expedition's position had grown untenable, with incalculably valuable resources being thrown after a madman's quest. Slowly re-interfacing, he assented to the sector governor's request for exterminatus. Time to end this throne-cursed debacle.

TERRAIN

Each continent has a variety of areas represented by the various tables available: City, industrial, wasteland, and so on. There are no specific campaign terrain requirements but players are able to choose which boards they prefer to defend. Tables should therefore be set up in advance and have some distinct characteristics such as more or less open sight lines and different concentrations of terrain types.

MISSIONS

The Debacle on Caldor IV is played out over the course of three missions. All players contest the same mission in each round. Almost any missions can be used, but a tournament ready mission pack is included in this document following this section.

CAMPAIGN SETUP

Prepare two sets of three envelopes, one set for Order and the other for Discord, labelling each for one of the continents on Caldor IV: Apollon, Hermea, and Juno. These envelopes capture the alliances' search for *The Scythe* and the Magos over each continent.

Print and cut apart the search results cards at the end of this section. Each card indicates an outcome of the alliance's searching over a campaign round.

Requested air strike imminent on your position. Take cover.

Some offer nothing, others reveal the target's continent, and one yields their quarry's precise location.

Apply the following procedure for each of the Order and Discord cards. Organize the numbered cards into four decks, each containing one "Precise Location" and two "Clue" cards. Place the decks facedown and shuffle the set. Randomly select a deck, discarding the others without revealing which has been selected. Keeping the deck facedown, add the three "No result" cards and shuffle the deck. Without revealing any contents, for each card randomly select one of its faction's envelopes and place it inside.

The search envelopes now contain clues to and the precise location of each alliance's objective, randomly sprinkled across the continents. Executed carefully, even the organizer(s) won't know where the targets will be found and may participate as players in the campaign without compromise.

Finally, print and cut apart a set for each faction of the covert mission cards at the end of this section.

Campaign Mechanics

At the end of the three missions, Order and Discord have achieved their campaign objective if they have discovered the precise location of their target and control the continent it is on. The Spoilers achieve their campaign objective if they know the precise location of either *The Scythe* or the Magos and control that continent. Note that the precise location might be discovered on a different continent from the target's actual location. This reflects the worldwide search through ruined libraries, hacked databanks, and captured individuals eventually yielding the location, which must then be secured. If a target's precise location is not found until after the final round but the alliance ends the campaign in control of that continent, they still achieve their campaign objective.

Following each round, Order and Discord secretly draw and keep a search result from their respective envelopes for each continent they control. For each continent the Spoilers control they secretly draw from the envelopes of both Order and Discord, record what they found, and put the cards back.

Control of a continent is defined as the leader of the accumulated sums for each alliance of victory points earned in matches held on that continent. In event of a tie, each of the tied alliances are considered to have control. If the Spoilers are among those tied, they draw and return their results before the other alliances pull from their envelopes.

ROUND PAIRINGS

Players are paired with an opponent for each match from another alliance as best as possible given the number of players. Teammates should only battle if no other set of pairings is possible. In that rare case, their alliance earns the lesser of the two players' victory points. The players though each claim their respective victory points toward the individual rankings.

First round pairings are randomly assigned across the alliances, optionally applying a seeding to bias toward matching players of similar ability. Starting with the Legions of Discord, then the Forces of Order, and then the Spoilers, the alliances then alternate choosing a pairing and assigning it to a continent. The opposing alliance responds with a table for that match.

For the second and third rounds, pairings are assigned by win/loss brackets as best as possible. Process each unmatched player in order by number of wins, then draws if permitted by the missions, and then accumulated victory points. Assign as their opponent the player from another alliance in the same win/draw/loss bracket with the next highest victory points that they have not already played. If there are no such players, choose the teammate with the next highest victory points from the same bracket that they have not already played. If there are none of those, shift the selection to the next bracket down.

Once pairings are assigned, in order by total victory points the alliances alternate choosing a pairing and assigning it to a continent. The opposing alliance then responds with a table for that match.

Each continent may only be assigned a limited number of matches per round: The number of play-ers divided by three and rounded up. Once that many matches have been assigned to a continent, pairings may only be assigned to the other continents.

