

D&D MISSIONS

ALTERNATE MISSIONS
SYSTEM FOR THE ARMIES
OF WARHAMMER 40K



A DICE LIKE THUNDER PRODUCTION

DLT MISSIONS

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A Dice Like Thunder Production, 2009

This document is intended for use with Warhammer 40k 5th edition and the Fluid 40k game system. You can learn more about Warhammer 40k 5th edition at www.games-workshop.com. Fluid 40k can be found at www.dicelikethunder.com.

MISSIONS OVERVIEW

Welcome to the DLT missions book. This book is one of our favorites, and we hope it will be of use to every 40k player out there.

This book is divided into two parts. The first is a new Random Missions generation system. It contains 6 Deployments, 6 Objectives and 10 Modifiers. This random system allows for a greater variety in pickup game building.

The second part is a set of scenarios specific to certain armies. They are designed to be played by forces built for the mission, so a little more pre-planning is in order than for a pickup game.

Definitions:

The missions assume a table size of 72" by 48", or 6' x 4'. Larger or Smaller tables should be scaled appropriately.

Some missions alter infiltration or scout deployment. Unless it is specifically altered all missions allow infiltrators, reserves & deep strike.

In the random missions the player taking the first turn is referred to as the "First Player" and the player taking the second turn is referred to as the "Second Player".

In the army scenario section one player is the "Army Player", the player who the scenario is written for. They will be referred to by the army name. The other player is referred to as the "non-mission player". If both players are playing the same army they should make sure to clearly define who is who first.

All games use the random game length rules. At the end of the 5th round the second player rolls a d6, on a 3+ a 6th round is played. At the end of the 6th round play a 7th round on a 5+. The game always ends after 7 rounds.

RANDOM MISSIONS

To randomly create a scenario to be played the Warhammer 40k 5th edition rule book has players rolling on a chart of 3 missions. This new system is wonderful in that it can be expanded upon to include new deployment and objective types as well as additional modifiers.

The players can roll on the following charts to create a scenario, each of the deployments, objectives & modifiers are described in the following section.

Random “Casual” Games

Scenario Objectives:

1D6	Deployment
1	Hold The Line
2	Recovery
3	Strategic Positions
4	Gain Ground
5	Assassination
6	Advance

Scenario Deployments:

1D6	Deployment
1	Advancing Forces
2	Crossed Lines
3	Reconnaissance
4	All out Assault
5	Split Force
6	Corridor of Fire

Scenario Modifiers:

2D6	Deployment	2D6	Deployment
2	Earthquakes	8	No Modifiers
3	Warp Storms	9	Committed
4	High Gravity	10	Low Fog
5	Unprepared	11	Low Gravity
6	No Modifiers	12	Eclipse
7	Night/Dusk/Dawn		

If the players would like to incorporate traditional 5th edition objectives and deployments into their scenarios use the following charts. They aren't equally distributed; instead weight was given to mission types most likely to be seen in tournaments.

If you are training for a tournament try you can mimic many tournament environments by rolling 3 objectives instead of 1. The Primary Objective is worth 10 battle points. The second objective is worth 7 battle points. The tertiary objective is worth 4 battle points. Whoever has the most battle points at the end of the game wins. Reroll any duplicate objectives. These games are much more complex and should be played only at 1250+ points.

Random “Tournament” Games

Scenario Deployments:

2D6	Deployment
2-3	Crossed Lines
4	Reconnaissance
5	Advancing Forces
6	<i>Dawn of War</i>
7	<i>Pitched Battle</i>
8	<i>Spearhead</i>
9	Corridor of Fire
10	Split Force
11-12	All Out Assault

Primary Objectives:

1D6	Deployment
1	<i>Annihilation</i>
2	<i>Seize Ground</i>
3	<i>Capture & Control</i>
4	Recovery
5	Strategic Positions
6	Advance

Secondary Objectives:

1D6	Deployment
1	<i>Annihilation</i>
2-3	Assassination
4-5	Gain Ground
6	Hold The Line

Tertiary Objectives:

1D6	Deployment
1	Assassination
2-3	Hold The Line
4-5	Gain Ground
6	<i>Annihilation</i>

Objective 1:

HOLD THE LINE

Sometimes the only goal is to kill more of them than they do of you.

Objective: Each force is attempting to secure their current position. For each scoring unit still fully within the controlling player's deployment zone at the end of the game he gains 1 Hold Point.

The player with the most hold points wins.

Objective 2:

RECOVERY

Not all conflict is about destruction, often important resources must be rescued from a battlefield.

Objective: The players randomly determine who will be taking the first turn.

The players take turns placing 3 objective markers starting with the player not going first. Each objective must be at least 12" from each table edge and 18" away from each other.

At the end of a player's movement phase if a scoring unit is within 3" of the center of an objective marker and no enemy model is also within 3" of the center of the objective marker, he rolls a d6. On a 5+ all objective markers are removed from the board.

If the die roll is not 5+ then the marker is removed. In the event that all the markers are reached without one being declared the objective then the last marker on the table is automatically the objective.

Whoever controls the objective at the end of the game wins.

Objective 3:

STRATEGIC POSITIONS

The battle rages over strategic locations on the battle field, allowing future strikes or important resources to be taken.

Objective: The players randomly decide who will be placing the first objective. This player is not necessarily the person taking the first turn; after objectives have been deployed the players should randomly decide who is going first as normal.

The players take turns placing d3+2 objective markers at least 12" from each table edge and 12" away from each other.

At the end of each movement phase if a scoring unit is within 3" of the center of an objective and no enemy models are also within 3" of the objective, mark the object as controlled by that player. If an enemy unit later claims it, the objective is now controlled by that player instead.

At the end of the game the player who controls the most objectives wins.

Designers Note: *We have found that coins or 2 sided objective counters work best for this as you can flip them over track which player controls the objective. We have also used tiny flags (from the Planetary Empires set) to claim objectives.*

Objective 4:

GAIN GROUND

The two forces are attempting to control as much territory as possible, taking possession of the battle field.

Objective: The players must divide the table into four quarters. Whoever controls the most table quarters at the end of the game wins.

To control a table quarter a scoring unit must be completely within the table quarter and no enemy unit may also be completely within the table quarter. If a unit is in more than one table quarter at the end of the game, the controlling player must choose a table quarter that it counts as being in.

Objective 5:

ASSASSINATION

In many battles the goal is to kill the enemy's commander, disrupting their strategies and demoralizing the force.

Objective: Each player nominates one of their own HQ units as “the target”. Each player’s goal is to kill the target while keeping their own alive.

At the end of the game, if only one player has their nominated HQ alive they are declared the winner. If both or neither player has their commander left alive then the game is a draw.

Objective 6:

ADVANCE

The two forces are looking to advance across the battlefield and take the enemies position while simultaneously stopping the enemy advance.

Objective: Each player is attempting to move units across the battle field and off their opponent’s table edge. Any time a scoring unit has a model within 1” of the opponents table edge the player may remove it from play and gain 1 Kill Point.

Units that arrive into play via deep strike, outflanking or who begin the game via infiltration may not be removed from the game on the turn they arrive or on the owning players first turn.

At the end of the game the player with the most kill points wins.

Deployment 1:

ADVANCING FORCES

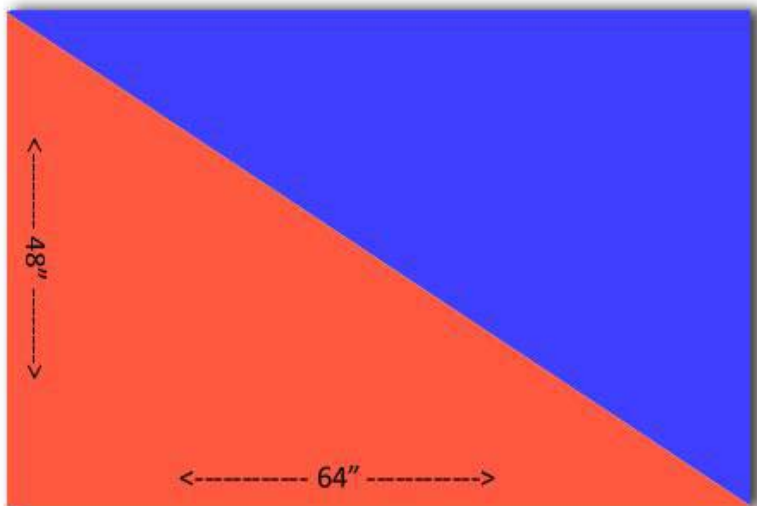
Deployment: The players randomly decide who will be taking the first turn.

The first player divides the table in half using a diagonal line between any two opposite points and deploys his force within one of the two halves.

The second player then deploys his force within the opposite table half. No model may be closer than 18" from another model.

The players then deploy infiltrators in the same order.

The second player may then attempt to "Seize the Initiative".



Deployment 2:

CROSSED LINES

Deployment: The players randomly decide who will be taking the first turn.

