FURNACE WORLD

Tectonic and volcanic activity have sundered the planet's crust. Continual eruptions spit forth seams of gem-encrusted minerals, long-buried archeotech and other precious treasures. Opposing forces clash amidst the ongoing conflagration, battling to seize control of the resources.

MISSION RULES

Violent Upheaval: At the start of the turn, if there are fewer than 6 objective markers on the battlefield, for each Tectonic Seam point, players will set up one objective marker on the battlefield. To do so, if you have a scatter dice, roll it to determine a random direction. Otherwise, roll one D6 to determine one of the Destination Points shown in the mission map. A new objective marker is then set up on the battlefield 2D6" in that direction from the Tectonic Seam point. Objective markers cannot be set up on another objective marker or overhanging the edge of the battlefield. If it is not possible to set up an objective marker in that location due to terrain features, models, other objective markers or the edge of the battlefield, keep increasing the distance from the Tectonic Seam point until it is possible to do so (or set up that objective marker on the Tectonic Seam point if that objective marker can't be moved any further).

MISSION OBJECTIVES

LAY CLAIM

Progressive Objective

The opposing armies strive to secure their scattered prizes. They must seize ground, sweep their enemies aside and lay claim to anything of value.
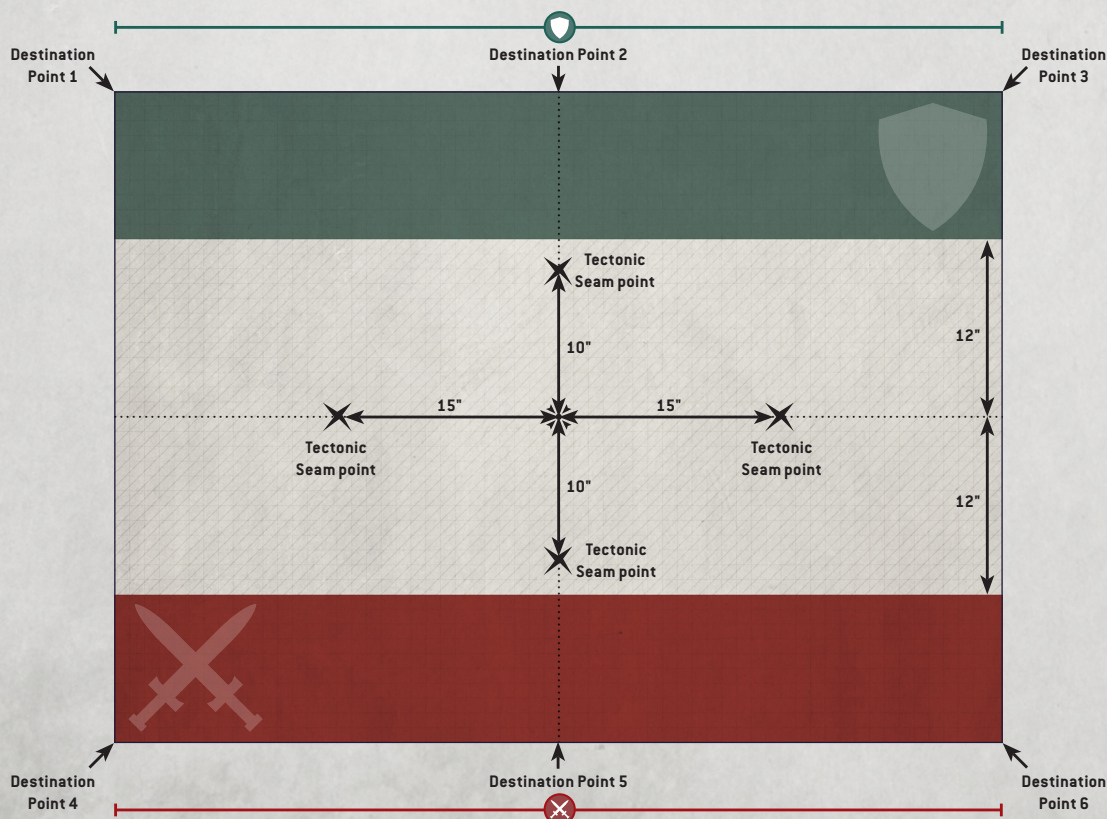
In the first four battle rounds, at the end of each player's turn, for each objective marker that player controls, they score 5VP and that objective marker is removed from the battlefield.

In the fifth battle round, at the end of each player's turn, for each objective marker that player controls, they score 10VP and that objective marker is removed from the battlefield.

