WARHAMMER: THE HORUS HERESY – AGE OF DARKNESS

CORE MISSION PACK: IMPERIUM AT WAR

DESIGNER'S COMMENTARY

Welcome to the Core Mission Pack: Imperium at War for Warhammer: The Horus Heresy – Age of Darkness.

In this pack you will find a selection of alternative Core Missions. These are similar in theme and design to the Core Missions found in the Warhammer: The Horus Heresy – Age of Darkness Rulebook, utilising symmetrical objectives to provide an experience ideal for pick-up games using armies selected using the standard methods.

This pack provides a range of Primary Objective types, as well as new Deployment Maps and the option to score Victory Points for several of these Primary Objectives either incrementally turn-by-turn, or at the end of the battle. These should provide a wide range of new experiences for players, as well as a taste of some of the Primary Objectives that can be found in other Mission Packs such as those in the range of Journal Tactica supplements.

Alongside this Mission Pack, we felt it important to reiterate that the Age of Darkness game is still very much intended to be played in a manner where the narrative and theming of the battle and the armies taking part should be the driving factor, rather than winning at all costs. While it is possible to play games of Age of Darkness in a competitive environment, the rules provided are intended to allow players to work with an opponent, as opposed to against them, to recreate or refight immersive and epic battles from the Horus Heresy as well as create new stories within its narrative framework. As such, the ideal outcome is not necessarily to win the battle, but instead for both players to leave the experience with exciting new stories of nail-biting moments, brave last stands and other tales of heroism or tragedy.

We hope you enjoy these Missions. As ever, please continue sending your feedback, and any questions you would like to submit for future FAQ documents, to HeresyFAQ@gwplc.com.

– The Horus Heresy Team

HOW TO USE CORE MISSIONS

The Core Mission Pack: Imperium at War uses many of the same procedures and rules as the Core Missions found in the *Age of Darkness Rulebook*, however there are also a number of changes to some details. As such, we recommend double-checking each step of the Core Mission Sequence found here, as well as the Primary Objectives (including the rules for Objective Markers), Secondary Objectives and Mission Special Rules to ensure none of these changes are missed.

Regardless of whether using the Core Missions for standalone Battles or as part of a campaign, use the Core Mission Sequence below:

Core Mission Sequence

1. Select Core Mission.
2. Select Armies.
3. Prepare the Battlefield.
4. Deploy Objectives.
5. Select Deployment Map.
6. Declare Mission Reserves.
7. Deploy Armies.
8. Play Core Mission.
9. Decide Victor.

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1. SELECT CORE MISSION

There are several ways to select a Core Mission:

- The Players may agree which Archetype and Mission to play.
- One Player rolls a D3 to determine which Archetype to use and then the other Player rolls a D3 on the relevant table opposite to determine which Mission will be played from that Archetype.
- The Players may agree which Archetype to use and then one Player rolls a D3 on the relevant table opposite to determine which Mission will be played from that Archetype.
- One Player rolls a D3 to determine which Archetype to use and then the Players agree which Mission will be played from that Archetype.

Some Missions will have options for playing Escalation or Hammerblow variants noted in their Victory Conditions. By default, Players should use the Escalation variant, but if the Players agree, the Hammerblow variant may be played.

- In the Escalation variant, Victory Points will be scored each Turn, and accumulate over the course of the Battle.
- In the Hammerblow variant, Victory Points are only scored once the final Turn of the Battle is complete.

Archetypes

D3	Result
1	**Resupply Missions** To claim victory in these Missions, Players must control Objective Markers to score Victory Points.
2	**Annihilation Missions** To claim victory in these Missions, Players must destroy enemy Units to score Victory Points.
3	**Conquest Missions** To claim victory in these Missions, Players must drive enemy forces out of different Sectors of the Battlefield to score Victory Points.

Resupply Missions

D3	Result
1	**Crucial Supplies**
2	**Hidden Caches**
3	**Unknown Munitions**

Annihilation Missions

D3	Result
1	**No Quarter**
2	**Cut Off the Head**
3	**Thin the Ranks**

Conquest Missions

D3	Result
1	**High Ground**
2	**Shattered Earth**
3	**Secure the Highway**

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2. SELECT ARMIES

Both Players create an Army Roster. All Armies for use in a Core Mission should use a Points Limit of 3,000 Points, selected using the Rules provided in the *Age of Darkness Rulebook*. If Players wish, they may use a different Points Limit, but we do not recommend fewer than 2,000 Points or more than 4,000 Points without adjusting the Battlefield size accordingly.

Once Army Rosters have been completed, they are available for any Player to review, unless a Special Rule specifically requires a choice to be kept secret from another Player. Players may not amend their Army Roster after having reviewed that of any of their opponents, except to correct an error.

3. PREPARE THE BATTLEFIELD

Players set up an area to be used as the Battlefield. This should be a flat area 48" x 72" in size. Players then decide what Terrain will be set up on the Battlefield.

When playing a Core Mission, the following is suggested as an appropriate amount of Terrain for use:

Area Terrain

- Two zones of Area Terrain with a footprint of approximately 8" x 8".
- Four zones of Area Terrain with a footprint of approximately 6" x 6".

