

VALE RENEGADES



GAMING CLUB



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Narrative Campaign

ROUND 1

Doom comes to Valerephon

Round 1 Mission Pack

This pack contains the details for round 1 of the Doom comes to Valerephon Narrative Campaign.

Schedule

As with each round, round 1 will last 3 weeks. Over the first two weeks, players will get the chance to fight through several scenarios, hopefully earning victories for their Alliance which will help progress the story in a way favourable to their Alliance. At the end of the second week, all results will need to be submitted to give the campaign organisers a week to determine the direction the story will take and create the missions for Round 2.

During the final week of Round 1, players are free to replay their favourite scenarios and continue to earn strategy points for Round 2. Alternatively, players may wish to use this week to take a break from the campaign.

- Round 1 Start Tuesday 7th February 2017
- Round 1 Results Due Sunday 19th February 2017
- Round 1 End Sunday 26th February 2017

Where we begin

The main story has been described in a separate Story Pack, which you can find under the Story thread on the Vale Renegades forums.

At the start of Round 1 things stand as follows for our four alliances

Imperial Alliance	Chaos Alliance	Tau/Eldar Alliance	Tyranid Alliance
All armies of the Imperium Necrons	All forces of Chaos Orks Astra Militarum (Traitor units)	Tau All forces of the Eldar	Tyranids Genestealer Cult Astra Militarum (Cult infested units)

The Chaos Alliance

The Chaos Alliance dominates most of the planet, having taken over and fortified key military installations. However, their attacks on the main hive have been met with heavy resistance from the Genestealer Cult of the Scylla. With this continued fighting, the Chaos forces have not had any time to commence their dark ritual.

Primary Goal: to retain possession of their fortified positions

The Tau / Eldar Alliance

First to arrive on Valerephon, the Tau forces with their Eldar allies fly directly into the path of the Chaos forces. The Tau believe that rescuing Governor Leotitus will be a strong symbol to the rest of the planet of their benign intentions. However, to do this they need to break through the Chaos forces. They also need to secure their own position against the incoming Imperial and Tyranid forces. The Eldar are more concerned with the Chaos ritual, but with Chaos on the defensive there is little immediate action they can take against this.

Primary Goal: To break through the Chaos lines while retaining their own secure positions from Imperial and Tyranid forces.

The Tyranid Alliance

Hive Fleet Scylla has arrived, and seeks to consume Valerephon. The Genestealer Cult of the Scylla is disrupting the Chaos forces. They seek to unite the forces of the hive fleet with the Genestealer Cultists, by attacking key Chaos fortifications outside the hive. They are also dropping their Tyrannocytes onto Tau and Eldar positions. The Imperial fleet has tried dropping their own troops through the Tyranid forces, resulting in scattered pockets of Imperial landing craft, which the Tyranids are quick to pounce on.

Primary Goal: Unite with Genestealer cult forces by destroying Chaos fortifications and assault key Eldar/Tau positions. Destroy scattered Imperial forces where they can be found.

The Imperial Alliance

By the time the Imperial forces arrive, a vicious war is taking place in orbit between Eldar, Tau and Tyranid forces. Some ships manage to break through these battles to land troops on the surface, but many are scattered. Where forces can unite, they seek to secure positions against the Eldar/Tau alliance and strike at the Chaos forces. However, many scattered forces are quickly being overrun by Tyranids.

Primary Goal: Secure key positions against Chaos and Eldar/Tau forces and bring scattered forces together before they can be overrun by the Tyranids.

Strategy Points

At the start of round 1 each player is awarded **10** strategy points. Throughout the round, the only way to earn additional strategy points will be through bringing well-constructed armies and achieving the goals of each mission. It's worth considering the end-game strategy points for each mission while building your army.

At the start of round 2, players will be awarded new strategy points based on how well their Alliance performed during round 1.

Determining Results

How well your Alliance does will depend on how many strategy points you earn during the round for achieving mission goals. You'll have the ability to earn 5 strategy points per game played. The total number of strategy points earned will be divided by the maximum number of strategy points you could have earned, to give a Percentage. The Alliance with the highest percentage will be the round winner, but it will also be important to see how all the Alliance's perform in particular scenarios to determine how the story will progress.