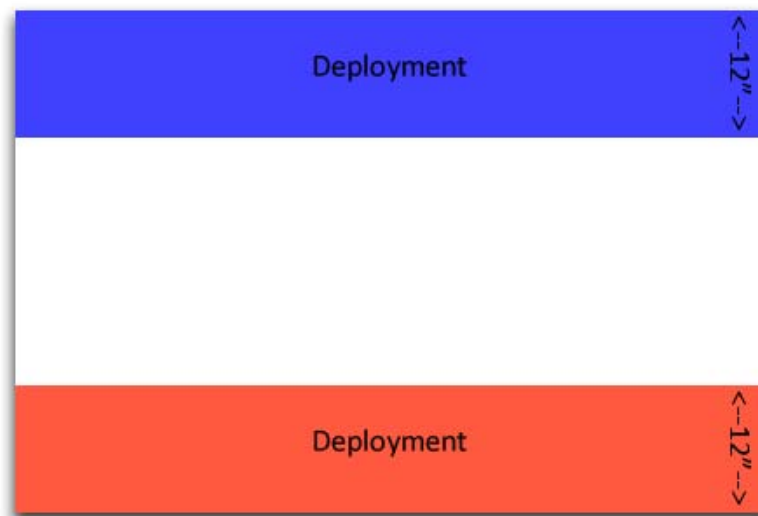
The first player chooses a long table edge as his own and deploys his force within 12" of his opponent's table edge.

The second player deploys his force within 12" of the first players' table edge.

The players then deploy infiltrators in the same order.

The second player may then attempt to "Seize the Initiative".

Note: Units still fall back towards their own long board edge, which is on the opposite side from where they deployed.



Deployment 3:

RECONNAISSANCE

Deployment: The players randomly decide who will be taking the first turn. The players divide the table into four quarters.

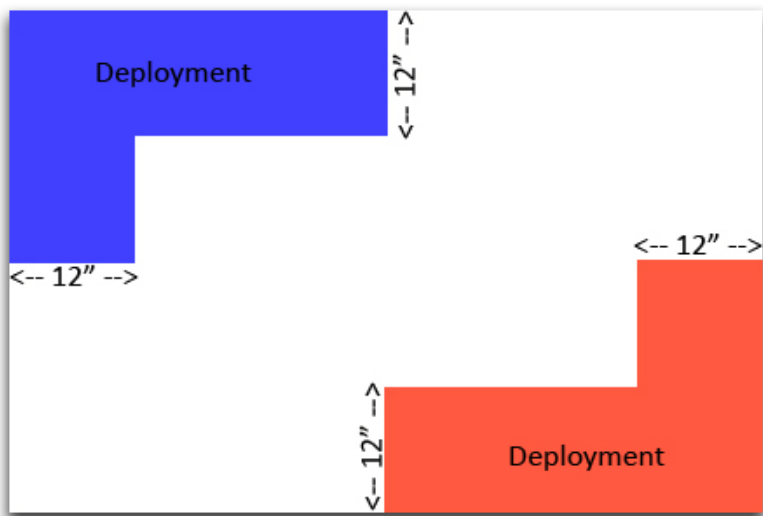
The first player chooses a table quarter and then deploys his force within 12" of the long & short board edge within his table quarter.

The second player then deploys his force within 12" of the long & short board edge within the opposite table quarter.

The players then deploy infiltrators in the same order.

The second player may then attempt to "Seize the Initiative".

Note: Units still fall back towards their owners' long board edge.



Deployment 4:

ALL OUT ASSAULT

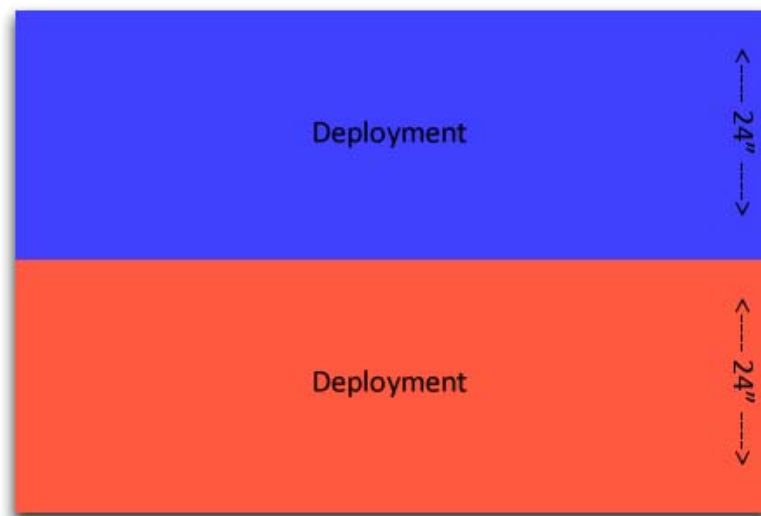
Deployment: The players randomly decide who will be taking the first turn.

The first player chooses a long table edge as his own and deploys any 3 units within 24" of it.

The second player deploys any three units within 24" of the opposite table edge. No model may be deployed within 18" of an enemy model.

The players then deploy infiltrators in the same order.

The second player may then attempt to "Seize the Initiative".



Deployment 5:

SPLIT FORCE

Deployment: The players randomly decide who will be taking the first turn.

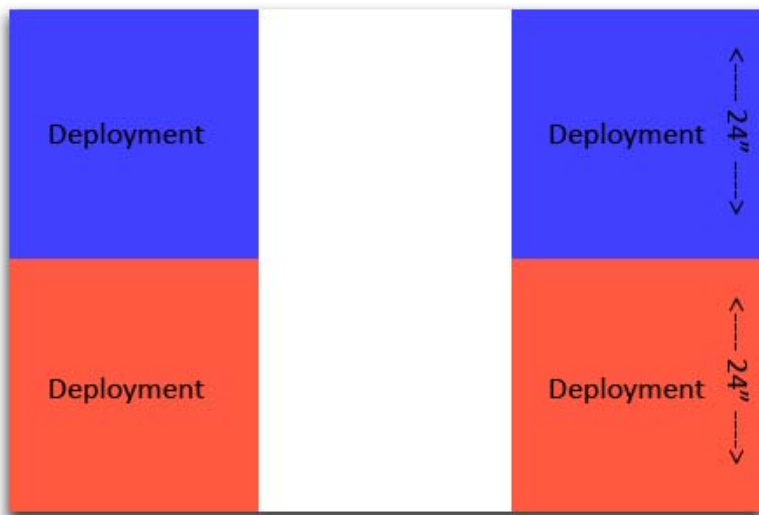
The first player chooses a long board edge and deploys his force within 24" of the short board edges and 24" of his long board edge.

The second player deploys his force within 24" of the short board edges and 24" of the opposite long board edge. All units must be at least 18" from any enemy unit.

The players then deploy infiltrators in the same order.

The second player may then attempt to "Seize the Initiative".

Note: Units may be deployed in both deployment areas.



Deployment 6:

CORRIDOR OF FIRE

Deployment: The players randomly decide who will be taking the first turn.

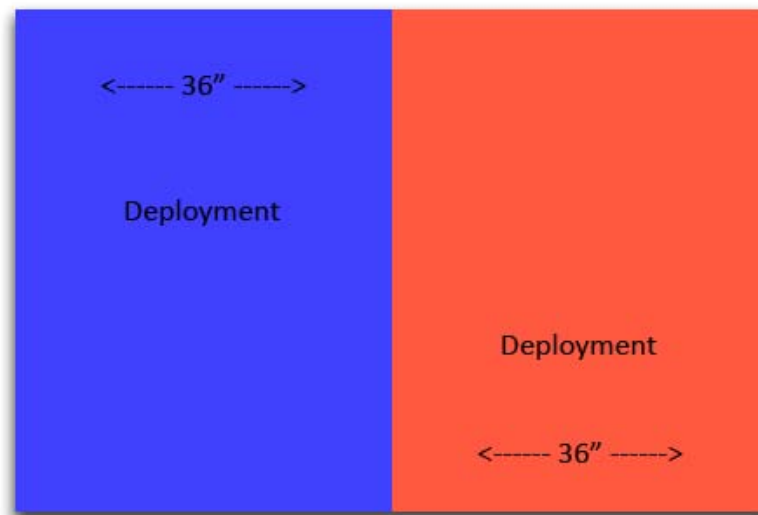
The first player chooses a long table edge as his own and deploys his force within 36" of a short table edge.

The second player deploys his force within 36" of the opposite short table edge and has the opposite long table edge as his own. No model may be deployed within 18" of an enemy model.

The players then deploy infiltrators in the same order.

The second player may then attempt to "Seize the Initiative".

Note: Units still fall back towards their owners' long board edge.



MISSION MODIFIERS

Earthquakes: The ground shakes uncontrollably and unreliably. The player taking the first turn rolls a die at the beginning of each of his turns. On a 4+ all Infantry models treat all open terrain as difficult terrain until the beginning of the players next turn.

High Gravity: Not every planet has the same gravity, those with higher gravity cause units to tire more easily and move more slowly. All infantry units must test for difficult terrain to move. All reserves suffer a -1 to their reserve rolls. This modifier is not cumulative with any other negative modifiers to the reserve roll.

Night/Dusk/Dawn: Almost all planets have a day & night cycle, often a general cannot choose when an engagement happens. Before deployment roll a d6. On a 1-2 the first two rounds of the game are played with the night fight rules in effect. On a 3-4 the night fight rules are in effect on turn 5+. On a 5-6 the entire game is played with night fight rules in effect.