Players should then decide whether each zone of Area Terrain will be Light or Medium. If it is especially dense it may be designated Heavy, but we recommend no more than one piece of Heavy Area Terrain.

Terrain Pieces

Six Terrain Features, no larger than 4" x 4". These may be either Impassable Terrain that blocks Line of Sight, or Buildings of a small or medium size that begin the Battle controlled by neither Player. Buildings may be replaced with Medium Area Terrain of the same footprint, representing ruins.

Players then alternate placing Terrain on the battlefield. Terrain should be evenly distributed, and should not overlap other pieces or the edge of the battlefield.

4. DEPLOY OBJECTIVES

The Players set up any Objective Markers required for the Mission that was selected in Step 1. Each Mission will give specific instructions for how Objective Markers must be set up.

5. SELECT DEPLOYMENT MAP

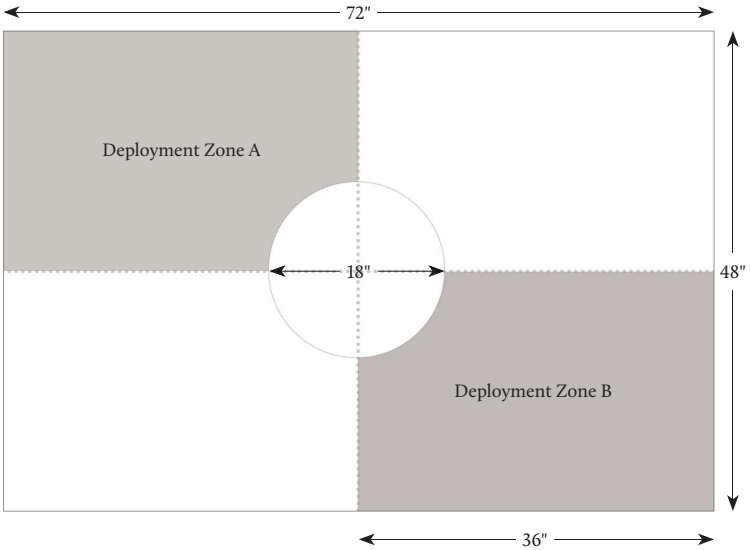
The Players either select one of the Deployment Maps below that both Players agree on, or roll a Dice on the table that follows to decide which Deployment Map will be used.

Core Mission Deployment Maps

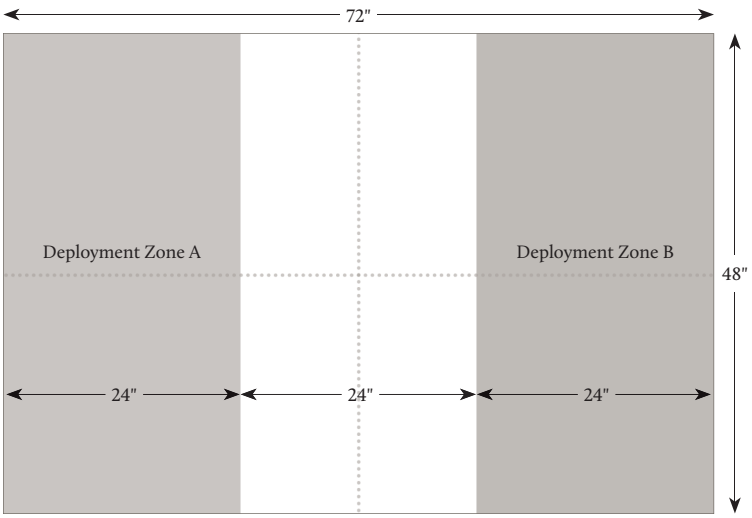
Dice	Result
1	Search and Destroy
2	Hammer and Anvil
3	Dawn of War
4	Flanking Strike
5	Determined Push
6	Tip of the Spear

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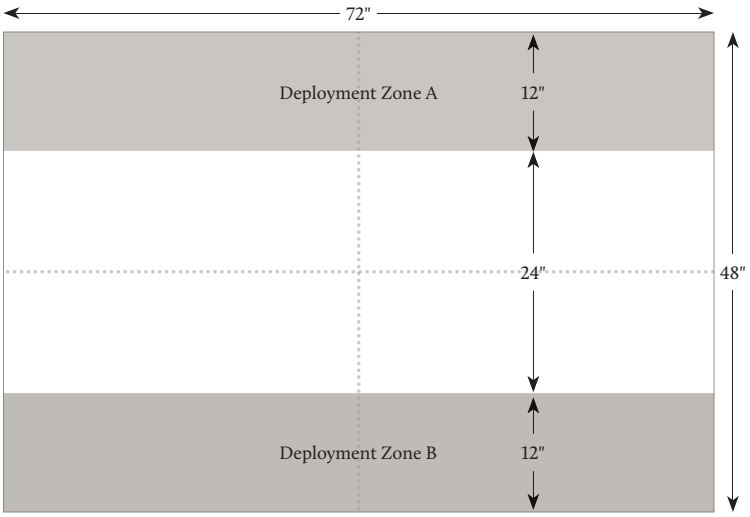
1. Search and Destroy