Destination Point 1

Destination Point 2

Destination Point 3

Tectonic Seam point

10"

12"

15"   15"

Tectonic Seam point

Tectonic Seam point

10"

12"

Tectonic Seam point

Destination Point 4

Destination Point 5

Destination Point 6

BINHARIC FLUX

Crucial intelligence is being channelled through a network of damaged binharic relays. Opposing armies vie to seize active relay beacons and either intercept intermittent streams of encrypted intelligence or prevent this crucial information from falling into the hands of the enemy.

9 MISSION RULES

Switching Priorities: During the second and fourth battle rounds, objective markers labelled B are active and can be controlled normally (objective markers labelled A cannot be controlled). During the third and fifth battle rounds, objective markers labelled A are active and can be controlled normally (objective markers labelled B cannot be controlled). If a player's unit has a rule that allows an objective marker to be considered controlled until a certain point, such rules no longer apply when an objective marker cannot be controlled as a result of this rule.

Binharic Interference: Models cannot be set up from Strategic Reserves within 6" of any active objective marker.

10 MISSION OBJECTIVES

NETWORK LOCKDOWN

Progressive Objective

Only by wresting control of the binary relay can the combatants extract the intelligence they seek, shut down the data flow, and ensure their military secrets remain inviolate.
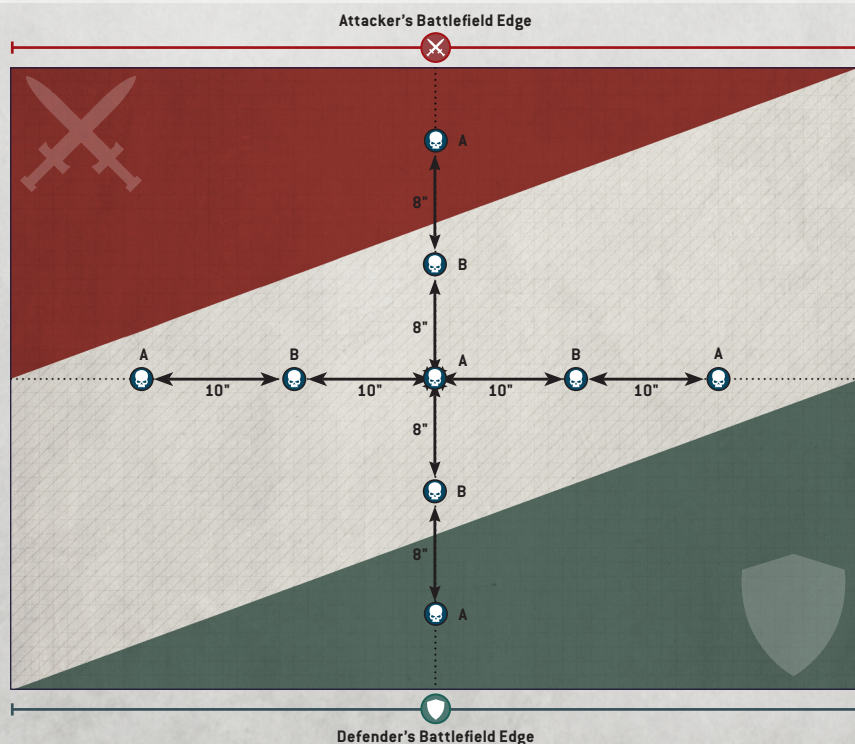
From the second battle round onwards, at the end of each player's Command phase, the player whose turn it is scores VP as follows:
- For each objective marker they control, they score 5VP.
- If they control more objective markers than their opponent, they score 5VP.

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.

Attacker's Battlefield Edge

A
8"
B
8"
A · B · A · B · A
10" · 10" · 10" · 10"
8"
B
8"
A

Defender's Battlefield Edge

INTEL PICKUP

In the climactic stages of a gruelling conflict, opposing armies muster once more for war. In the months of bitter fighting, double agents and saboteurs have inveigled their way into the enemy command structure. Now, in the midst of battle, these clandestine operatives seek to pass invaluable intelligence to their allies and turn the tide of the conflict.

9 MISSION RULES

Clandestine Intel: At the start of the battle round, each player secretly:

- Selects one of their opponent's objective markers to be a Prime objective marker for that battle round.
- Selects one other of their opponent's objective markers to be a Null objective marker for that battle round.