For example – 1 Alliance plays 2 games, and therefore has the ability to win 10 strategy points. They score 6 strategy points over the course of the round, and achieve a Round 1 result of 60%. Another Alliance plays 4 games, and therefore has the ability to win 20 strategy points. They score 8 strategy points over the course of the round, and achieve a Round 1 result of 40%.

Restrictions / House Rules

As a reminder, the following restrictions / house rules will be in play throughout the campaign:

- The Invisibility psychic power is altered to read: units shooting at the Invisible unit do so at BS1, and hit it in melee on a 5+.
- The psychic phase is limited to a maximum pool of 15 dice for the player manifesting powers. The psychic pool for deny the witch is unlimited.
- A feel no pain roll may never be better than a 2+.
- A re-rollable 2+ save must be re-rolled on a 4+ instead of a 2+.
- No more than 1 independent character may join a unit at any one time
- A vehicle or bike (basically anything with wheels) may not climb vertically. A model like this may be deployed on top of a building (e.g. a Sky Shield landing pad) and may drive off the building during the game, provided it does not need to move up a vertical wall to do so (e.g. it can't move off a landing pad with the sides set up). A model that does this must take a dangerous terrain test, reducing the result by 1 for every 3" the model drops after the first (e.g. fails on a 1 or 2 for a 5" - fall).
- No models or upgrades that may normally be taken for free as part of a formation or detachment are allowed, unless specified in a specific mission description. This does not include units that might be recycled during the game e.g. Death Korp of Kreig's Forlorn Hope. The single exception to this is the free Veterans of the Long War upgrades taken as part of Traitor Legion forces (including those taken from the Traitor's Hate and Wrath of Magnus books). However other upgrades taken for free from those publications must be paid for.
- Where multiple datasheets exist for the same units(s) with the same name, players are free to use whichever version they wish. However, when taking a formation or detachment from a publication that contains one of these units, players must use the datasheet from the same publication. E.g. if using a formation from Wrath of Magnus that contains Pink Horrors, then you

must use the Pink Horror data sheet from Wrath of Magnus, rather than from Codex Chaos Daemons.

- No Decurions / detachments of formations may be taken in any game.
- No Fortifications described as being a “Network” may be taken.
- All armies must be battle-forged.
- Death from the Skies rules are not to be used in any game.

All GW FAQs will be in effect except:

- When a new unit is created, and placed into ongoing reserves as part of a special rule (e.g. Lost and the Damned formation or Endless Swarm formation) the new unit may arrive by any method available to them, including Outflank (overriding the brb), but the arrival mechanism must be declared as soon as the unit is created.

Main rulebook FAQs can be found here:

https://www.games-workshop.com/resources/PDF/Errata/Warhammer_40000/Warhammer_40000_Rules_EN.pdf

FAQs for individual armies and supplements can be found here:

<https://www.warhammer-community.com/2017/01/20/faqs-for-every-codex-live-now/>

In addition to the normal restrictions, there will be a number of additional restrictions for round 1.

- No Super-Heavy Vehicles or Gargantuan Creatures may be taken in any game
- No unique relics / special items may be taken (these are the 1-per-army items of wargear that most armies have access to).
- You may not take any formation which forces you to include more than 1 independent character in a single unit (e.g. the Conclave of the Burning One from Shield of Baal: Exterminatus which requires you to put two Necron Crypteks in the same unit).
- Only Chaos Alliance forces can bring fortifications.

Arranging Games

- Players are free to arrange games between themselves via the forums as normal. If you are doing this, please agree between yourselves the points value you wish to play to.
- Alternatively, on Tuesdays, you can turn up with a pre-written list of 1500 points at 7pm. We will then ensure everyone gets a game in. Players should feel free to write a different list for each scenario if they wish.
- Chaos players be aware that some missions require you to bring a fortification. If you do not have your own, then the club has been loaned several fortifications, but you will need to ensure your list allows space to purchase these depending on the mission you're given. The cheapest fortification available is 40 points.
- Feel free to play in pairs / teams if you prefer. When doing this, there can only be 1 warlord per side.

Please be aware that fortifications and other gaming material has been loaned to the club for the purposes of running this campaign. Please therefore take care with anything you are using, and ensure that anything you do use is returned to the storage cupboard once you are finished.