Unprepared: The forces were caught unaware of each other and must call in reinforcements. Each player must deploy 1 HQ and 2 Troops, all other units must be held in reserve. Units with infiltrate may still deploy as infiltrating units.

Committed: The forces are fully committed to the battle, fighting with everything they have. No units may be held in reserve.

Low Fog: Smoke and fog cover the ground, making it difficult to spot enemy troops clearly. All infantry units benefit from a 5+ cover save if they "Go To Ground" while not within terrain.

Low Gravity: For every planet with high gravity, there is one with low gravity, allowing infantry to move more quickly with huge leaping strides. Any unit running may roll 2d6 and take the highest.

Eclipse: Eclipses are rare only on planets with only one moon, this lunar event blocks out the light of the nearby star in the middle of a battle. The Night Fight rules are in effect on rounds 3 & 4.

Warp Storms: At the beginning of each players turn the player must choose a single enemy unit. Roll a d6, on a 5+ that unit is removed from play and re-enters play on the opponents next turn via deep strike. On any other result the player must choose another model and roll again. In the event that all units are chosen and none roll a 5+ then no unit is affected that turn. If the game ends before the unit returns to play it does NOT count as having been destroyed.

Chaos Daemons Mission 1:

DESECRATE

The dark whipsers have set their sights upon a crucial point. Your eyes turn to blasphemy. Perhaps it is an ancient holy site or the perfect locations for a future attack. Desecrate the location and make it your own.

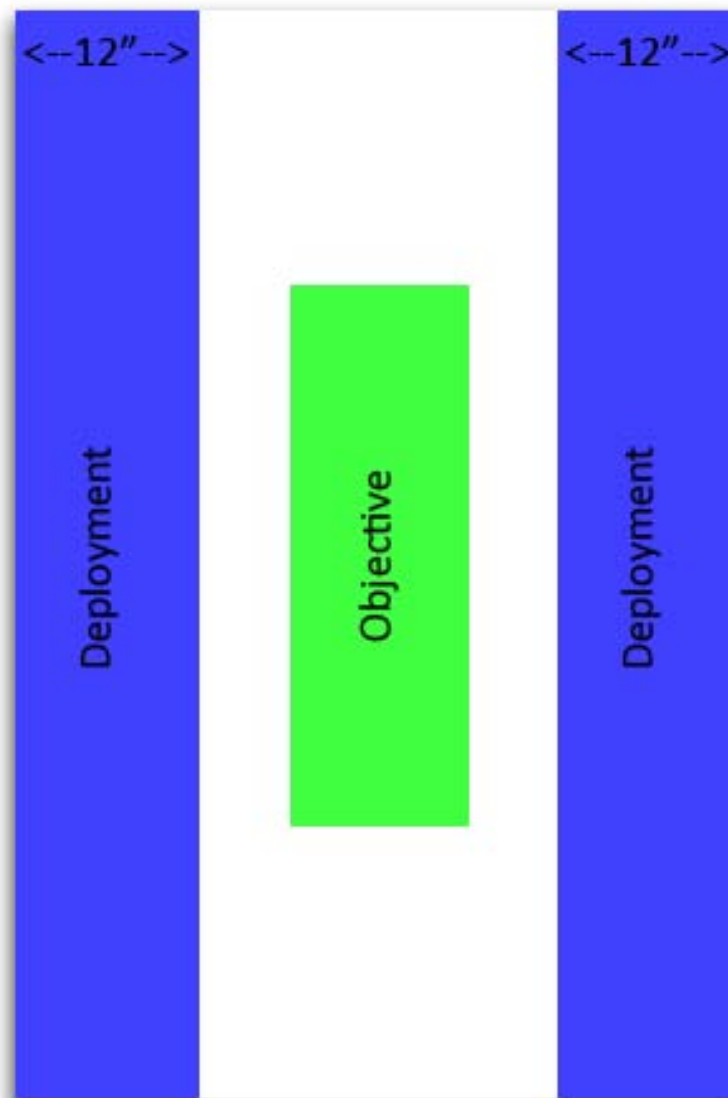
Deployment: The players randomly determine who will be taking the first turn. The non-mission player then deploys a single objective marker anywhere on the table at least 18" from the board edge. The non-mission player then deploys his entire force within 12" of each long board edge. He may split his force between either deployment zone in any way he wishes.

The player taking the second turn may now attempt to 'Seize The Initiative'.

The Chaos Daemons player deploys as described within Codex: Chaos Daemons.

Objective: Both sides are fighting to control the objective. To control the objective a player must have a scoring unit within 6" of the objective and there may be no other enemy models within 6" of it.

The objective should be placed in some sort of building or other terrain appropriate to a location that can be desecrated.



Chaos Daemons Mission 2:

DEPRIVE

The Powers of the Warp have decided that someone must die. Perhaps this is part of a long term plot or simply a prized skull to be claimed. The hunt for this poor unfortunate soul has begun!

Deployment: The players randomly determine who will be taking the first turn. The non-mission player then deploys his forces anywhere within 12" of the board center.

The player who lost the roll may now attempt to "Seize The Initiative".

The Chaos Daemons player deploys as described within Codex: Chaos Daemons.

Special Rules:

Swallowed by the Warp: At the beginning of each players turn the player chooses one enemy unit to remove from the table and place in reserve. That unit must enter play on the next turn via deep strike.

Objective: Assassination (as described in the Objectives portion of this book).



Chaos Marines Mission 1:

PILLAGE RESOURCES

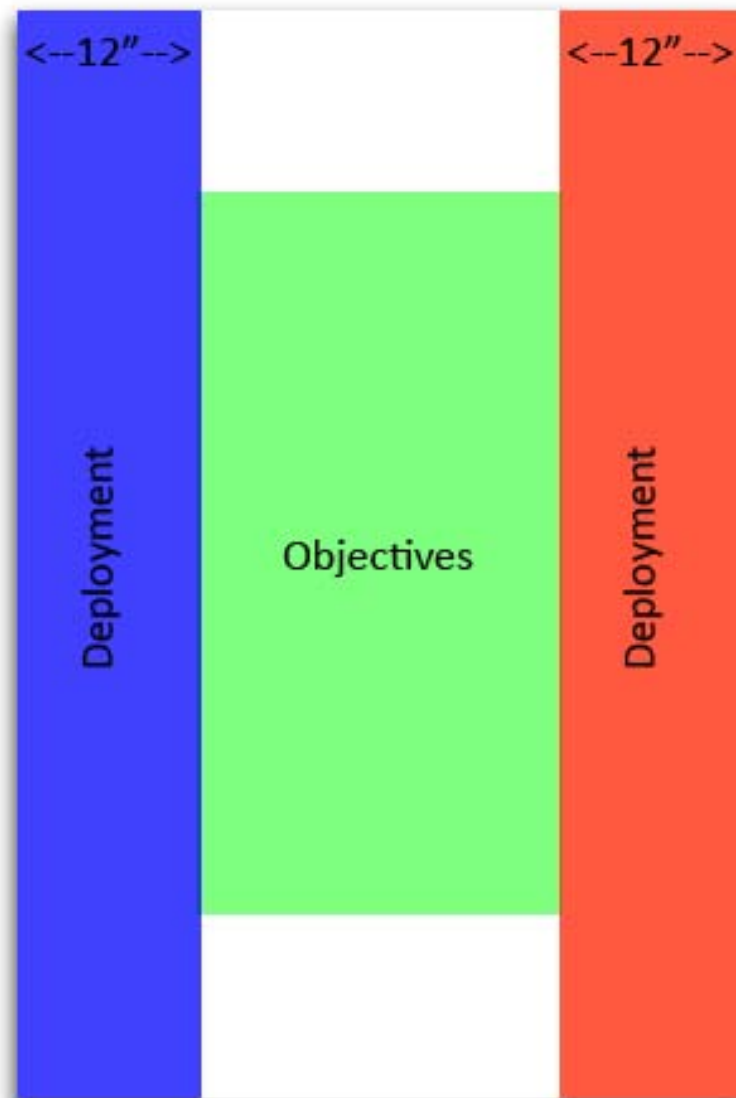
Even those chosen by the Gods need the basic supplies any armed force needs. Perhaps it is a rare component desired by Obliterators, maybe it's the manufacturing supplies for ammunition. Whatever the target is, the servants of Chaos want it and intend to take it.

Deployment: The non-mission player places three objective markers anywhere on the board at least 12" from a board edge and at least 18" from another objective. The Chaos Marine player then places 1 objective within the same area. The non-mission player then deploys his entire force within 12" of any long board edge. The Chaos Marine player then deploys his entire force within 12" of the opposite board edge.

The non-mission player may now deploy infiltrating units as normal. The Chaos Marine player may not infiltrate.

The Chaos Marine player takes the first turn, there is no Seize the Initiative roll.

Objective: Objectives. The player who controls the most objectives at the end of the game wins. To control an objective a player must have a scoring unit within 3" of the center of the objective and no enemy models may be within 3" of the center of the objective.



