

# PARIAH NEXUS BATTLES

Pariah Nexus Chapter Approved battle is waged by following the sequence below. Chapter Approved battles are designed for Incursion and Strike Force battle sizes.

## 1 MUSTER ARMIES

Muster armies as described in the Core Rules.

## 2 DETERMINE MISSION

Shuffle the Deployment, Mission Rule and Primary Mission decks, then draw one card from each of those decks for both players to use during the battle.

## 3 READ MISSION

Read the Primary Mission and Mission Rule cards drawn. The Primary Mission card details how and when you score Victory points (VP), and may also apply additional conditions to the battle. You can also score VP by achieving Secondary Missions and Secret Missions (described later). The Mission Rule card details any special rules that apply to the battle.

## 4 PLACE OBJECTIVE MARKERS

Set up objective markers on the battlefield, as shown on the Deployment card drawn.

## 5 CREATE THE BATTLEFIELD

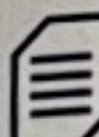
Create the battlefield and set up terrain features (see the Core Rules). Missions are played on rectangular battlefields 44" by 60" in size. Terrain features should not be set up with any impassable sections (such as the walls of a ruin) within 1" of any objective markers.

**6 DETERMINE ATTACKER AND DEFENDER**  
Look at the Deployment card drawn and agree which edges of your battlefield are the Attacker's and Defender's battlefield edges. Roll off: the winner decides who will be the Attacker and who will be the Defender.

**7 SELECT SECONDARY MISSIONS**  
Secondary Mission cards detail additional ways to score VP, and must be used either as Fixed or Tactical Missions. Players now secretly note down whether they will use Fixed or Tactical Missions; if using Fixed Missions, they must also note down which two Fixed Missions they will use (see below). Players then reveal these decisions and proceed accordingly.

### FIXED MISSIONS

**Fixed Missions are goals that remain throughout the battle, and can be achieved multiple times.**

 Fixed Missions are those marked with the symbol shown on the left. After revealing the two Fixed Missions you will use, set aside the remainder of your Secondary Mission deck (it will not be needed during the battle). Your selected Fixed Mission cards cannot be discarded for any reason other than the Adapt or Die Mission Rule card.

### TACTICAL MISSIONS

**Tactical Missions are replenished at the start of your Command phase, and are discarded once achieved.**

After revealing that you will use Tactical Missions, shuffle your Secondary Mission deck.

If you are using Tactical Missions:

- At the start of your first Command phase, draw two cards from your Secondary Mission deck; those two Secondary Mission cards are active for you until you achieve them. At the start of each of your subsequent Command phases, if you have fewer than two active Secondary Mission cards, draw from your Secondary Mission deck until you have two active Secondary Mission cards.

- At the end of your Command phase, you can spend CP to use the New Orders Stratagem below.



## NEW ORDERS

CORE — STRATEGIC PLOY STRATAGEM

*High command has received new intelligence.*

1CP

**WHEN:** End of your Command phase.

**TARGET:** One of your active Secondary Mission cards.

**EFFECT:** Discard it and draw one new Secondary Mission card.

- At the end of either player's turn, if you scored any VP this turn as described on a Secondary Mission card, discard that Secondary Mission card — it is achieved.
- At the end of your turn, you can discard one or more of your active Secondary Mission cards. If you do, you gain 1CP.
- If your Secondary Mission deck runs out, you cannot generate any additional Secondary Missions during the battle.

**8 DECLARE BATTLE FORMATIONS**  
Players secretly note down which of their Leader units will start the battle attached to which Bodyguard units, which of their units will start the battle embarked within which **TRANSPORTS**, and which of their units will start the battle in Reserves (including Strategic Reserves). Players then reveal these decisions.

### RESERVES RESTRICTIONS

- No more than half of the units in your army can start the battle in Reserves, and the points total of those units cannot be more than half of the points total of your army (units embarked within a **TRANSPORT** that is set up in Reserves also count towards these limits).
- Reserves units cannot arrive on the battlefield during the first battle round (excluding units placed into Strategic Reserves during the battle).
- Any Reserves units that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as do any units embarked within them (excluding units placed into Strategic Reserves during the battle).

## 9 DEPLOY ARMIES

Players take it in turns to set up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If a player sets up a **TITANIC** unit when it is their turn to set up a unit, they skip their next turn to set up a unit. If one player finishes deploying all of their units, their opponent then deploys the remainder of their units.