

# THE TWILIGHT: MISSION PACK

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: SKIRMISH

## SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

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

## THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

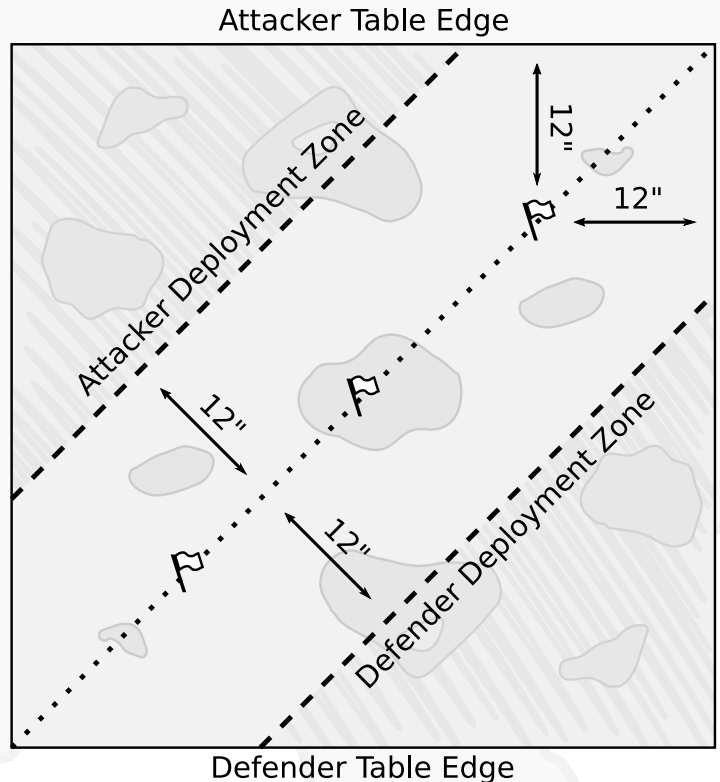
Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

## MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!



		SCORING
Attacker	Defender	Condition
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is not on table.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of each table corner.

# MISSION: SKIRMISH

## SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

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

## THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

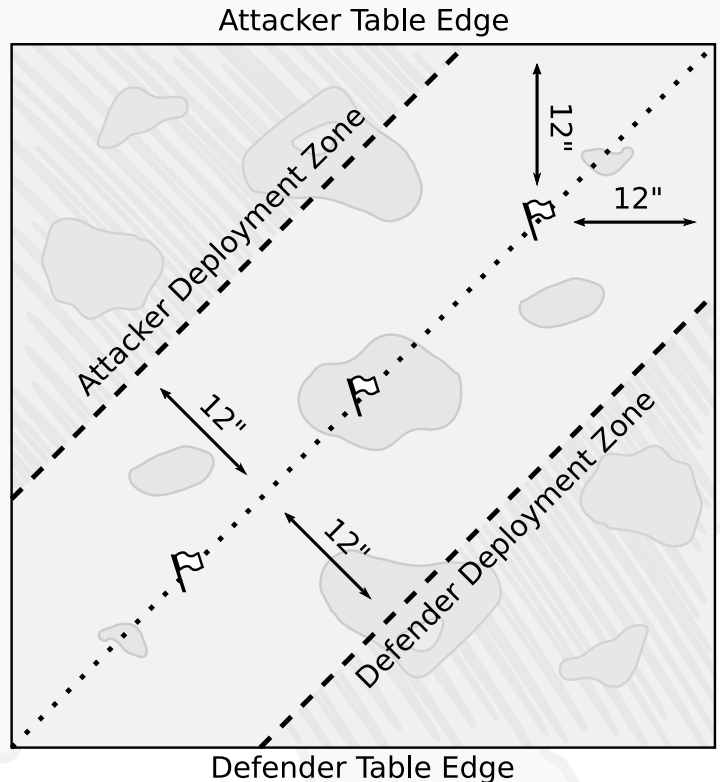
Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

## MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!



SCORING	
Attacker Defender	Condition
<input type="checkbox"/> <input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/> <input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.
<input type="checkbox"/> <input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.
<input type="checkbox"/> <input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is not on table.
<input type="checkbox"/> <input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of each table corner.