2. Hammer and Anvil

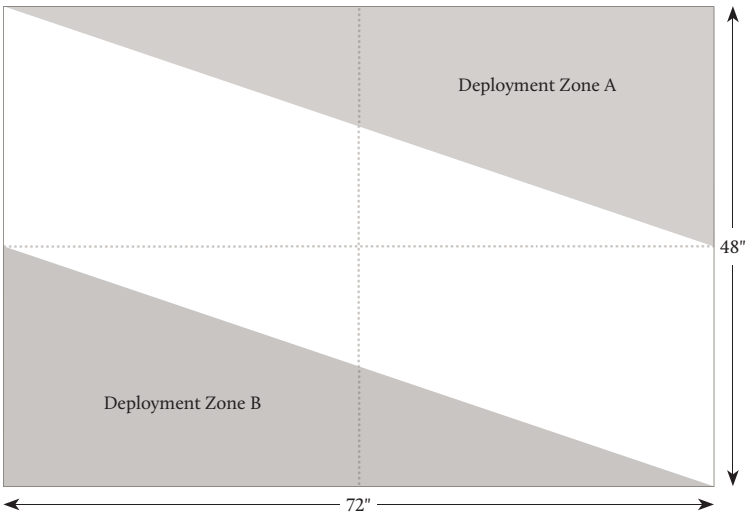


3. Dawn of War

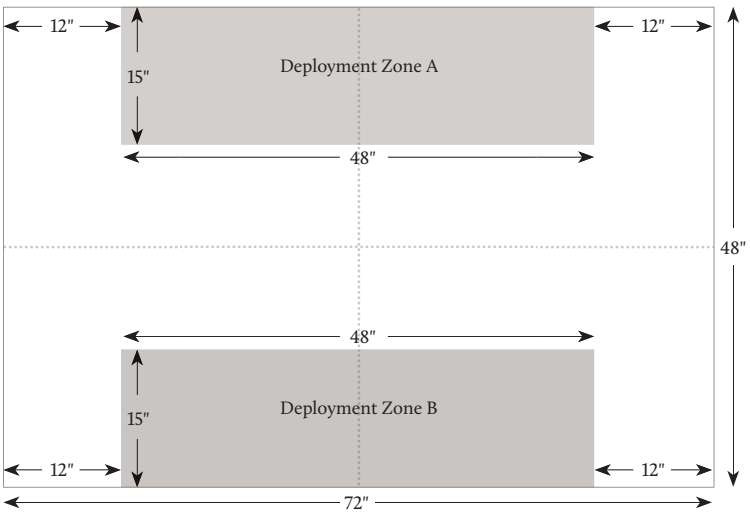


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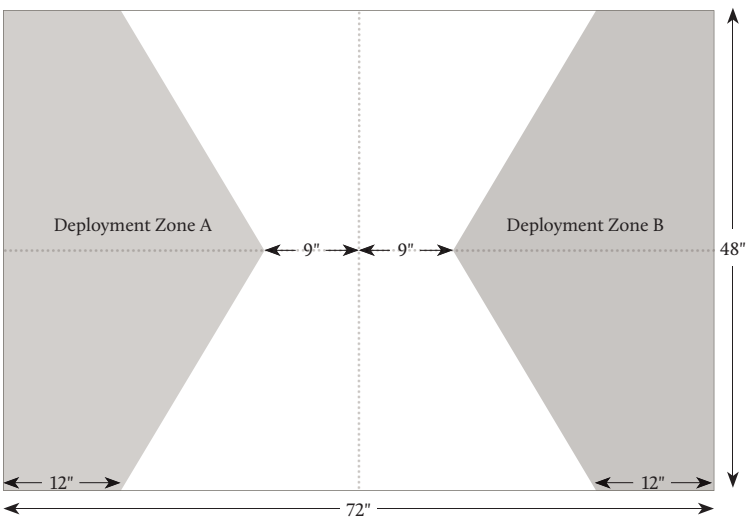
4. Flanking Strike



5. Determined Push



6. Tip of the Spear



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6. DECLARE MISSION RESERVES

Both Players roll off. The Player that loses the roll-off must then declare if they intend to place any of their Units into Reserves. Once these Units have been noted on that Player's Army Roster, the Player that won the roll-off must declare if they intend to place any Units into Reserves. Note that all Players must deploy at least one Unit onto the Battlefield at the start of play, unless another Special Rule states otherwise.

7. DEPLOY ARMIES

Both Players roll off.

1. The Player that loses the roll-off selects either Deployment Zone A or B.
2. The Player that won the roll-off deploys their Army in the Deployment Zone that was not selected by their opponent.
3. The Player that lost the roll-off then deploys their Army in the Deployment Zone they selected.

8. PLAY CORE MISSION

The Player that deployed first takes the first Player Turn. All Core Missions are played for five Battle Turns.

At the end of the fifth Battle Turn, the Player who had the first Player Turn rolls one Dice. On a 4+, another Battle Turn is played. On a 1-3, this Step ends and the Battle ends.

9. DECIDE VICTOR

Once the Battle ends, the victor is decided by the number of Victory Points each Player has scored. Victory Points are scored by achieving both the Primary and Secondary Objectives for the Mission being played.