Chaos Marines Mission 2:

BLOCKADE BREAK

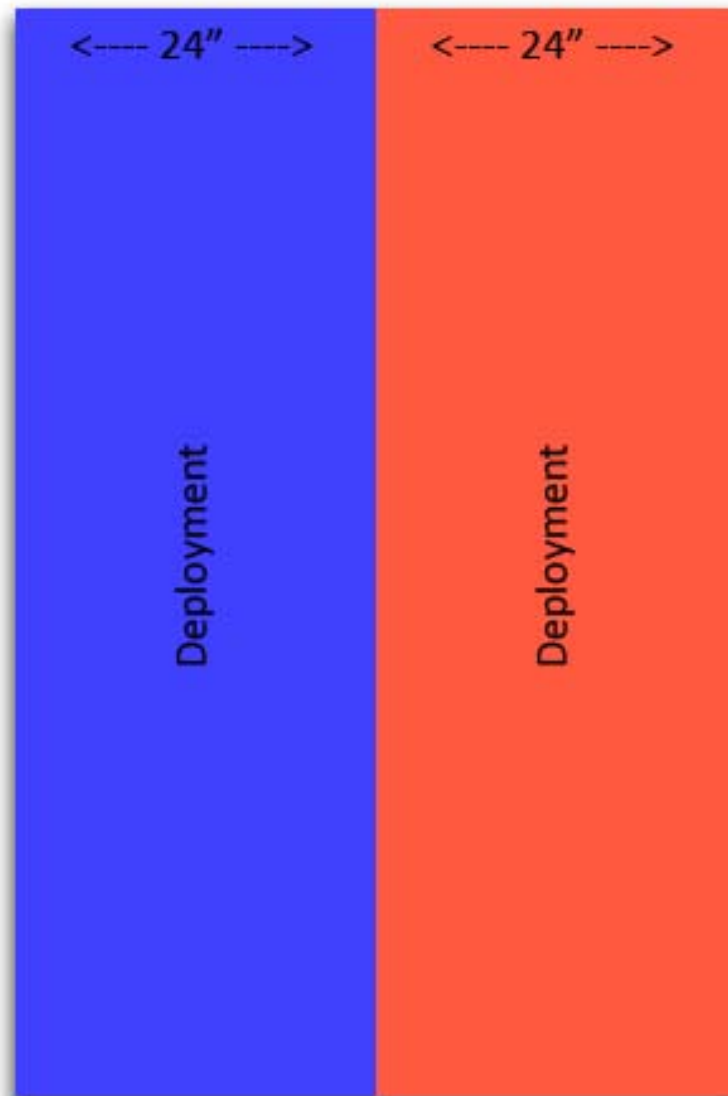
The forces of Chaos must break through a reinforced enemy position to get to their true objective. Many of the enemy will die this day as the chosen of the dark gods cut a path through their corpses.

Deployment: The non-mission player chooses a long board edge and deploys his entire force anywhere within 24" of it. The Chaos player then deploys his entire force within 24" of the opposite table edge but at least 18" away from any enemy unit.

Neither player may infiltrate, but may hold units in reserve to out flank, deep strike or simply enter play from reserve.

The non-mission player takes the first turn unless the Chaos Player can "Seize The Initiative".

Objective: Special Kill Points. The Chaos Marine player is attempting to get his units off his opponent's long board edge. For every unit that the Chaos Marine player controls that makes it off his opponents long board edge the Chaos Marine player scores a kill point as if he had destroyed the unit. For every unit the non-mission player destroys he gains kill points as normal.



Dark Eldar Mission 1:

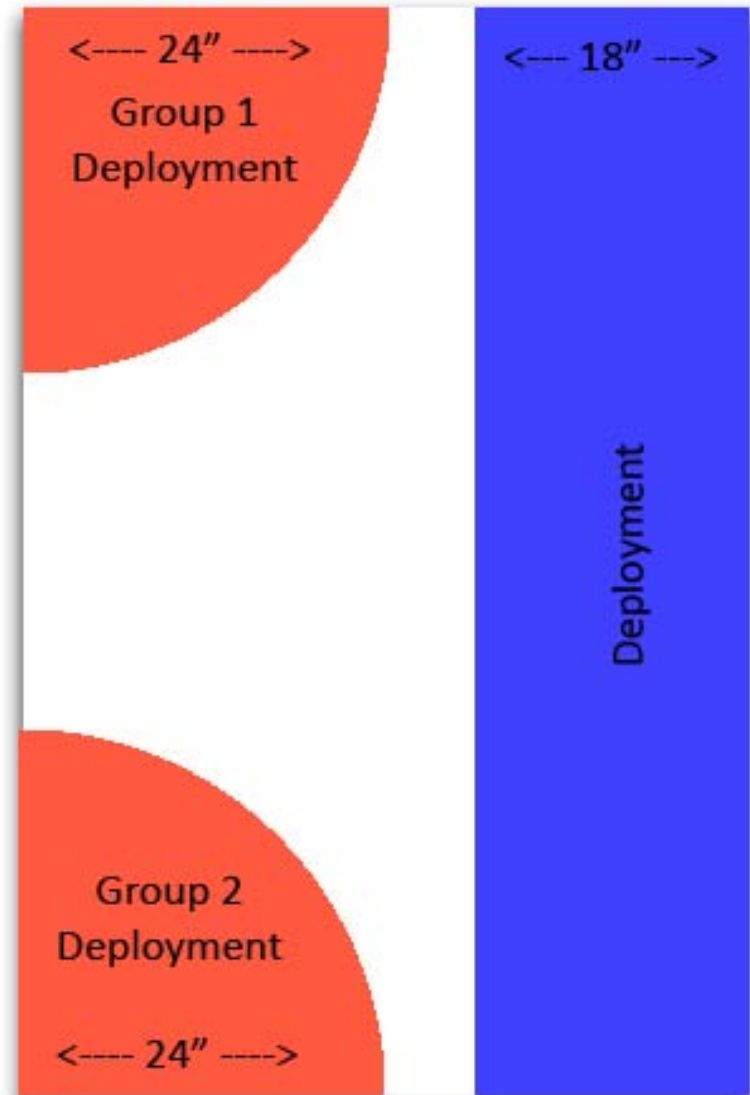
SHATTER DEFENSES

The enemy forces have a well fortified location that must be decimated in a lightning raid before other attacks can continue with less resistance. The Dark Eldar strike without warning!

Deployment: The Dark Eldar player splits his units into two groups with equal units, if there are an odd number of units the Dark Eldar player chooses where the additional unit goes. The Dark Eldar player then chooses where the additional unit goes. The Dark Eldar player then chooses one long board edge as his. He then deploys each group within 24" of each corner of his table edge. The non-mission player then deploys his entire force within 18" of the opposite board edge.

Neither player may infiltrate, but may hold units in reserve to flank, deep strike or simply enter play from reserve.

Objective: Kill Points. For each non-mission unit destroyed the Dark Eldar player gains kill points as normal. For every non-mission unit left alive at the end of the game the non-mission player gains kill points.



Dark Eldar Mission 2:

RUN THEM DOWN

Sometimes the fools try to escape! The Dark Eldar must run then down and take slaves and specimen!

Deployment: The non-mission player chooses a long board edge as his own. He deploys his entire force at least 24" away from his long board edge. The non-mission player may not infiltrate or hold any units in reserve.

There is no roll to "Seize the Initiative".

The Dark Eldar player takes the first turn. The Dark Eldar player begins by bringing his entire force onto the table on his first turn as if the entire force was flanking (rolling randomly to determine a short board edge each unit enters from).

Dark Eldar units that "always deploy" (such as the Mandrake) or units with infiltrate may be deployed within 6" of the non-mission player's board edge.

Objective: Special Kill Points. The non-mission player is attempting to get his units off his long board edge. For every unit that the non-mission player controls that makes it off his long board edge the non-mission player scores a kill point as if he had destroyed the unit. For every unit the Dark Eldar player destroys he gains kill points as normal.

Note that units "falling back" will fall back towards the Non-Mission player's board edge, should they escape off the board edge they count as kill points for the Non-Mission player!



Eldar Mission 1:

DEFEND THE WEBWAY

The webway opens to many places, they are portals to worlds long lost to a society also lost. Those that would harm the webway must be stopped!

Deployment: The non-mission player chooses a long board edge as his own. The mission player places a single “webway” marker at the center of the table. The non-mission player may deploy his entire force within 12” of his board edge.

The Eldar player then divides his army into two halves with an equal number of units (armies with an odd number of units may choose which group gets the remaining unit). The non-mission player then chooses one of these groups to enter play on the first turn. The rest are placed in reserves as normal.

There is no roll to “Seize the Initiative”. The Eldar player gets the first turn.

Special Rules:

No Matter The Cost: Any unit controlled by the Eldar player may enter play from his board edge as normal. The mission player may also deep strike any unit held in reserve as long as it deep strikes within 6” of the webway marker. It scatters as normal but may move, shoot & assault the turn it arrives.

Objective: The winner is the player who has the most units (scoring or not) within 6” of the center of the webway marker.