# MISSION: SKIRMISH

## SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

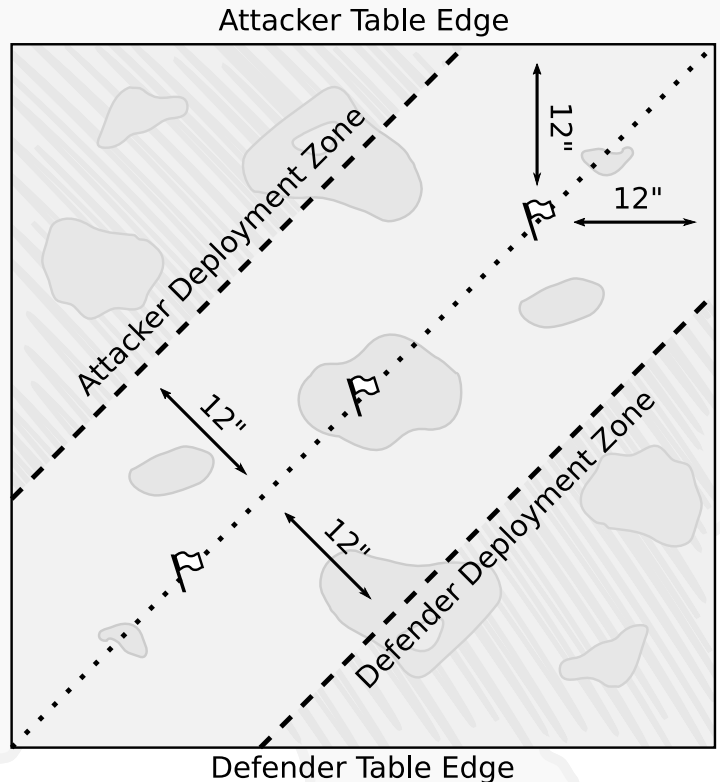
**Campaign Play:** Attacker and Defender roles are identical in this mission and have no effect in-game.

## THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.



## MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!

		SCORING
Attacker	Defender	Condition
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is not on table.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of each table corner.

# MISSION: SKIRMISH

## SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

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

## THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

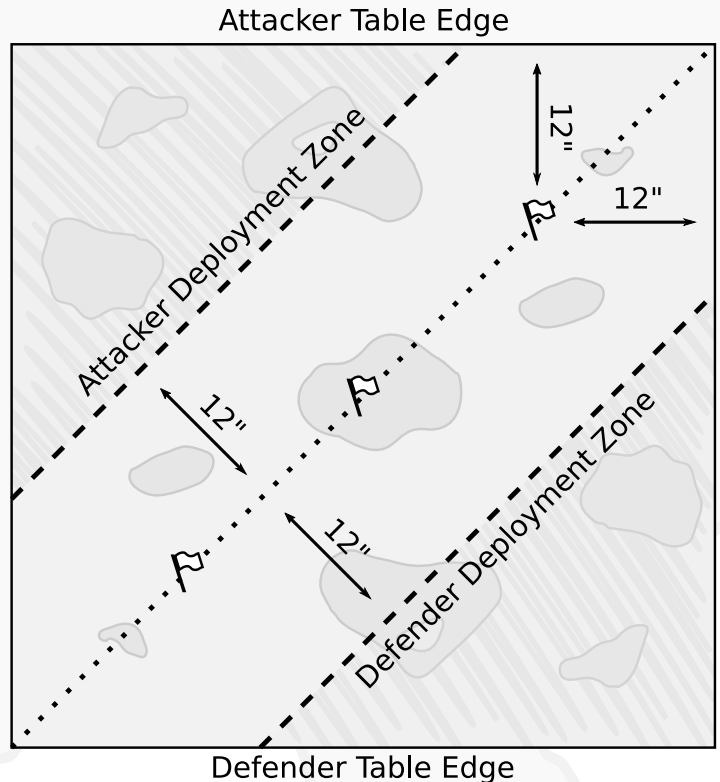
Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

## MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!



Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is not on table.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of each table corner.