DEPLOYMENT

The Mission Rules will often refer to 'deploying' Models, Units or Armies. When told to deploy a Model, Unit or Army, a Player must place all Models indicated onto the Battlefield within the bounds of their Deployment Zone. If there is no position where the Controlling Player can legitimately deploy one or more of their Units within the required Deployment Zone, those Units must be placed into Reserves instead – if the Reserves Mission Special Rule is not in use, then those Units are placed to one side and cannot be used in the Mission, but do not count as having been Removed as Casualties.

- Models that are a part of a Unit must be placed in Unit Coherency. If any Models in a Unit cannot be placed on the Battlefield in Unit Coherency with at least one other Model from the same Unit then all Models in that Unit must be placed into Reserves instead.
- When deploying a Transport Model, Players may choose to deploy that Model with an eligible Unit Embarked on it.
- Models that are eligible to join other Units that are being deployed may do so before being deployed.
- Models may be deployed into Difficult or Dangerous Terrain. If deployed into Dangerous Terrain, no Dangerous Terrain Tests are made until the Unit moves after having been deployed.
- Models may never be deployed in Impassable Terrain, overlapping an Objective Marker or outside the bounds of the Battlefield or the Controlling Player's Deployment Zone.
- Models may never be deployed within 2" of any enemy Model.

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CORE MISSION PACK: IMPERIUM AT WAR PRIMARY OBJECTIVES

The Core Mission Pack: Imperium at War makes use of a number of different Primary Objectives, determined by which Mission is being played. Each is detailed as follows:

CLAIM SUPPLIES

The Claim Supplies Primary Objective requires Players to control Objective Markers in order to score Victory Points.

Each Mission will specify how many Objective Markers are required and instruct Players on how to set them up.

Objective Markers

Objective Markers are intended to represent a critical point or resource on the Battlefield that must be held – this could be a vital crossroads, an ammunition cache or even an arbitrary set of map coordinates that high command has called for a force to capture.

Objective Markers will be represented by either an Objective Marker token, such as those found in the Age of Darkness Markers and Tokens set, or a thematically decorated 32mm Base.

- Objective Markers can be moved through, but Models may not end their move on top of an Objective Marker.
- Objective Markers do not block Line of Sight, regardless of how they are modelled.
- Objective Markers may not move or be removed from the Battlefield unless the Mission being played specifies they may.
- Objective Markers may never be placed into an Area of Impassable Terrain or outside the bounds of the Battlefield.
- When measuring to or from an Objective Marker, always measure from the centre of the Marker, not the edge of its Base.

To score Victory Points from an Objective Marker, it must be 'Controlled'. In order to Control an Objective Marker, a Player must have at least one Model from any eligible Unit under their control within 3" of the Objective Marker. If a Unit meets any of the following criteria, it is **not** eligible to Control an Objective Marker:

- Any Model in the Unit is affected by the Stunned, Suppressed, Pinned or Routed Status.
- The Unit is Locked in Combat.
- The Unit is Embarked on another Model.
- The Unit only includes Models with a Move Characteristic of '0'.
- The Unit includes any Models with the Automata Type.

No Unit may ever Control more than one Objective Marker. If a Unit is in a position where it would Control more than one Objective Marker then the Controlling Player should declare which of those Objective Markers it Controls. Likewise, if multiple Units from the same Army could Control an Objective Marker, the Controlling Player selects one of those Units to Control it.

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Contested Objectives

When both Players have an eligible Unit in a position to Control an Objective Marker then that Objective is considered 'Contested'. A Contested Objective Marker can only be Controlled by one Unit. To determine which Unit Controls a Contested Objective Marker, the Players must compare the 'Tactical Strength' of the Units in question.

The Tactical Strength of a Unit is equal to the number of Models in the Unit that are within 3" of the Objective Marker.

- Models with the Bulky (X) Special Rule are counted as a single Model, regardless of the value of X.
- Models that have the Line (X) Special Rule add the value of X to the total.

The Unit with the higher Tactical Strength Controls that Objective Marker. If no one Unit has a higher Tactical Strength than that of any other Unit, then no Player Controls the Objective Marker.

- A Unit may only Contest a single Objective Marker in any one Turn, and may not Control one Objective Marker while Contesting another.
- If a Unit is in a position to Contest more than one Objective Marker, then the Controlling Player must declare which Objective Marker it will Contest when it moves into a position to Contest multiple Objective Markers.

Objective Marker Values

Each Objective Marker will have a numerical value, for example an Objective Marker may be listed as having a value of '3'. The value of an Objective Marker is the number of Victory Points scored when a Unit Controls that Objective Marker at the specified point where Victory Points are scored.

DESTROY THE ENEMY

The Destroy the Enemy Primary Objective requires Players to destroy Units from their opponent's Army in order to score Victory Points.

Each Unit in each Player's Army has a Kill Points value. To determine the Kill Points value of a Unit:

- Round the total Points value of that Unit as listed on the Army Roster to the nearest hundred.
- Divide that new value by 100, to a minimum of 1.
- This final value is the Kill Points value of that Unit.

Each time the last Model from a Unit under their Opponent's control is Removed as a Casualty, a Player scores a number of Victory Points for that Unit equal to its Kill Points value.

Example: A Player destroys a Unit with a total Points value of 176 Points. This would be rounded up to a value of 200 Points and therefore have a Kill Points value of 2. The Player would score 2 Victory Points for destroying this Unit. Another Unit is destroyed with a value of 126 Points. This would be rounded down to 100, and therefore the Player would score 1 Victory Point for that Unit.