Eldar Mission 2:

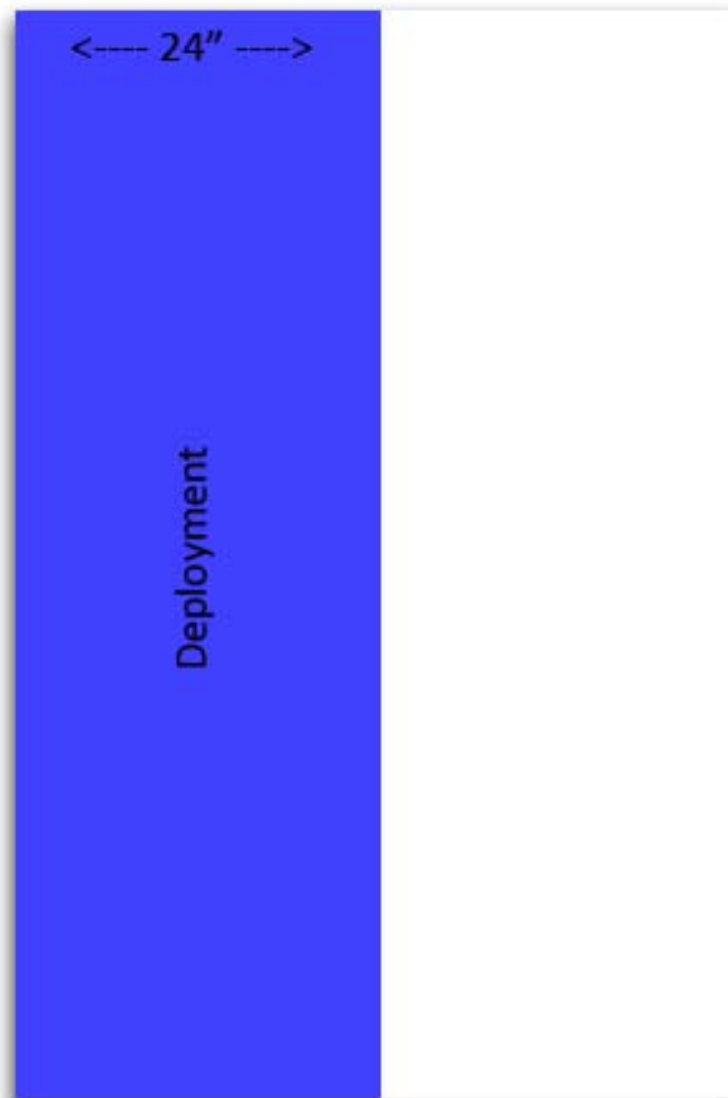
FIREBREAK

With fighting happening all over the galaxy, many marauders move from one civilization to another. The Eldar are behind one such targetable civilization, it must be destroyed to prevent larger enemy forces from stumbling upon the crucial Eldar location.

Deployment: The non-mission player then deploys his force within 24" of his table edge; no unit may be deployed within 6" of another with the exception of transports. Units may deploy inside vehicles with a transport capacity, but not within 6" of them. Models with Infiltrate may deploy anywhere on the board, even within 6" of another unit.

There is no roll to "Seize the Initiative". The Eldar player takes the first turn, moving his entire army on from his board edge.

Objective: Kill Points. For each non-mission unit destroyed the Eldar player gains kill points as normal. For every non-mission unit left alive at the end of the game the non-mission player gains kill points.



Imperial Guard Mission 1:

SIEGE

Many engagements can be described as a battle of wills. Patience and destructive power dancing along a razor thin line between survival and defeat. The Imperial Guard are in one such engagement, attempting to dislodge an entrenched foe.

Deployment: The Non-Mission player deploys at least 2 troops and 1 HQ within 12" of a chosen long board edge. He may deploy more if he wishes.

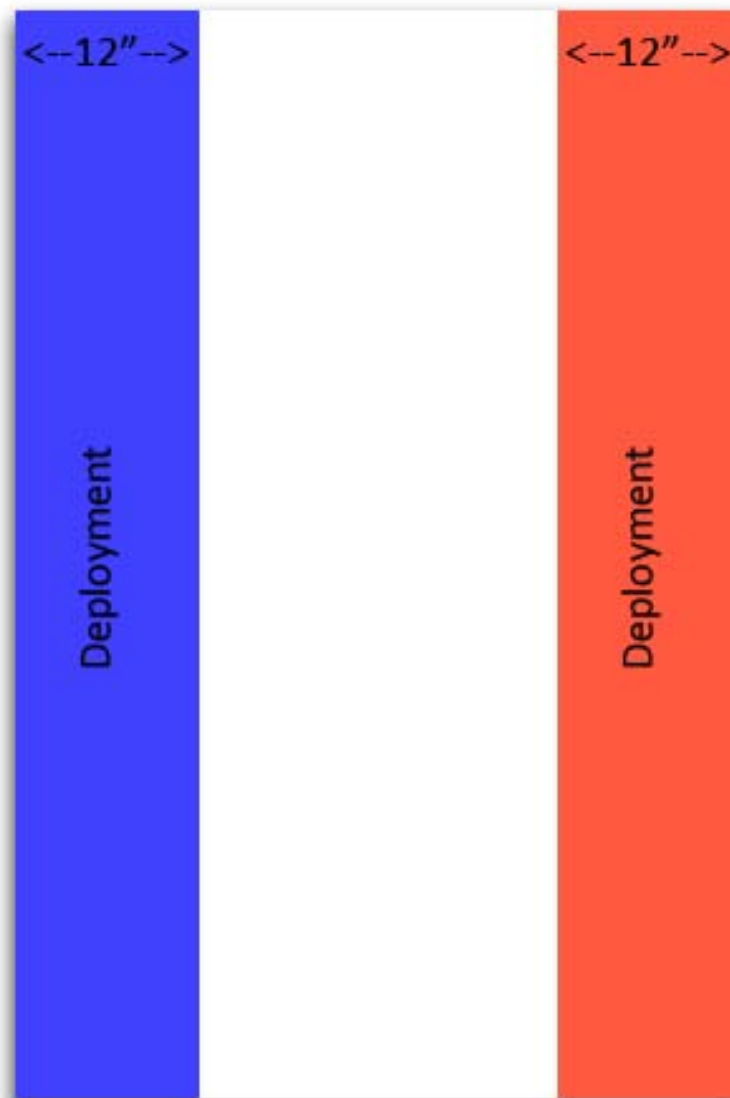
The Imperial Guard player then deploys his entire force within 12" of the opposite long board edge.

The Non-Mission player takes the first turn unless the Imperial Guard player can "Seize the Initiative".

Special Rules:

Entrenched: All non-mission units that deployed at the beginning of the game benefits from a 3+ cover save until it moves.

Objective: Special Kill Points. For every unit the Imperial Guard player destroys he gains kill points as normal, if he destroys the unit within the deployment zone he gains an additional kill point. For every unit the non-mission player has left alive he gains kill points as normal, if it is in his deployment zone he gains an additional kill point.



Imperial Guard Mission 2:

HOLD THE LINE

When acting as a defensive force the Imperial Guard must entrench its position and withstand amazing amounts of power.

Deployment: The Imperial Guard player deploys at least 2 troops and 1 HQ within 12" of a chosen long board edge. He may deploy more if he wishes.

The Non-mission player deploys his force within 12" of the opposing board edge.

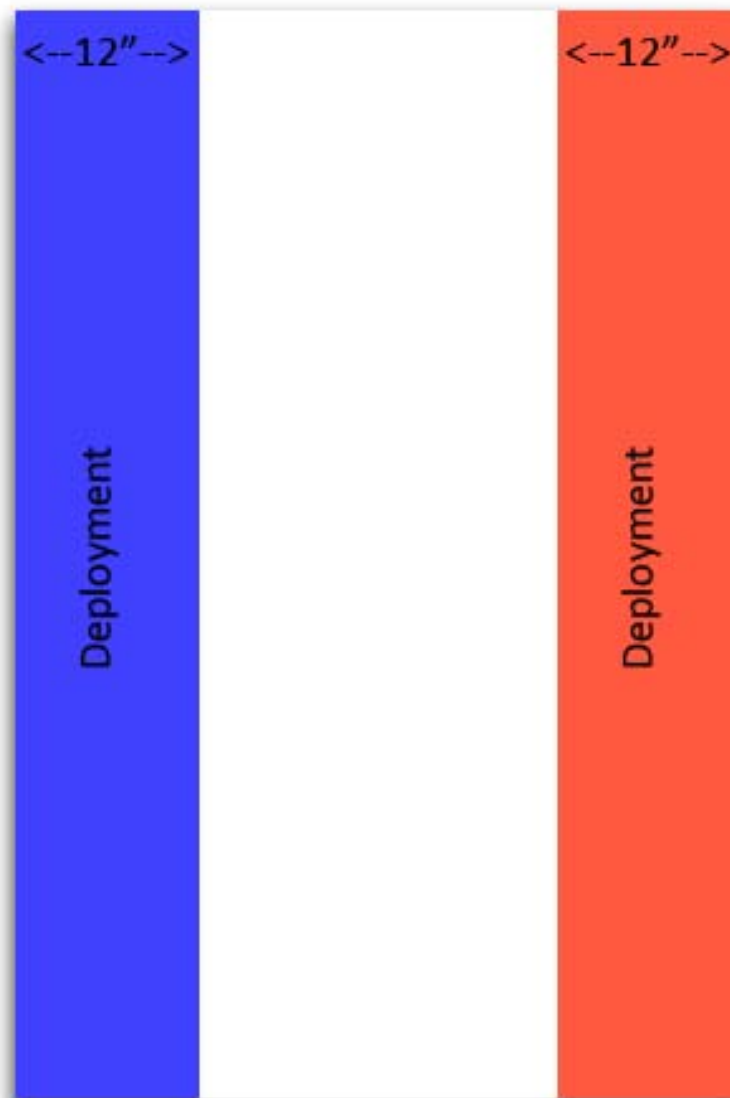
The Non-mission player takes the first turn unless he can "Seize the Initiative".

