

Chapter 4

v20221126

Points: 1250

Board Size: 44x60

Command Points: 6 + Crusade Blessings

1. Determine Mission

Roll 1d6 and match the dice outcome with the mission table below and write down the mission on your crusade scoring sheet

D6	Mission	Terrain
1-3	Dawn of War	Option 2
4-6	Hammer and Anvil	Option 1

2. Place Terrain and objectives

Terrain location and placement is required for this chapter.

If agreed upon by both players, one player can set up terrain before the battle

Identify the terrain setup for the mission in the table in DETERMINE MISSION

Roll 1d6 to determine who places the first piece of terrain. Take in turn placing terrain. Place each terrain types until all pieces of that type have been placed in the following order:

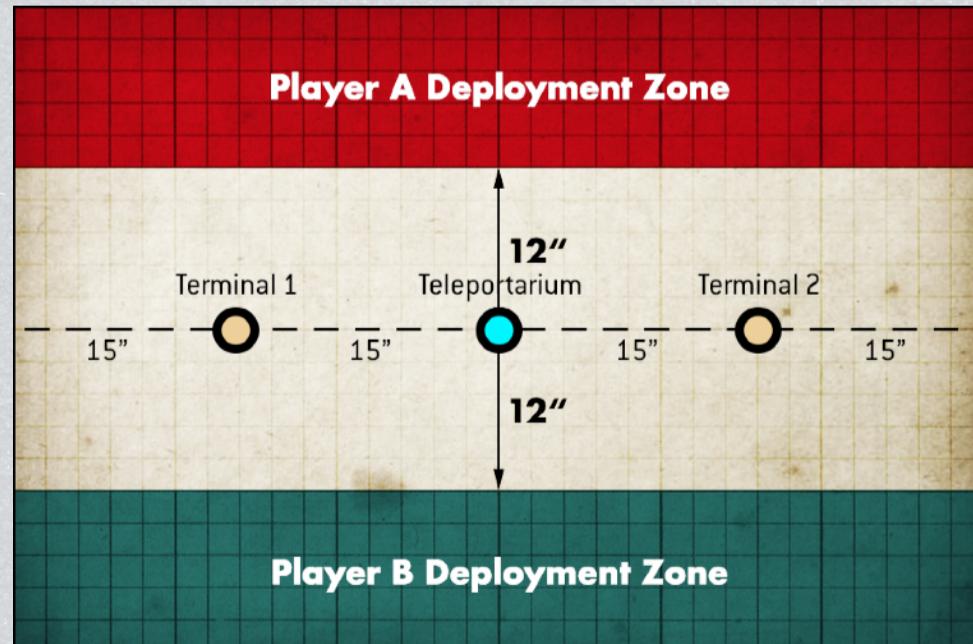
Terrain Piece 1 - Large Ruins

Terrain Piece 2 - Mid Sized Ruins

Terrain Piece 3 - Tertiary Objective

Place a Teleportarium in the center of the battlefield. Place two terminals halfway between the Teleportarium and the no-mans-land edge of the battlefield, along the center line, on either side of the Teleportarium.

Dawn of War



3. Objectives & Agendas

Primary Objectives

Control The Teleportarium (End Game): Score 5 victory points if you control the Teleportarium at the end of the game. Treat the Teleportarium as an objective for the purposes of Objective Secured.

Teleported to Marthammor's Core (End Game): Each time a player's unit is teleported from the battlefield, that player earns a number of victory points relative to that unit's point cost. If the unit is part of a unit that has split into multiple units during the battle, you only receive victory points if every one of those units has been teleported from the battlefield; if any part of the split unit fails to be teleported from the battlefield, no victory points are awarded.

