



MISSION SHEET

Mission: All Your Base Are Belong To Us!

SETUP

Both players roll a D6. The player who rolls the highest places the first of 2+D3 Supply Objective markers on the table. The players alternate placing markers until they are all placed. Supply Objective markers may not be placed in impassable terrain, may not be within 12" of another Supply Objective or within 12" of a table edge.

One of your HQ choices must be chosen to be your Commander.

DEPLOYMENT

Pitched Battle (from BRB pg. 92) Players roll a D6. The player who rolls the highest may choose to deploy first or second. The player who deploys first also goes first. Each player deploys their force no more than 12" from their long table edge. *There is no seizing the initiative in this mission.*

SPECIAL RULES

Infiltrate, Deepstrike, Reserves, Somebody Set Us Up Da Bomb!

Somebody Set Us Up Da Bomb!

Some sneaky gits have been booby-trapping objectives by making da bombs look like much needed supplies! At the end of the movement phase, if there is an infantry model within 3" of a Supply Objective marker, a D6 is rolled to reveal the true nature of the objective. Infantry models inside a vehicle transport will trigger the this check if the hull of the vehicle is within 3" as well.

On a 3-6, the Supply Objective marker is a standard objective marker for all other game purposes. If it's a 1 or a 2, the Supply Objective is actually a cleverly disguised bomb! The objective explodes with the following profile. STR10, AP2 Large Blast, Ordnance.

Center the large blast template over the objective and resolve the hits as normal with no cover saves allowed. There is no deviation of the template and after all wounds/damage are resolved, remove the objective from play.

VICTORY CONDITIONS

Primary Objective —

All Your Base Are Belong To Us • 6 Points

Control more Supply Objectives than your opponent. If both players control the same number of objectives, each player gets 3 points.

Secondary Objective — For Great Justice! • 5 Points

If your Commander is alive at the end of the game.

Tertiary Objective — You have no chance to survive make your time • 5 Points

Kill Points. Models destroyed by an exploding Supply Objective marker DO NOT count toward this objective.

Tertiary Objective — Take Off Every ZIG! • 4 Points

Your cheapest unit has been destroyed. If you have two equally cheap units, having one destroyed counts for this objective.



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Mission: Can Ya Hear Me Now?

Your Commander has been informed that an elite squad of highly trained spies have infiltrated the enemies troops in an attempt to disseminate propaganda sympathetic to your cause and gather very important data vital to your army's survival. They have been told of their existence but due to warp interference in the area, communications were cut off before they could send description of the spies.

Before the total breakdown in communications, you have been commanded, at the threat of death, to make sure these units survive battle so they can report back with very important information.

How are you to know who is who?

SETUP

The table setup is Pitched Battle from the Warhammer40K Rulebook. Both players dice-off to determine who chooses which side of the table/start. One objective marker is placed in each deployment zone by the person deploying in that zone. The person who won the dice off places their marker first.

DEPLOYMENT

All troop choices **MUST** be deployed on the table at the start of the game. Vehicles purchased as dedicated transports must be deployed with the troop units they were purchased for. Units that have Infiltrate, Deepstrike or Scout may move on the table after deployment only using these special rules. All other units may be put into reserve as normal.

SPECIAL RULES

Reserves, Deepstrike, Infiltrating, Scout, Seize the Initiative,

VICTORY CONDITIONS

Primary Objective — We've Found the Spies! • 6 Points
Opponent has at least one infantry troop unit on the table.
This includes models embarked in a vehicle.

Secondary Objective — Suicide Squad • 5 Points
Your most expensive unit has been destroyed. If there are multiple units of the same points value, any one of these will meet this requirement.

Tertiary Objective — Take and Hold • 5 Points
Control more objectives than your opponent.

Tertiary Objective — Destroy Everything Else! • 4 Points
You have more Victory Points than your opponent.

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Mission: The Kalm After the Storm!



Your commander has been instructed to restore power to the local area that's been demolished by horrific storms. Destruction is rampant as a large tornado is still ravaging the area. Generators housed in the largest buildings must be restarted to win the battle. So as to earn the most glory, bargaining rights, food pellets, etc. - only the commanders can be "trusted" with the knowledge as to how to restart the generators.

SETUP

Move the tallest building on the board to the center of the table. Rearrange the remaining terrain to balance out for this change. This is the generator building.

DEPLOYMENT

Spearhead Deployment. Players roll a die to determine who deploys/starts. Winner decides to go first or second. Two objective markers are placed, one in each deployment zone by each controlling player. Player who rolled highest places first.

SPECIAL RULES

Reserves, Deepstrike, Infiltrating, Scout, Sieze the Initiative, TORNADO!, Widespread Destruction

TORNADO!

Storms are ravaging the area and a large (F4+) tornado has landed amidst the combatants. After Deployment but before the first turn, place a large blast template in the center of the board. Roll a d6. 1-2 the template moves 24" left (arbitrary) along the center of the board (long-way). 3-4, the template stays, 5-6 it moves 24" right of center. This is the starting position of the tornado that is destroying the area.

At the beginning of each players turn, roll 3d6 deviation for the tornado. If the tornado would veer off the board, bank the tornado at an appropriate angle (much like a pool ball) and finish the remaining distance. ALL models that fall under the template when the twister stops suffer from one STR 10, AP2 ORD hit. No cover saves are allowed. All surviving models are pushed to the edge of the tornado (similar to a tank shock).

Widespread Destruction

All terrain - hills, forest, ruins, buildings, etc. are considered dangerous terrain for all models for the entirety of the game as the flames from destroyed buildings, gas line explosions, and electrical fires devastate everything as the tornado carves its path of destruction.

VICTORY CONDITIONS

Primary Objective — Get To the Generators!!! • 6 Points
You have an HQ unit on the top most level of the central building.

Secondary Objective — Hold the Fort! • 5 Points
Control more objectives than your opponent.

Tertiary Objective — Destroy the Enemy • 5 Points
You have more Kill Points than your opponent. Models destroyed by the Tornado count for this objective.

Tertiary Objective — Move Out! • 4 Points
You have more units in your opponents Deployment Zone than they have in yours.