Special Rules:

Unlimited Resources: Any troop choice controlled by the non-mission player that is completely destroyed is instead placed in reserve as if outflanking. Roll for reserves as if the unit had been in reserve since turn one.

Entrenched: All Imperial Guard units that deployed at the beginning of the game benefits from a 3+ cover save until it moves.

Objective: Kill Points. For each Imperial Guard unit destroyed the non-mission player gains kill points as normal. For every Imperial Guard unit left alive at the end of the game the Imperial Guard player gains kill points.



Inquisition Mission 1:

THE HERETIC

An Alpha level sanctioned psyker has discovered a powerful psychic nexus. The Inquisition must confront this powerful threat, no matter what it turns out to be.

Deployment: The Non-mission player deploys within 12" of a chosen long board edge. The Inquisition player then deploys within 12" of the opposite board edge.

The non-mission player takes the first turn unless the Inquisition player can "Seize the Initiative".

Special Rules:

Psychic Locus: Each player gains a single additional unit, an Alpha level psyker. The alpha level psyker is deployed as part of any unit, it is not an independent character.

Objective: Kill the Alpha Psyker. If at the end of the game only one Alpha Psyker remains, the controlling player wins. If both or no Alpha Psyker is alive the game is a draw.

Name	WS	BS	S	T	W	I	A	LD	SV
Alpha Psyker	3	4	3	3	3	3	2	10	3+

Advisor: The Alpha Psyker is attached to any infantry squad of the controlling player's choice. It is treated as member of the unit.

Focus: The Alpha Psyker may target a different unit than the rest of his unit.

Psychic Powers: The Alpha Psyker may use two of these abilities each turn.

Machine Bane: Every vehicle within 12" of the psyker suffers a single glancing hit. This counts as a psychic shooting attack.

Wave of Terror: Every enemy unit within 12" must test moral as if having suffered 25% casualties. This counts as a psychic shooting attack.

Psychic Shield: Activate during the controlling players movement phase. The Psyker gains a 3+ invulnerable save until the beginning of his next turn.

Bolster: Activate during the controlling players movement phase. The Psyker and all units within 12" of the Psyker become Fearless until the beginning of his next turn.

Teleport: Activate during the controlling players movement phase. The psyker and his unit is removed from play and immediately re-enters play via deep strike. If the unit suffers a mishap is suffered the unit is always deep strikes again placed by the opposing player.

Inquisition Mission 2:

THE CLEANSING

Some sort of warp phenomenon has brought, perhaps fortuitously, two forces together. Whether it's the will of the Emperor or something more malicious the conflict is hectic at best.

Deployment: Neither player deploys anything. Randomly determine who will be taking the first turn. There is no roll to "Seize the Initiative".

On each player's first turn their entire force deepstrikes into play. If any unit rolls a deep strike mishap it is instead placed in reserve to deep strike into play next turn (do not roll for reserves).

Special Rules:

Warp Phenomenon: The player who takes the first turn must roll on the Warp Phenomenon chart at the beginning of each turn after the first. When a new phenomenon is rolled it replaces the last one.

Objective: Kill Points

Warp Phenomenon

D6 Effect

- 1 Warp Space:** Space bends and folds randomly, perhaps responding to the secret desires of those around. At the beginning of each player's shooting phase a single enemy unit not in close combat is removed from the table and placed into reserve to deep strike on that player's next turn.
 - 2 Entropic Acceleration:** Decay blows across the battlefield making all damage worse. All armor saves are worsened by 1 (3+ becomes 4+ and so on) and all vehicle armor values are lowered by 1.
 - 3 Darkness Falls:** All light dims to blackness. Night Fight rules are in effect.
 - 4 Earthquake:** The ground shakes and rumbles, causing vehicles to crash and warriors to fall. The entire board is considered difficult terrain.
 - 5 Spatial Distortion:** The laws of physics cease to be enforced, nothing acts as it should. Every unit gains a 5+ cover save, or improves its current cover save by 1 (5+ becomes 4+ and so on).
 - 6 Stability:** The world is as it should be... if only briefly. No phenomenon this round.
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Necron Mission 1:

ARISE FROM SLUMBER

After eons of slumber a tomb world has been disturbed, the interlopers must be quelled, their souls harvested.

Deployment: The Necron player places 3 objective markers anywhere on the table at least 18" from any board edge.

The non-mission player places his force within 12" of any board edge.

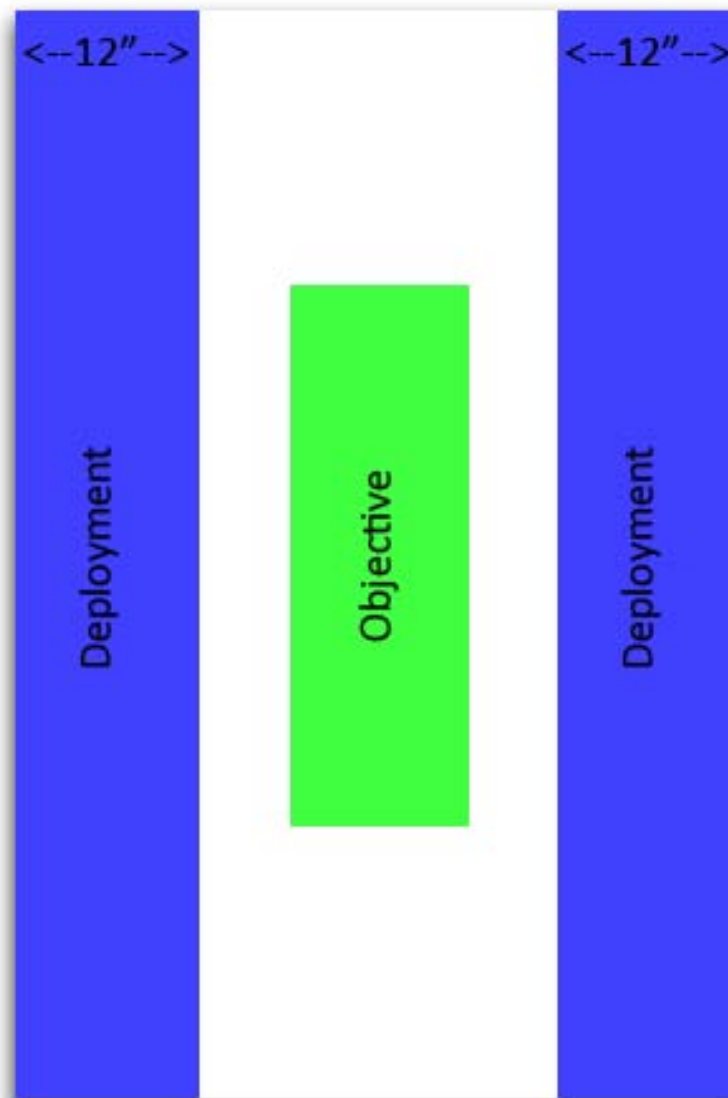
The Necron player takes the first turn, his entire army moves onto the board from the objective markers as if they were walking on from a board edge. Monoliths must be held in reserve to deep strike.

There is no roll to "Seize the Initiative".

Special Rule:

Locus: The Necron Army ignores the Phase Out special rule.

Objective: Whoever controls the most objective markers at the end of the game wins. To control an objective a player must have a scoring unit within 6" of an objective and there may be no other enemy models within 6" of it.



Necron Mission 2:

SOUL HARVEST

The harvest begins!

Deployment: The non-mission player deploys his force within 24" of a chosen board edge.

The Necron player takes the first turn with his entire force entering play from the opposite long board edge. There is no roll to "Seize The Initiative".

Special Rules:

Soul Harvest: The Necron player is attempting to harvest souls. At the end of every Necron turn consult the Soul Harvest Chart. The effects are not cumulative, as one Harvest count is reached the previous effect ends.

Objective: Kill Points. For each non-mission unit destroyed the Necron player gains kill points as normal. For every non-mission unit left alive at the end of the game the non-mission player gains kill points.

Soul Harvest

Enemy Models Killed	Effect
0-5	No Effect
5-10	All necron units increase their initiative by 2.
15-20	All non-mission players reduce their leadership by 1.
20+	All Gauss weapons gain rending.

Orks Mission 1:

GET DA BOYZ FIGHTIN

Any good boss knows that sometimes, you just gotta get the boyz in the scrap. If they don't have anyone to fight, they might fight each other.

Deployment: The non-mission player deploys his force within 12" of a chosen long board edge.