Round 1 Missions

Round 1 will involve 6 scenarios, one to represent each conflict between any two Alliances.

Alliances	Mission
Chaos v Imperial	Bunker Assault
Chaos v Tau / Eldar	Lighting Assault
Chaos v Tyranids	All-out Attack
Imperial v Tau / Eldar	High Ground
Imperial v Tyranids	Scattered Landings
Tau / Eldar v Tyranids	Wave Assault

Many scenarios either require or allow for Chaos forces to bring fortifications. The club has currently been loaned a significant number of fortifications which will be available for you to use. However, please remember that several players may need fortifications (all in the Chaos Alliance) so you may need to work together when picking these. To better facilitate this Chaos forces will have access to a new Detachment – the Siege War Defender Detachment.

Siege War Defender Detachment

COMPULSORY: 1 HQ

2 Troops

1 Fortification

OPTIONAL: 1 HQ

4 Troops

3 Elites

3 Fast Attack

3 Heavy Support

2 Fortifications

RESTRICTIONS: All units chosen must have the same Faction (or have no faction)

COMMAND BENEFITS:

Deadly Defences: Automated Fire from Fortifications in this Detachment is resolved as Ballistics Skill 3, rather than 2 and can target any unit within range and line of sight, not just the nearest.

Fortifications

Every Alliance will probably have to deal with Fortifications in Round 1, so it's worth reminding yourselves of the basic rules for Battlefield Debris and buildings on pages 109-113 of the Warhammer 40,000 rulebook as well as the No Escape rule on page 173.

Rules for Fortifications can be found in the Planetary Assault or Stronghold Assault books, but apps like Battlescribe contain most of the rules as well. One copy of the Planetary Assault book will be available during the campaign.

Firestorm Games has a number of Fortifications in their collection namely:

1 Skyshield Landing Pad (75 points)

2 x Bastions (75 points - 1 of these is a large Chaos Bastion which you can use, treating it as a normal Bastion with only 4 heavy bolters).

In addition, **the following Fortifications will be on loan to the club during this campaign** (many of these have been deliberately not fully built to allow them to be constructed in a variety of ways - please treat them with care):

1 Skyshield Landing Pad (75 points)

3 Bastions (75 points each)

1 Aegis Defence Line (50 points)

2 Wall of Martyrs Bunkers (55 points each)

2 x Wall of Martyr Defence Lines (80 points each - 4 separate pieces in total)

2 x Wall of Martyr Defence Emplacements (40 points each - 6 separate pieces in total)

1 Fortress of Redemption (220 points – option to add 4 heavy bolters for 10 points each through the wonder of blu-tac!)

1 Firestorm Redoubt (200 points – The two Quad Lascannons can be fitted to the Redoubt or to a Vengeance Weapon battery – likewise, the Redoubt can take a Punisher Gatling Cannon on Battle Cannon)

2 Vengeance Weapon Batteries (75 points each - either can be made up with Punisher Gatling cannon or Battle Cannon)

1 set of Promethium Relay Pipes (40 points)

1 Void Shield Generator (50 points)

1 Plasma Annihilator (230 points – rules are only available in the box – 1 copy will be provided).

3 x Munitorum Armoured Container Caches (40 points each)

In addition, there are the following optional upgrades available – 1 x Quad Gun (50 points), 2 x Icarus Lascannons (35 points each), 2 x Escape Hatch (25 points each), 2 x Comms relays (20 points each). There are also lots of barrels and crates you can use to represent ammo stores (15 points each) or Ammo Dumps (20 points each) if they're not being used with the Munitorum Container Caches.

Most buildings can also take other upgrades, such as void shields and barricades. Chaos players should feel free to just leave a points gap in their lists to buy fortifications when they arrive. There is plenty of terrain as you can see, but if two individuals have taken the same fortification, then some list changes may be required.

Bunker Assault (based on Bunker Assault from Planetary Onslaught)

Chaos Alliance v Imperium Alliance

Imperial forces assault a Chaos fortified position, while under fire from Chaos artillery.

THE ARMIES

The Chaos Alliance will be the defender, and must include at least 1 fortification in his army. The Imperium Alliance will be the attacker.

THE BATTLEFIELD

The game uses the standard Dawn of War deployment (see page 131 of *Warhammer 40,000 the rules*).