# MISSION: SKIRMISH

## SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

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

## THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

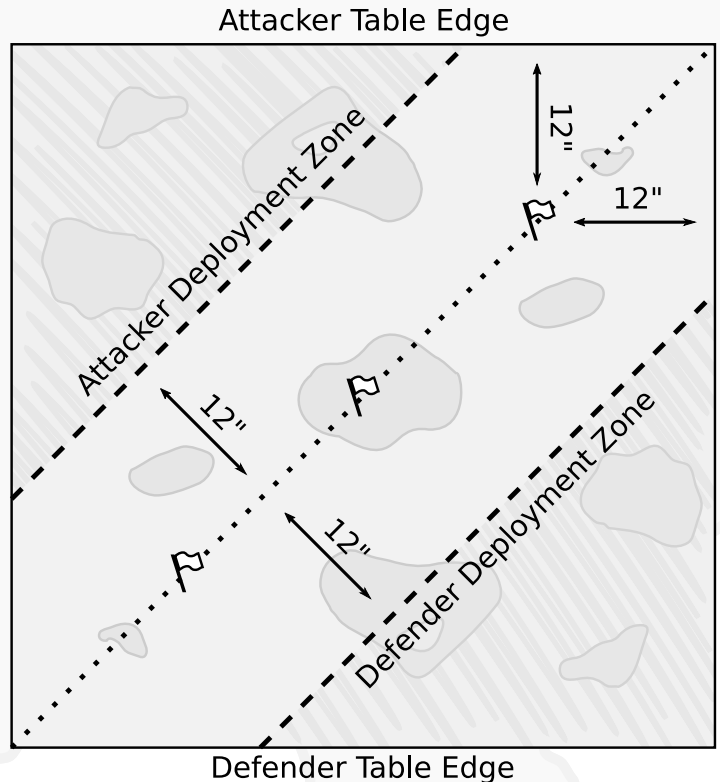
Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

## MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!



Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is not on table.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of each table corner.

# MISSION: SKIRMISH

## SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

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

## THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

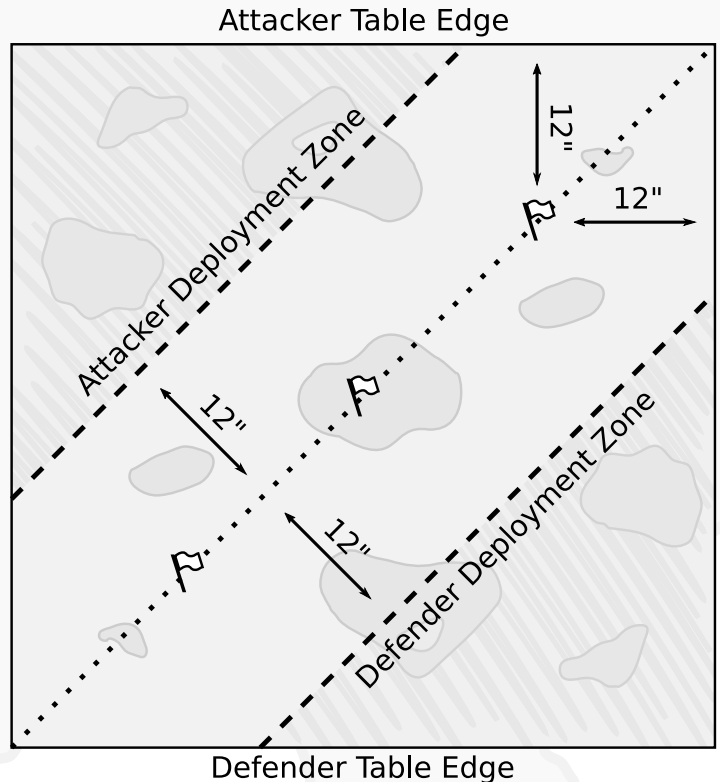
Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

## MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!



Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is not on table.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of each table corner.