At the end of the battle, any Units in Reserves (but not Aerial Reserves) are treated as being Destroyed, and their value in Victory Points scored as normal.

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SEIZE GROUND

The Seize Ground Primary Objective requires Players to secure Sectors of the Battlefield in order to score Victory Points.

Each Mission will specify how many Sectors the Battlefield is divided into and will include a map showing how the Battlefield is divided into them.

To score Victory Points from a Sector, it must be 'Controlled'. In order to Control a Sector, a Player must have at least one Model under their control within that Sector. If a Model meets any of the following criteria, that Model is **not** eligible to Control a Sector:

- The Model has the Stunned, Suppressed, Pinned or Routed Status.
- The Model's Unit is Locked in Combat.
- The Model is Embarked on another Model.
- The Model has the Automata Type.

If a Model is within more than one Sector, the Controlling Player must declare which Sector that Model is Controlling.

When both Players have an eligible Model in a position to Control a Sector, then it is considered 'Contested'. A Contested Sector can only be Controlled by one Player. To determine which Player Controls a Contested Sector, the Players must compare the 'Tactical Strength' of the Models they control that are within that Sector.

The Tactical Strength of the Models in a Sector is equal to the total number of Models that Player Controls that are within that Sector.

- Models that have the Line (X) Special Rule add the value of X to the total if the Sector they are within is at least partly within the Controlling Player's Deployment Zone.
- Models that have the Vanguard (X) Special Rule add the value of X to the total if the Sector they are within is at least partly within the Controlling Player's Opponent's Deployment Zone.

The Player with the higher total Tactical Strength Controls that Sector. If the totals are tied, no Player Controls that Sector.

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CORE MISSION SECONDARY OBJECTIVES

In any Core Mission, the following Secondary Objectives will always be in play, but the exact variant in use may vary in each Mission. In all cases, the Mission will list which variants of these Secondary Objectives are in use for that Mission. Secondary Objectives are a series of optional conditions which, if met, award the Player additional Victory Points.

- **Slay the Warlord (X):** At the end of the Battle, a Player may score one of the following options:
  - If any enemy Unit with the Command Battlefield Role was Removed as a Casualty, that Player scores a number of Victory Points equal to the value of X attached to this Secondary Objective.
  - If any enemy Unit with the High Command Battlefield Role was Removed as a Casualty, that Player scores a number of Victory Points equal to the value of X+1 attached to this Secondary Objective.

- **Giant Killer (X):** At the end of the Battle, if any enemy Units with the Lord of War or Warlord Battlefield Roles have been Removed as a Casualty, that Player scores a number of Victory Points equal to the value of X attached to this Secondary Objective. This may only be scored once per Battle, regardless of the number of qualifying Units Removed as Casualties.

- **Breakthrough (X):** If a Player controls any Units that have any Models within their Opponent's Deployment Zone at the end of the Battle, that Player scores a number of Victory Points equal to the value of X attached to this Secondary Objective. If any of these Models has the Vanguard (X) Special Rule, add the value of X in that Special Rule to the value of X for this Secondary Objective. If a Player has more than one Unit with Models in their Opponent's Deployment Zone, the Controlling Player must select one of these Units to score this Secondary Objective.

- **First Strike (X):** If, during their first Player Turn, the last Model from an enemy Unit is Removed as a Casualty, that Player scores Victory Points equal to the value of X attached to this Secondary Objective.

MISSION SPECIAL RULES

The Core Mission Pack: Imperium at War makes use of a number of Mission Special Rules. These are Special Rules that only apply during a Mission that lists them.

Seize The Initiative

When this Mission Special Rule is in use, before beginning the First Turn of the Battle, the Player that is not taking the first Player Turn may choose to roll a Dice. If the result of this Dice roll is 6 or more, then that Player takes the First Player Turn instead.

Reserves

Various Rules will allow or require Players to place Units in Reserves. Reserves is an area outside of the bounds of the Battlefield – Models that are in Reserves may not be selected or attacked during any Player's Turn, but do not count as having been Removed as Casualties, unless they are still in Reserves at the end of the Battle. Models that are in Reserves should be kept near the Battlefield, but separate from any Models Removed as Casualties and must be made known to all other Players in the game.

While Units are in Reserves, the Controlling Player may freely declare that Units in Reserves have Embarked upon another friendly Unit that is in Reserves if the Unit would normally be capable of doing so. Likewise, Models in Reserves that are capable of joining or leaving Units may join or leave a friendly Unit that is also in Reserves freely by means of the Controlling Player declaring it is so. If a Unit is still in Reserves at the start of Battle Turn 4, Reserves Tests made for it are automatically successful.

Entering Battle From Reserves

In the Reserves Sub-Phase of the Active Player's Movement Phase, each Unit that the Active Player has in Reserves must take a Reserves Test. The Rules for taking Reserves Tests and moving Models into play from Reserves are detailed in the *Age of Darkness Rulebook*.

Entering Reserves from the Battlefield

A Unit may only enter Reserves from the Battlefield if a Special Rule allows it to do so. Where this is the case, the Special Rule in question will detail how this is accomplished. In general, Models may not move 'off of the Battlefield', and moving to the Battlefield Edge does not allow a Unit to enter Reserves.