10 MISSION OBJECTIVES
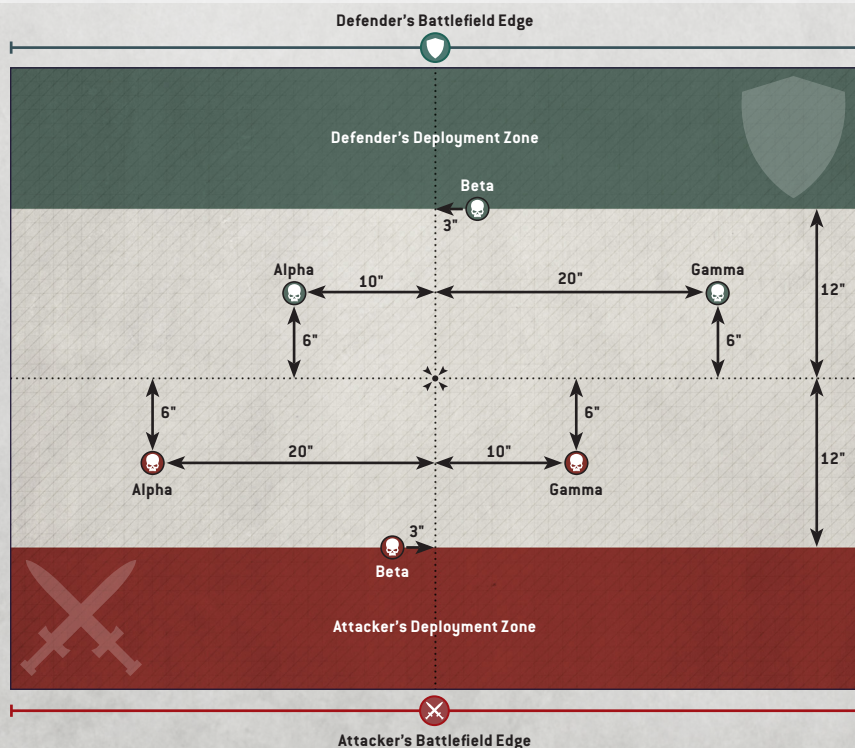
DEAD DROP SITE

Progressive Objective

Your operatives have secured and secreted invaluable intelligence across the battlefield. Seize all dead drop positions, recover the intel and prevent the enemy from retrieving any stolen data.

At the end of the battle round, both players reveal which objective markers are Prime and which are Null for that battle round and each player scores the following:

- 10VP if they control one or more Prime objective markers for that battle round.
- 5VP if they control two or more objective markers (excluding Null objective markers).
- 5VP if they control three or more objective markers (excluding Null objective markers).

Defender's Battlefield Edge

Defender's Deployment Zone

Beta — 3"

Alpha — 10" — 20" — Gamma — 12"

6" — 6"

6" — 6"

Alpha — 20" — 10" — Gamma — 12"

Beta — 3"

Attacker's Deployment Zone

Attacker's Battlefield Edge

FORTIFIED ATTRITION

An exceptionally bloody conflict rages across this region, with horrific casualties mounting. On this particular front, grimly determined forces have heavily reinforced their control of critical sites with a range of defences.

9 MISSION RULES

Critical Sites: At the start of the Deploy Armies step, starting with the Attacker, each player alternates setting up one objective marker on the battlefield until there are six objective markers set up. Each objective marker that a player sets up must be wholly within a different battlefield quarter from the other ones that they have set up and, each time they do so, that objective marker:
- Must be wholly within that player's territory.
- Cannot be within 9" of another objective marker.
- Cannot be within 6" of the edge of the battlefield.

Reinforced Positions: At the end of the Deploy Armies step, each player secretly selects one objective marker ability from those below to apply to the objective markers they set up. Where an objective marker ability refers to 'this player' it refers to the player who set up that objective marker, and where it refers to 'the opponent' it refers to the player who did not set up that objective marker. Once both players have made their selections, they reveal their choices to their opponent.

Razorwire: Each time a unit from the opponent's army declares a charge, if one or more targets of that charge are within range of this objective marker, subtract 2 from the Charge roll.

Targeting Augur: While a model from this player's army is within range of this objective marker, ranged weapons equipped by that model have the [IGNORES COVER] ability.

Shroud Emitters: INFANTRY, BEASTS and SWARM models from this player's army have the Stealth ability while within range of this objective marker.

Stimulant Cache: While a model from this player's army is within range of this objective marker, add 1 to the Strength characteristic of melee weapons equipped by that model.

10 MISSION OBJECTIVES

ENDURING TENACITY

Progressive Objective

Hold our fortified positions against all attempts to prise them from your grip. If the opportunity arises, punish the foe's reckless overreach and drive onwards to claim more ground – yet beware the enemy's own lethal defences.

From the second battle round onwards, at the end of each player's Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:
- They control one or more objective markers.
- They control two or more objective markers.
- They control three or more objective markers.

BREACH AND OVERRUN

Progressive Objective

When the time is right, command will authorise an all-out assault on the enemy's positions.

In the fifth battle round, at the end of each player's turn, the player whose turn it is scores 10VP for each of their opponent's objective markers they control.

Defender's Battlefield Edge

Defender's Territory

12"

16"   16"

12"

Attacker's Territory

Attacker's Battlefield Edge