COVERT MISSIONS

In the second and third rounds, the trailing alliances are given covert missions to complete and make progress toward their strategic campaign objectives despite tactical battlefield losses.

Before pairings are assigned to continents for those rounds, the alliance with the least accumulated victory points secretly draws a card from its covert mission deck. Every player in that alliance may complete the given mission objective in their match to gain the specified bonus for their alliance. Following the round that covert mission is discarded and cannot be selected again, i.e., for the third round.

In a campaign with three alliances, the middle alliance by accumulated victory points also draws a covert mission before the second and third rounds in the same fashion. However, it may only be attempted by the half of that alliance's players with the least points, rounding down.

VICTORY!

At the conclusion of *The Debacle*, an alliance has won a campaign victory if it achieved its campaign objective and no other alliance did as well. An alliance that controls the majority of the continents has won a strategic victory. Finally, the alliance with the greatest sum total victory points has won a tactical victory. Each of these outcomes influences the other components of the *Caldor IV* campaign. Celebrate the victors, but prepare for the battles still ahead!

☠ ORDER (1)

PRECISE LOCATION:
APOLLON,
FORGE PRIME.

The Magos is bunkered deep in the bowels of Caldor IV's largest and oldest forge with his bodyguards.

☠ ORDER (2)

PRECISE LOCATION:
APOLLON,
NORTH STARPORT.

Mechanicum forces are fighting to sustain a desperate holdout at the complex in hopes of evacuation.

☠ ORDER (3)

PRECISE LOCATION:
HERMEA,
HIVE PARGNOSIS.

Witnesses cite the Magos cowering among the squalor and innumerable civilians of the lower hab blocks.

☠ ORDER (4)

PRECISE LOCATION:
JUNO,
THE SCAR.

The Magos is leading a frantic excavation at the bottom of one of Caldor IV's most unnatural features.

☠ ORDER (1)

CLUE:
APOLLON.

A planetary defense company saw the Magos board a ground transport near Sub-Forge Praxus.

☠ ORDER (2)

CLUE:
APOLLON.

A small group of Skitarii, bodyguards of the Magos, were seen fighting on the outskirts of the North Starport.

☠ ORDER (3)

CLUE:
HERMEA.

Shuttle pilots logged delivery of the Magos' entourage to the continent at the onset of the recent fighting.

☠ ORDER (4)

CLUE:
JUNO.

A badly corrupted distress signal from the Magos' closest protege claims he was headed to The Scar.

☠ ORDER (1)

CLUE:
APOLLON.

Entry records show the Magos recently interfaced with the noosphere from a terminal in Sub-Forge Maurus.

☠ ORDER (2)

CLUE:
APOLLON.

Requisitions document that the Magos ordered an orbital lifter prepared but it was later damaged.

☠ ORDER (3)

CLUE:
HERMEA.

Official records indicate the Magos had scheduled an oversight meeting with one of the hive regents.

☠ ORDER (4)

CLUE:
JUNO.

The expedition's future dimming, of late the Magos had been obsessed with several sites in the wasteland.

☠ ORDER

NO RESULT.

The Magos' personal logs are recovered but are woefully outdated and yield no hint of his location.

☠ ORDER

NO RESULT.

Contact is made with a servant of the Magos but the line breaks before they can exchange any information.

☠ ORDER

NO RESULT.

None of the senior adepts still alive and reachable have seen or heard from the Magos in quite some time.

☠ TRASH

THROW THIS PLACEHOLDER CARD AWAY, IT IS NOT USED IN THE CAMPAIGN.

Thought for the day: Sacrifice is best done for others.

☠ DISCORD (2)

PRECISE LOCATION:
JUNO,
THE SCAR.

Scans show The Scythe *largely intact under mountains of dirt, but even if it can be uncovered, will it fly again?*

☠ DISCORD (1)

PRECISE LOCATION:
JUNO,
HOUSE ETRAKUS.

Entombed in rubble, a single alcove in the buried library is lit by shafts of light suspending a luminescent blade.

☠ DISCORD (3)

PRECISE LOCATION:
HERMEA,
HIVE PARGNOSIS.