The ork player then deploys his force within 12" of the opposite long board edge.

The non-mission player takes the first turn unless the Ork player can "seize the initiative".

Special Rules:

Urge to Scrap: At the end of every ork turn any ork non-vehicle unit that did not shoot or fight in an assault rolls on the "Urges" chart. Units in transports must still roll on the Urges chart, if they suffer a Rush or Crazy result they must disembark and then resolve the result.

Objective: Kill Points. For each non-mission unit destroyed the Ork player gains kill points as normal. For every non-mission unit left alive at the end of the game the non-mission player gains kill points.

Urges

D6 Effect

- 1 Fight:** The orks cannot overcome their desire to pummel something and turn on themselves. The unit suffers 1d6 wounds, armor saves may be taken as normal.
 - 2 Bloodthirsty:** The unit gains the "counter-charge" special ability until the beginning of its next turn.
 - 3 Crazy:** Roll a scatter die, the unit moves 2d6 inches in that direction. They may not come within 1" of an enemy unit (they stop short). If a "hit" is scored the unit moves 6" towards the nearest enemy unit.
 - 4 Reckless Discharge:** The unit doubles its weapon range and fires a single shot from each of its weapons at the nearest enemy target. If no enemy targets are in range the unit shoots at the closest friendly unit.
 - 5 Shout:** The unit lets out bellows of anger. The unit rallies itself and is considered fearless until the end of its next turn. If it is falling back it automatically rallies during its next movement phase.
 - 6 Rush:** If the unit did not run this turn it moves 6" towards the nearest enemy unit.
-

Orks Mission 2:

WAAAGH

Some Waagh's are bigger than others. This one is pretty big.

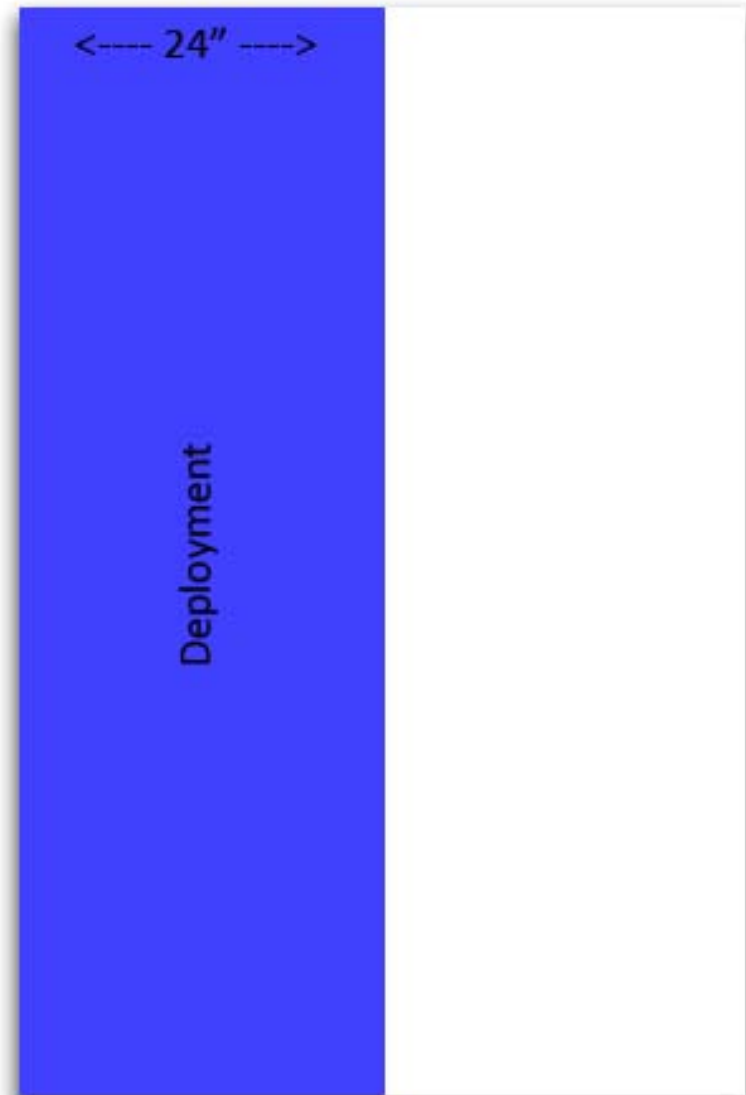
Deployment: The non-mission player deploys his forces within 24" either a chosen short board edge.

The ork player takes the first turn by moving his force onto the table from the opposite short board edge.

Special Rules:

Uber Waaagh: The ork player is under a permanent whaaagh effect. He waaagh's every turn, including the first, at the beginning of the movement phase.

Objective: Gain Ground (as described in this book).



Space Mission 1:

SURGICAL STRIKE

A small surgical strike is often the best course of action. Destroying a key location can often turn the tide of an entire war. It is the Astartes task to take key locations quickly and decisively.

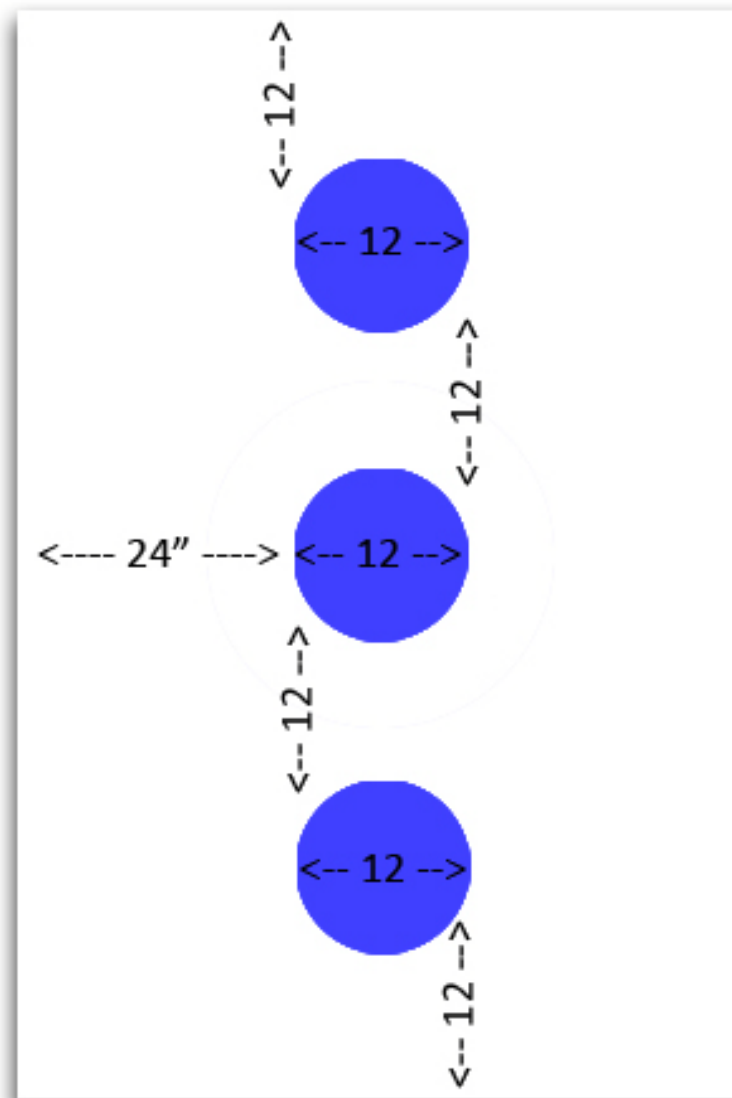
Deployment: The players place 3 objective markers 24" from the long board edges. The first objective is placed at the center of the board and the other two 24" from the long board edges and 12" from each short board edge.

The non-mission player places his forces within 6" of each objective.

The space marine player chooses a long or short board edge as his own. The non-marine player has the opposite board edge.

The space marine player takes the first turn, bringing his force onto the table from his chosen board edge.

Objective: At the end of the game the player who controls the most objectives is the winner. To control an objective you must have a scoring unit within 6" of an objective and no enemy model may also be within 6" of the objective at the beginning of a movement phase. Mark that objective as controlled until another player takes control of it.