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. Chaos Alliance places fortifications
4. Chaos Alliance places and defines **all other terrain** on the battlefield in any way they choose
5. Chaos Alliance nominates a single fortification to be the Targeting Augur. If the nominated fortification is not a building that has a transport capacity, place an objective marker on or within 3" of the nominated fortification.
6. Roll for Warlord Traits
7. Roll for Psychic Powers and other gifts
8. Roll for Night Fighting
9. Chaos Alliance deploys their army.
10. Imperium Alliance deploys their army.
11. The Chaos Alliance goes first, unless the Imperium Alliance can *seize the initiative*.

Remember, at the end of the game to work out your end of game strategy points.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed. The Attacker also scores 1 victory point for each Hull Point inflicted on a Defender Fortification. Units that are Falling Back at the end of the game and units that are not on the board at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game the Attacker scores 3 Victory Points if one or more of the following conditions are met:

- The building/battlement with the Targeting Augur is claimed and under control of the Attacker.
- The building/battlement with the Targeting Augur suffered either a Total Collapse or Detonation! Damage result during the game
- At least one of the Attacker's scoring units is within 3" of the Targeting Augur objective.

SECONDARY OBJECTIVES:

First Blood. Linebreaker. Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting. Reserves.

Targeting Augur: If, in the Defender's Shooting Phase a friendly unit is occupying the building/battlement with the Targeting Augur, or is in base contact with the Targeting Augur objective, one model in that unit can direct an Artillery Strike instead of firing any other weapon. This is treated as a shooting attack with the following profile:

Range	S	AP	Type
Infinite	9	3	Ordinance 1, Barrage, Large Blast

An Artillery Strike is resolved separately from other weapons fired by the same unit in the same shooting phase and can be used to fire at a different target. The template always scatters. If a hit is rolled, the template scatters 2D6" in the direction shown on the arrow. If an arrow is rolled the template scatters 3D6". In either case, the firing model cannot reduce the total distance scattered by using their Ballistics Skill. The Targeting Augur can only be used once per turn and cannot be used by the Attacker.

END OF GAME STRATEGY POINTS

The winner of the game is awarded 3 Strategy Points. The other player is awarded 1 Strategy Point. If the game ended in a draw, then each player gains 2 strategy points.

Each Chaos Alliance Player is awarded 1 strategy point if their army included more than 1 fortification and 1 strategy point if they denied Line Breaker to the Imperium Alliance.

Each Imperium Alliance Player is awarded 1 strategy point if they wiped out all Heavy Support Chaos Player units (or all of any other unit type if the Chaos Player had no Heavy Support) and 1 strategy point if they scored the 3 victory points for either claiming, destroying or capturing the Targeting Augur building, battlement or objective.

Lightning Assault (based on Lightning Assault from Death from the Skies)

Chaos Alliance v Tau / Eldar Alliance

Tau and Eldar forces launch a swift attack on the Chaos lines.

THE ARMIES

The Chaos Alliance will be the Warden and may include fortifications in his army. The Tau / Eldar Alliance will be the Invader.

THE BATTLEFIELD

The game uses the Hammer and Anvil deployment (see page 131 of *Warhammer 40,000 the rules*).

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. Chaos Alliance player picks a table side
4. Chaos Alliance places any fortifications
5. Both players should set up and define the Terrain between them
6. Roll for Warlord Traits
7. Roll for Psychic Powers and other gifts
8. Roll for Night Fighting
9. Chaos Alliance deploys their army in their deployment zone
10. The Tau / Eldar Alliance army starts the game in reserve.
11. The Tau / Eldar Alliance has the first turn.

Remember, at the end of the game to work out your end of game strategy points.

GAME LENGTH

At the end of game turn 7, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 8, and this time the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 9.

VICTORY CONDITIONS

At the end of the game the player with the most number of non-Flyer units within the Chaos Alliance's deployment zone is the winner. If both players have the same number

of non-Flyer units in the Warden's deployment zone the game is a draw.

MISSION SPECIAL RULES

Night Fighting. Reserves.

Tau / Eldar Alliance Reserves: The Tau/ Eldar Alliance starts rolling for reserves from the first turn, as if it was turn 2. Reserves are therefore rolled for as normal (normally needing a 3+ to arrive) at the start of the Tau / Eldar first and second turn. Any remaining reserves automatically arrive on the third turn.