# MISSION: SKIRMISH

## SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

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

## THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

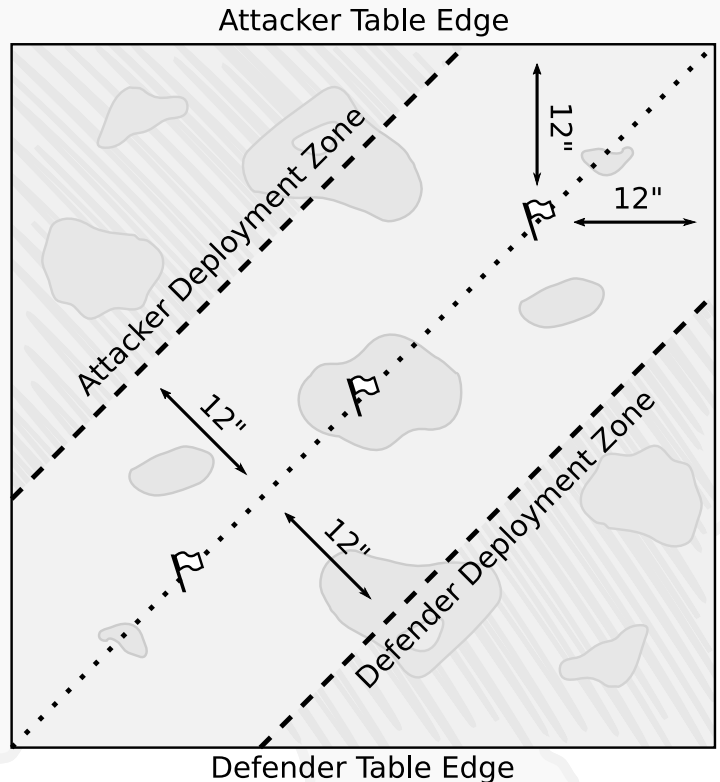
Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

## MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!



Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is not on table.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of each table corner.



# MISSION: SKIRMISH

## SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

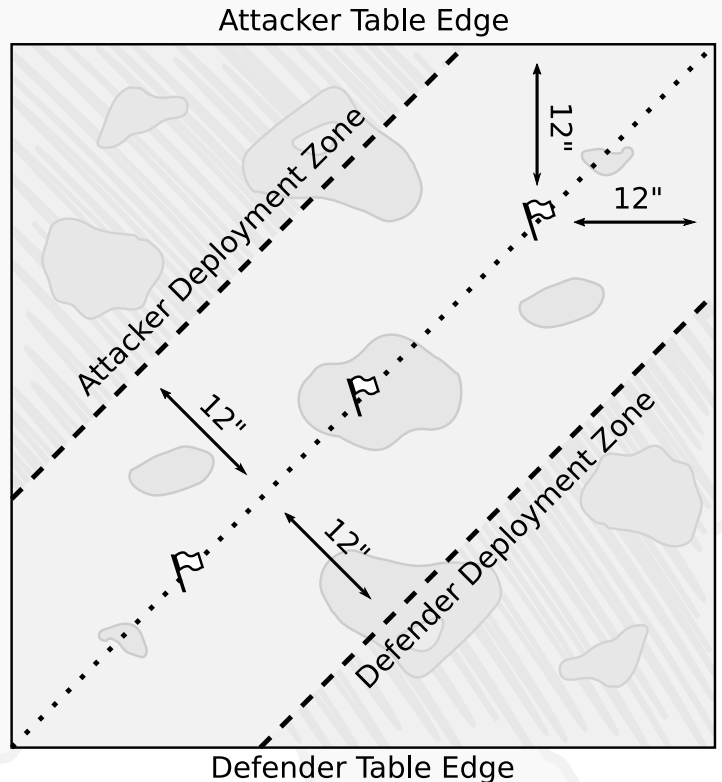
**Campaign Play:** Attacker and Defender roles are identical in this mission and have no effect in-game.

## THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.



## MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is not on table.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of each table corner.