Space Marine Mission 2:

ENGAGEMENT

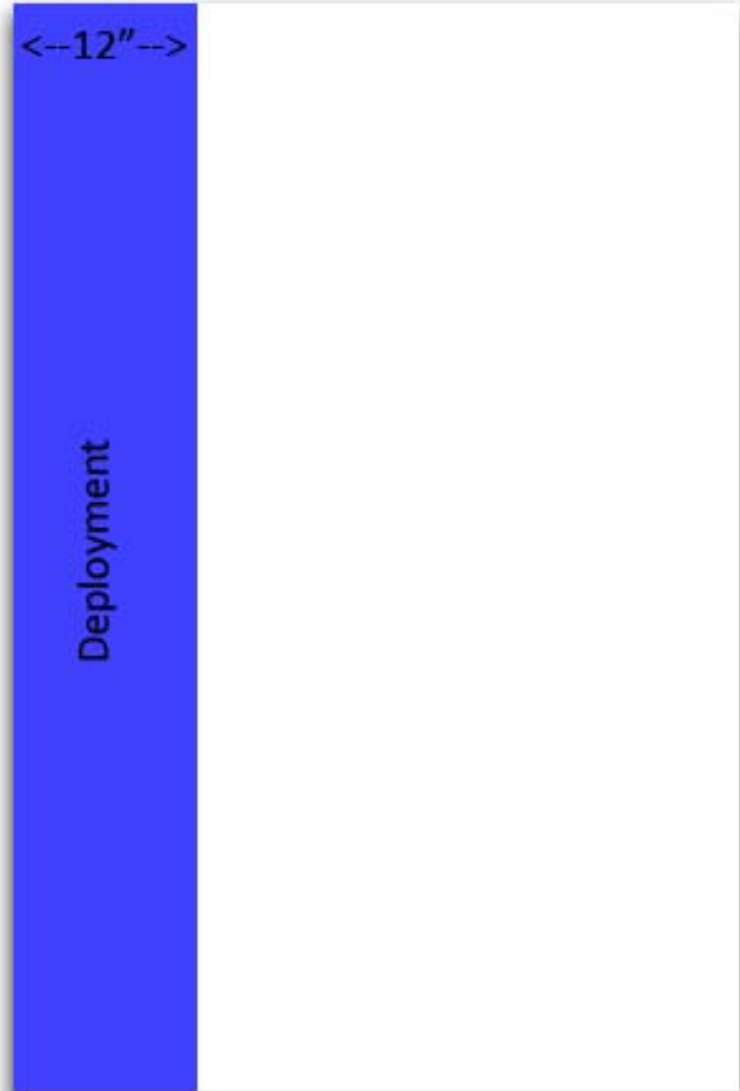
A tactical encounter to hold off a throng of enemies is often called a "Last Stand" but Space Marines prefer to call it an "Engagement".

Deployment: The Space Marine player deploys his forces within 12" of a long board edge.

The non-mission player takes the first turn, bringing his entire force on from the opposite board edge.

Whenever a non-mission players unit is destroyed it returns to play in the next non-mission players movement phase. The non-mission player may choose to bring it on from his board edge or to roll for a board edge as if outflanking.

Objective: Kill Points. For each Space Marine unit destroyed the non-mission player gains kill points as normal. For every Space Marine unit left alive at the end of the game the Space Marine player gains kill points.



Tau Mission 1:

MONT'KA

The Tau practice a tactic that roughly translates to “Killing Blow”. After days of waiting for the right time to strike, the Shas’o or Shas’el calls for a rapid deployment.

Deployment: The non-mission player deploys his entire force anywhere on the table. He may not hold anything in reserve.

The Tau player takes the first turn, deploying any Crisis Suits, Stealth Suits, Fire Warriors (without Devilfish), Piranha or Gun Drone Squadrons via deep strike. Any Commander HQ units must deploy first. Any units deep striking within 12” of a Commander HQ will not scatter. The Tau player moves any remaining units onto the table from a chosen long board edge.

Special Rules:

Significant Resistance: If the Tau player fails to earn a kill point during any round (both his turn and his opponents) then he must test for “Price of Failure” as described under the Ethereal unit entry. Any who pass redouble their efforts, gaining the Preferred Enemy rule as normal.

Objective: The Tau army is attempting to deal a killing blow to the enemy. He must earn at least 6 kill points by the end of the game. If he does not then he loses. If the Tau player wipes out the enemy force he wins regardless of kill points, as normal.

Tau Mission 2:

KAUYQŦ

The tau are masters of the bait and switch technique. A single unit of honored combatants exposes themselves to enemy fire in an attempt to lure an enemy force into a position for a decisive strike.

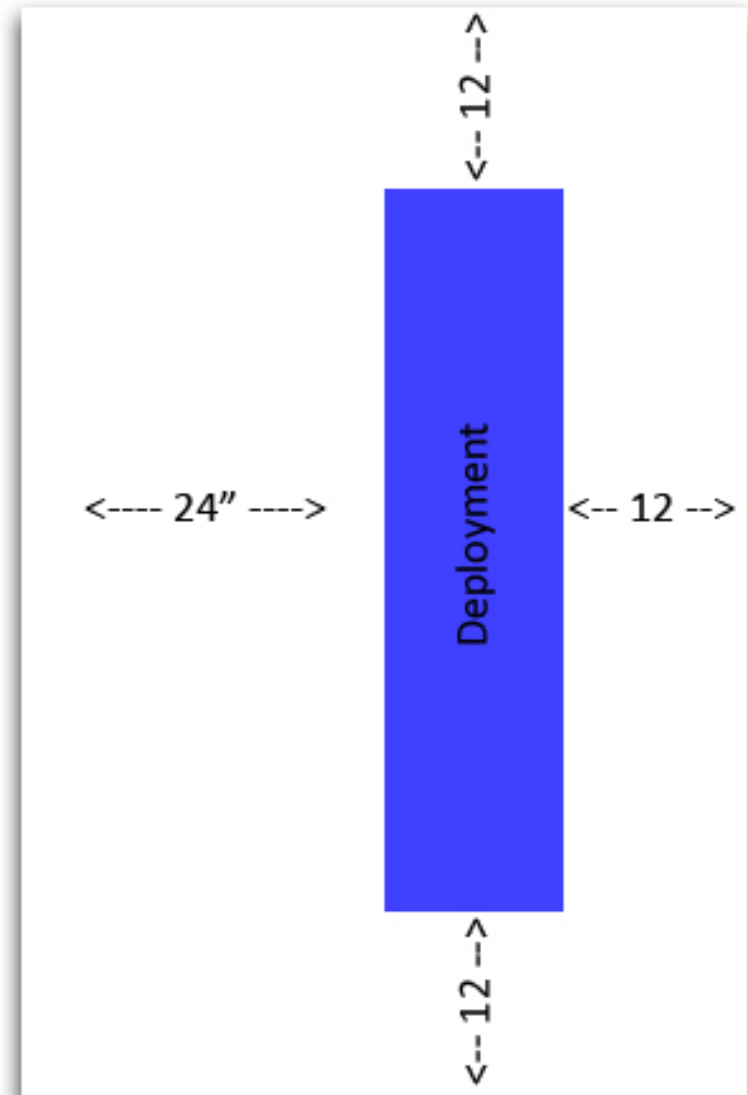
Deployment: The Tau player deploys a single Troop or Vespida unit within 24" of either long board edge but at least 12" away from any board edge. This unit is the Lure.

The non-mission player takes the first turn, moving his entire army onto the table from his long board edge or by randomly rolling for any unit to outflank. He may choose which units move on from his board edge or outflank individually. Units do not need to have Scout or Infiltrate to outflank.

On the Tau player's first turn he moves his entire army onto the table in the same way as the non-mission player.

Objective: Kill Points. For each non-mission unit destroyed the Tau player gains kill points as normal. For every non-mission unit left alive at the end of the game the non-mission player gains kill points.

If the non-mission player kills the Lure, he wins regardless of the kill points.



Tyranid Mission 1:

PLANETFALL

The Tyranids begin any good devouring by plummeting from the sky in mycetic sacks. Tyranid make planetfall, attempting to cover as much terrain as possible, consuming everything within their grasp.

Deployment: The non-mission player deploys his force anywhere on the table.

The Tyranid player places his forces in reserve. On turn 1 all of his Troops and 1 HQ enter play via Deep Strike. All other forces arrive via deep strike through standard reserve rules.

Special Rules:

Mycetic Spore: The round in which any Tyranid enters play it benefits from a 5+ cover save as it is protected by the rapidly deteriorating Mycetic Spore that it arrived in.

Endless Swarm: Any time a Tyranid Troop unit is completely destroyed it re-enters play via deep strike on the Tyranid players next turn.

Objective: Table Quarters. To claim a table quarter a player must have a scoring unit completely within the table quarter. No model may be inside another table quarter. In addition no enemy unit may also be completely within that table quarter. Whoever has the most controlled table quarters at the end of the game wins.

Tyrannid Mission 2:

CONSUME

The consumption of biomass is key to the Tyrannid progression through the galaxy. They can consume biomass so rapidly that immediate evolution and mutation are common place.

Deployment: The Tyrannid player splits his units into two groups with equal units, if there are an odd number of units the Tyrannid player chooses where the additional unit goes. The Tyrannid player then chooses one long board edge as his. He then deploys each group within 24" of each corner of his table edge.

The non-mission player then deploys his entire force within 18" of the center of the opposite board edge.

Neither player may infiltrate, but may hold units in reserve to flank, deep strike or simply enter play from reserve.

Special Rules:

Spontaneous Mutation: Every time a Tyrannid unit destroys an enemy non-vehicle unit in an assault it gains one ability from the Spontaneous Mutation chart. If multiple units are involved in the same assault the Non-Mission player decides which unit gains the mutation.

Objective: Kill Points

Spontaneous Mutations

Unit Type Killed	Effect
HQ	The Unit gains a +1 BS and WS.
Troop	The Unit immediately recovers 1d6 models or 1d3 wounds. It may not exceed its total wounds or the number of models the unit started with.
Elite	The Unit gains Furious Charge.
Fast Attack	The unit gains +1 initiative.
Heavy Support	The unit gains counter-charge.