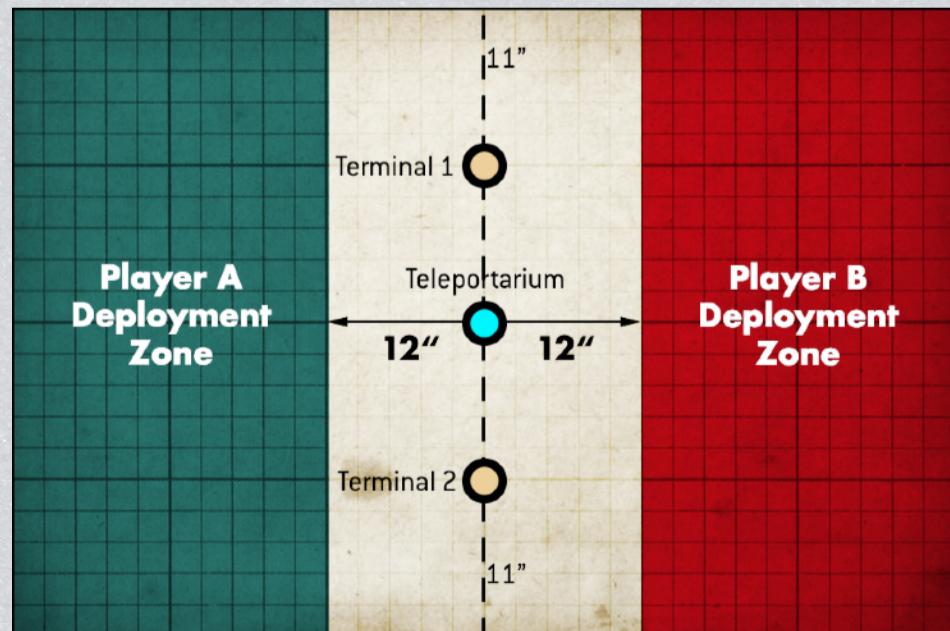
Keep Them Out (Progressive): Score 5 victory points at the end of the battle round if no enemy units have been teleported from the battlefield in this battle round. You cannot score this mission objective in the first or fifth battle round.

Enter the Teleportarium (Action): Any unit from a player's army can start to perform this action at the end of their Movement phase if every model in that unit is within 3" of the Teleportarium. You can only attempt this action once per terminal, per turn, when you have at least 1 unit within 3" of a terminal (maximum twice per turn). Units that were added to your army during the battle cannot attempt this action. The action is completed at the end of your turn. You CANNOT complete this action during the first turn. If a unit completes this action, remove it from the battlefield – note that it has been teleported from the battlefield and does not count as being destroyed for any reason.

Agendas

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in that player's army, as described on the Agenda itself. Once both players have selected their Agendas, they reveal their selections to their opponent.

Hammer and Anvil



4. Determine Attacker and Defender

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

5. Choose Deployment Zone

The deployment maps for some missions will tell you which deployment zone is the Attacker's and which is the Defender's. If the deployment map does not show this, but instead labels deployment zones as Player A's or Player B's, then the Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

6. Declare Reserves and Transports

Vox Shroud: Units must deploy wholly within their deployment zones, even if they have an ability that allows them to set up elsewhere. If a unit can move after deployment but before the first turn begins, it must end that move wholly within your deployment zone. Any time a unit is set up on the battlefield, either because it is arriving from Strategic Reserves or Reinforcements or it has been affected by a rule that instructs you to remove the unit and set it back up on the battlefield, it must be set up wholly within your own deployment zone.

7. Deploy Armies

The players alternate setting up their remaining units one at a time, starting with the Defender.

8. Determine First Turn

Unless the mission briefing says otherwise, the players roll off. The winner takes the first turn.

9. Resolve Pre-battle Abilities

Vox Shroud: Units must deploy wholly within their deployment zones, even if they have an ability that allows them to set up elsewhere. If a unit can move after deployment but before the first turn begins, it must end that move wholly within your deployment zone. Any time a unit is set up on the battlefield, either because it is arriving from Strategic Reserves or Reinforcements or it has been affected by a rule that instructs you to remove the unit and set it back up on the battlefield, it must be set up wholly within your own deployment zone.

10. Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

11. Determine Victor

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Agendas

Determine agenda scoring per the rules for your army

Victory Bonus

After the battle, the victor can select one unit from their army that has been teleported from the battlefield in the battle (you must select a unit that can gain Battle Honours) - that unit gains one Battle Trait of your choice after the battle (make a note on the unit's Crusade card and increase its Crusade points accordingly).

12. Update Crusade Cards

The players must now update their Crusade cards for all the units they used in the battle

13 & 14 See Website

TERRAIN SET-UP 1

TERRAIN SET-UP 2

TERRAIN PIECE 1
These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.

TERRAIN PIECE 2
These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.

TERRAIN PIECE 3
These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.