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RESUPPLY MISSION ONE

CRUCIAL SUPPLIES

Two forces, their supplies running low, uncover a cache of munitions. Each must attempt to secure these, while denying them to their foe.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Objectives

- Claim Supplies (Escalation or Hammerblow)

Escalation
If the Escalation variant is selected, in each Player's Victory Sub-phase from the Second Battle Turn onwards, that Player scores a number of Victory Points for each Objective Marker that is Controlled by a Unit from their Army equal to the value of that Objective Marker.

Hammerblow
If the Hammerblow variant is selected, at the end of the Battle, each Player scores a number of Victory Points for each Objective Marker that is Controlled by a Unit from their Army equal to the value of that Objective Marker.

Secondary Objectives

- Slay the Warlord (3)
- Giant Killer (3)
- Breakthrough (3)
- First Strike (3)

OBJECTIVE MARKERS

- Two Objective Markers with a value of '2'.
- Two Objective Markers with a value of '1'.

During the Deploy Objectives Step of the Core Mission process, the Players must roll off then resolve the following sequence:

1. The winner places one Objective Marker with a value of '2' within 12" of the centre of the Battlefield.
2. The loser then places the other Objective Marker with a value of '2' within 12" of the centre of the Battlefield and not within 9" of the other Objective Marker.
3. The winner then places one Objective Marker with a value of '1' anywhere else on the Battlefield and not within 9" of any other Objective Markers.
4. The loser then places one Objective Marker with a value of '1' anywhere else on the Battlefield and not within 9" of any other Objective Markers.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative

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RESUPPLY MISSION TWO

HIDDEN CACHES

The approximate locations of some valuable supplies, hidden at the outbreak of conflict, is discovered by two forces.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Objectives

- Claim Supplies (Escalation or Hammerblow)

Escalation
If the Escalation variant is selected, in each Player's Victory Sub-phase from the Second Battle Turn onwards, that Player scores a number of Victory Points for each Objective Marker that is Controlled by a Unit from their Army equal to the value of that Objective Marker.

Hammerblow
If the Hammerblow variant is selected, at the end of the Battle, each Player scores a number of Victory Points for each Objective Marker that is Controlled by a Unit from their Army equal to the value of that Objective Marker.

Secondary Objectives

- Slay the Warlord (2)
- Giant Killer (4)
- Breakthrough (2)
- First Strike (4)

OBJECTIVE MARKERS

- Four Objective Markers with a value of '2'.

During the Deploy Objectives Step of the Core Mission process, the Players must roll off then resolve the following sequence:

1. The winner places one Objective Marker anywhere on the Battlefield, not within 12" of a Battlefield Edge.
2. Starting with the loser, the Players then alternate placing Objective Markers anywhere on the Battlefield, not within 12" of a Battlefield Edge and not within 9" of another Objective Marker.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Hidden Caches

Hidden Caches

Locator signals place the hidden supplies somewhere in this area. The only way to be sure is to seek them out, whether they are buried beneath the surface of the battlefield or otherwise concealed from view.

Each time a Player would score Victory Points for Controlling an Objective Marker, before any Victory Points are scored, that Player must roll one Scatter Dice for that Objective Marker:

- If a Hit is rolled, that Objective Marker remains where it is.
- If an Arrow is rolled, that Objective Marker moves 3" in the direction indicated. If its final position would be in Impassable Terrain or under a Model, continue moving it in the indicated direction until it can be placed. If this Objective Marker is no longer Controlled by that Player, no Victory Points are scored.

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RESUPPLY MISSION THREE

UNKNOWN MUNITIONS

A supply craft has crashed, scattering munitions crates across the battlefield. Two forces must attempt to secure these, and hope they are useful to them.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Objectives

- Claim Supplies (Escalation or Hammerblow)

Escalation
If the Escalation variant is selected, in each Player's Victory Sub-phase from the Second Battle Turn onwards, that Player scores a number of Victory Points for each Objective Marker that is Controlled by a Unit from their Army equal to the value of that Objective Marker.

Hammerblow
If the Hammerblow variant is selected, at the end of the Battle, each Player scores a number of Victory Points for each Objective Marker that is Controlled by a Unit from their Army equal to the value of that Objective Marker.

Secondary Objectives

- Slay the Warlord (3)
- Giant Killer (2)
- Breakthrough (3)
- First Strike (4)

OBJECTIVE MARKERS

- Four Objective Markers

During the Deploy Objectives Step of the Core Mission process, the Players must roll off then resolve the following sequence:

1. The winner places one Objective Marker within 12" of the centre of the Battlefield.
2. The loser then places another Objective Marker within 12" of the centre of the Battlefield and not within 9" of the other Objective Marker.
3. The winner then places one Objective Marker anywhere else on the Battlefield and not within 9" of any other Objective Markers.
4. The loser then places one Objective Marker anywhere else on the Battlefield and not within 9" of any other Objective Markers.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Unknown Munitions

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Unknown Munitions

Standard Munitorum transport cases litter the battlefield. Only once they have been pried open will it become clear whether the supplies inside are useful to the forces or not.