Deep in the lowest sub-foundation, the mighty war engine has quietly powered the entire hive for eons.

☠ DISCORD (4)

PRECISE LOCATION:
APOLLON,
FORGE PRIME.

The Scythe *has lain unrecognized in the Mechanicum's vaults for decades, a colossal failure of imagination.*

☠ DISCORD (2)

CLUE:
JUNO.

Analysis of radiation patterns from metals unburied across the continent point to a spectacular crash site.

☠ DISCORD (1)

CLUE:
JUNO.

A burnt data chip plays the never before heard saga The Warsong of Lord Etrakus *and then quickly melts.*

☠ DISCORD (3)

CLUE:
HERMEA.

A beautiful tapestry allegorizes The Scythe *shielding Hermea's houses from staggering attacks.*

☠ DISCORD (4)

CLUE:
APOLLON.

A faded manifest for sub-annex 42A of the original expedition complex lists wonders beyond belief.

☠ DISCORD (2)

CLUE:
JUNO.

Only something massive and moving incredibly fast could have ripped those gouges into the planet.

☠ DISCORD (1)

CLUE:
JUNO.

Stone lythos from the continent predating the Imperium depict an illuminated warrior astride the world.

☠ DISCORD (3)

CLUE:
HERMEA.

Early texts chart the lineage of the population centers back to the survivors of the founding houses.

☠ DISCORD (4)

CLUE:
APOLLON.

An empty docking interface for The Scythe *is found, with Mechanicum extraction equipment nearby.*

☠ DISCORD

NO RESULT.

The long sought-for vault's contents begin crumbling immediately upon exposure to atmosphere.

☠ DISCORD

NO RESULT.

Only false beliefs and nonsense spew from the hoary integrated librarian before you end his delusions.

☠ DISCORD

NO RESULT.

Your servants are imbeciles, useful as little more than scrap meat.

☠ TRASH

THROW THIS PLACEHOLDER CARD AWAY, IT IS NOT USED IN THE CAMPAIGN.

*Thought for the day:
Sacrifice is best done by others.*

☠ INTERROGATION

Command has ordered you to capture and interrogate prisoners. It's against your usual "No mercy" philosophy, but they're in charge.

Mission: After all deployment concludes, secretly select and record an enemy character. You succeed if that character is removed as a casualty and you pass a D6 test against its role:

HQ 2+ **Elite** 3+ **Troop** 5+
Fast 4+ **Heavy** 4+

Success: Your alliance pulls a search result for each continent on which a player achieved this mission as though it shared control.

☠ SWEEP & SCAN

Your troops are on the roll, rapidly covering ground in the hunt for intel. You might miss something moving so fast, but time's up.

Mission: At the end of each of your turns beginning with Turn 2, secretly make a note for each primary objective marker outside your deployment zone which you control and have not previously controlled. If by the end of the game you have controlled at least two at some point, you succeed.

Success: Your alliance pulls a search result for each continent on which a player achieved this mission as though it shared control.

☠ DATA PORT

You've detected an active, unsecured data port among the wreckage strewn about. If you can hold it long enough, you might be able to extract something useful.

Mission: After all deployment concludes, secretly select and record a primary objective marker outside your deployment zone. You succeed if you control it at the end of your turn for any two turns in a row, excluding Turn 1.

Success: In addition to the points you earn as usual, your alliance gains half the maximum victory points possible for this match toward its overall and this continent.

☠ SIGNALS

You're tracking an enemy HQ signal. If you can triangulate it, you'll know where they're based.

Mission: After all deployment concludes, secretly select and record a table quarter not on your table edge. At game end if you have a scoring unit in that quarter and your opponent does not, you succeed. Units with Objective Secured trump those without.

Success: In addition to the points you earn as usual, your alliance gains half the maximum victory points possible for this match toward its overall and this continent.

THE DEBACLE: MISSION PACK

ARMY CONSTRUCTION

Armies must be selected to at most 1500 points. 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 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...

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[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`

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.

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

- **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.

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. No more than 5 total victory points may be earned by a player across all of the 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.

- **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.

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.

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

- **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.