Each Objective Marker may have a different value for each Player. The first time each Player would score Victory Points for Controlling an Objective Marker, that Player must roll one D3 to determine the value of that Objective Marker to their Army.

- If that Objective Marker is within that Player's Deployment Zone, they roll D3-1 (to a minimum of 1).
- If that Objective Marker is within that Player's Opponent's Deployment Zone, they roll D3+1 (to a maximum of 3).

Designer's Note: *Once an Objective Marker has been rolled for by both players, we recommend placing two Objective Tokens, each distinctive to a different Player and marked with the relevant values, to remind each of the value of that Objective Marker to their Army.*

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ANNIHILATION MISSION ONE

NO QUARTER

Two forces clash in brutal close-ranged combat. No quarter is given, for none is expected.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Objectives

- Destroy the Enemy

Secondary Objectives

- Slay the Warlord (3)
- Giant Killer (4)
- Breakthrough (2)
- First Strike (3)

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- No Quarter

No Quarter

In a war as bitter as the Horus Heresy, wounded foes were routinely dispatched without mercy.

Each Player gains access to the following new Aftermath option, which may be selected by a Player that won a Combat which was a Massacre, or which resulted in all enemy Units Falling Back or Disengaging:

No Quarter – The Controlling Player of a Unit for which this Aftermath Option was selected scores 1 Victory Point.

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ANNIHILATION MISSION TWO

CUT OFF THE HEAD

Exhausted after months of conflict, each force knows that if the enemy commanders can be slain, their foe's resolve will crumble.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Objectives

- Destroy the Enemy

Secondary Objectives

- Slay the Warlord (5)
- Giant Killer (3)
- Breakthrough (2)
- First Strike (3)

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Cut Off the Head

Cut Off the Head

There is nothing more detrimental to enemy morale than to see their commanders struck down by those of their enemy.

Each time a Player wins a Challenge, if the enemy Model was Removed as a Casualty, that Player scores 2 Victory Points.

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ANNIHILATION MISSION THREE

THIN THE RANKS

The build up of troops from both sides has reached a critical point. Each must seek to slay as many foes as possible to allow a breakthrough.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Objectives

- Destroy the Enemy

Secondary Objectives

- Slay the Warlord (2)
- Giant Killer (2)
- Breakthrough (4)
- First Strike (4)

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Thin the Ranks

Thin the Ranks

The enemy's forces must be depleted. Every combatant struck down is another step closer to victory.

Each time a Player scores Victory Points for the Destroy the Enemy Primary Objective, they score a number of bonus Victory Points for the following:

- If the destroyed Unit has the Elites, Retinue or Heavy Assault Battlefield Role, they score 1 additional Victory Point.
- If the destroyed Unit fills a Prime Battlefield Role Slot and the selected Prime Advantage grants any Models in that Unit any improved Characteristics, they score 1 additional Victory Point.
- If the destroyed Unit has the Line (X) Special Rule, they score a number of additional Victory Points equal to the value of X in that Special Rule.

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CONQUEST MISSION ONE

HIGH GROUND

This high ground provides an unrivalled view over the surrounding area, offering whoever controls it an advantageous position from which to observe enemy movements.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Objectives

- Seize Ground (Escalation or Hammerblow)

Escalation
If the Escalation variant is selected, in each Player's Victory Sub-phase from the Second Battle Turn onwards, that Player scores a number of Victory Points for each Sector that is Controlled by their Army equal to the value of that Sector.

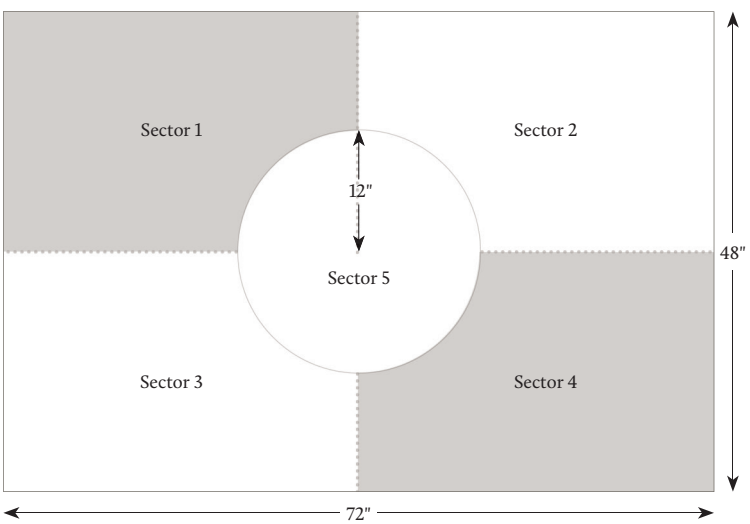
Hammerblow
If the Hammerblow variant is selected, at the end of the Battle, each Player scores a number of Victory Points for each Sector that is Controlled by their Army equal to the value of that Sector.

Secondary Objectives

- Slay the Warlord (3)
- Giant Killer (3)
- Breakthrough (3)
- First Strike (3)

SECTORS

- Sectors 1-4 are each worth 3 Victory Points.
- Sector 5 is worth 5 Victory Points.



MISSION SPECIAL RULES

- Reserves
- Seize the Initiative

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CONQUEST MISSION TWO

SHATTERED EARTH

Sustained orbital weapons fire has rendered this area unstable, the planet's surface wracked by tectonic convulsions.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Objectives

- Seize Ground (Escalation or Hammerblow)

Escalation
If the Escalation variant is selected, in each Player's Victory Sub-phase from the Second Battle Turn onwards, that Player scores a number of Victory Points for each Sector that is Controlled by their Army equal to the value of that Sector.

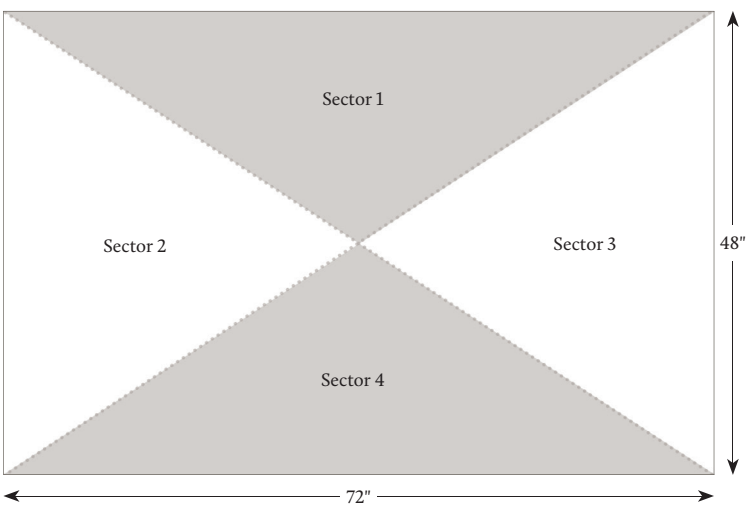
Hammerblow
If the Hammerblow variant is selected, at the end of the Battle, each Player scores a number of Victory Points for each Sector that is Controlled by their Army equal to the value of that Sector.

Secondary Objectives

- Slay the Warlord (3)
- Giant Killer (2)
- Breakthrough (3)
- First Strike (4)

SECTORS

- Sectors 1-4 are each worth 4 Victory Points. If that Sector is currently affected by Tectonic Instability, it is worth 5 Victory Points instead.



MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Tectonic Instability

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Tectonic Instability

Light tremors shake the ground, building in intensity. Warriors stumble or are thrown from their feet, before the quaking subsides again.

At the start of each Battle Turn, one Player rolls one D6:

- On a 1-4, the area of the Battlefield within the Sector corresponding to the result is treated as Difficult Terrain.
- On a 5-6, nothing happens.

If the same Sector would be affected during two consecutive Battle Turns, the Player should roll again until a different result is rolled.

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CONQUEST MISSION THREE

SECURE THE HIGHWAY

A vital roadway runs through this region. Two forces seek to secure this to ensure their troops remain well stocked with supplies.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

Primary Mission Objectives

- Seize Ground (Escalation or Hammerblow)

Escalation
If the Escalation variant is selected, in each Player's Victory Sub-phase from the Second Battle Turn onwards, that Player scores a number of Victory Points for each Sector that is Controlled by their Army equal to the value of that Sector.

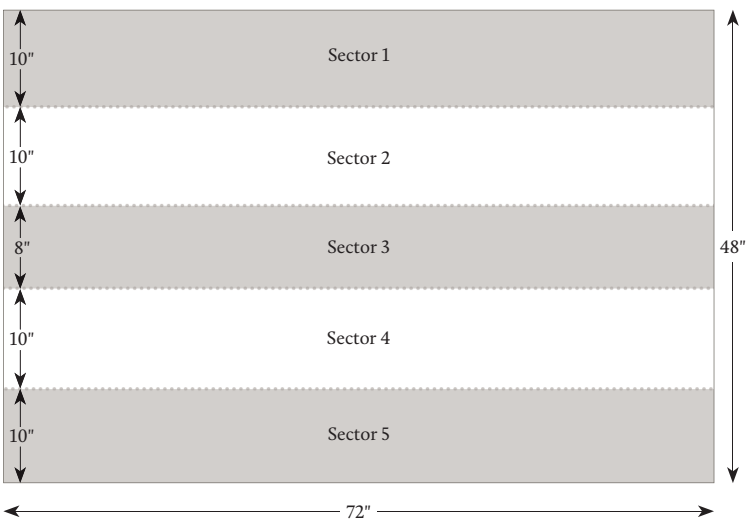
Hammerblow
If the Hammerblow variant is selected, at the end of the Battle, each Player scores a number of Victory Points for each Sector that is Controlled by their Army equal to the value of that Sector.

Secondary Mission Objectives

- Slay the Warlord (3)
- Giant Killer (3)
- Breakthrough (4)
- First Strike (2)

SECTORS

- Sectors 1 and 5 are each worth 3 Victory Points.
- Sectors 2 and 4 are each worth 4 Victory Points.
- Sector 3 is worth 6 Victory Points.



MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Supply Road

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Supply Road

Intact roadways are crucial for ensuring open supply lines can be maintained close to the frontlines where transfer by aircraft is too risky.

No pieces of Terrain may be placed within Sector 3. If the entire Move of a Model with the Vehicle Type is made within Sector 3, the Controlling Player may add 2" to that Model's Move characteristic.

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