If, due to poor rolling less than 2 units arrive on the first or second turns, the Tau / Eldar alliance may randomly select 2 units to automatically arrive that turn.

Lightning Assault: The Tau / Eldar Alliance units can fire Snap Shots after making run moves, moving Flat out or Turbo-boosting.

Ground Attack Runs: All Tau / Eldar Alliance Flyers have the Strafing Run special rule and all their weapons have the Pinning special rule.

Hold the Line: All of the Chaos Alliance units automatically pass any Morale checks they are required to make so long as they are within their deployment zone.

END OF GAME STRATEGY POINTS

The winner of the game is awarded 3 Strategy Points. The other player is awarded 1 Strategy Point. If the game ended in a draw, then each player gains 2 strategy points.

The Chaos Alliance earns 1 strategy point if their army included any fortifications in his army and 1 strategy point if, at the end of the game, there are any Tau / Eldar Alliance units on the board, that are not in the Chaos Alliance deployment zone.

The Tau / Eldar Alliance earns 1 strategy point if they included any Flyers or Flying Monstrous Creatures in their army and 1 strategy point if at least 2 non-Flyers units were in the Chaos Alliance deployment zone at the end of the game.

All-Out Attack (based on All-Out Attack from Planetary Onslaught)

Chaos Alliance v Tyranid Alliance

Tyranid swarms assault the Chaos positions to unite with their Genestealer Cult allies.

THE ARMIES

The Chaos Alliance will be the Defender and must include at least 1 fortification in his army. The Tyranid Alliance will be the Attacker.

THE BATTLEFIELD

The game uses the Dawn of War deployment (see page 131 of *Warhammer 40,000 the rules*).

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. Chaos Alliance places fortifications
4. Chaos Alliance places and defines **all other terrain** on the battlefield in any way they choose
5. Chaos Alliance then places 3 Objective Markers anywhere in their deployment zone. No objective may be placed within 12" of another objective or within 6" of a table edge.
6. Roll for Warlord Traits
7. Roll for Psychic Powers and other gifts
8. Roll for Night Fighting
9. Chaos Alliance deploys their army.
10. The Tyranid Alliance deploys their army.
11. The Tyranid Alliance has the first turn, unless the Chaos Alliance can *Seize the Initiative*.

Remember, at the end of the game to work out your end of game strategy points.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the Player who controls it.

SECONDARY OBJECTIVES

First Blood. Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives (optional – Chaos Alliance player's choice). **Night Fighting. Reserves.**

Sustained Assault: The Tyranid Alliance units that are destroyed can be brought back into play later during the battle to represent an almost limitless supply of reinforcements.

At the end of each of the Tyranid Alliance movement phases, roll a dice for each of their destroyed units (excluding any Unique units and units created, conjured or summoned), adding 2 to the result if the unit has the Troops battlefield role. On a 4+ that unit immediately arrives, moving onto the battlefield via the Tyranid Alliance table edge. Alternatively, if your unit has either a method of going into ongoing reserves (e.g. Mawloc) or has deep strike you may choose to put your unit into ongoing reserves and arrive via deep strike or any other applicable method on your following turn. A returned unit may not arrive embarked upon another unit unless it was a dedicated transport and both have been returned in the same turn.

Note that if the unit is not returned, you can roll again in the following turn.

If a formation rules allows you to bring in an identical unit, you can roll twice for that unit, and bring in a new unit if either roll is successful, but you cannot bring in two new units if both are successful.

The Tyranid Alliance can also, at the end of any of their turns, remove any of their units that have a quarter or less of their starting models (or, in the case of single units a quarter or less of their starting wounds or hull points). This will allow them to roll a dice at the end of their next Movement Phase to see if they can replace the unit with a full-strength unit. This will award First Blood, if this is the first unit removed from the board.

END OF GAME STRATEGY POINTS

The winner of the game is awarded 3 Strategy Points. The other player is awarded 1 Strategy Point. If the game ended in a draw, then each player gains 2 strategy points.

The Chaos Alliance Player is awarded 1 strategy point if their army included more than 1 fortification.

The Tyranid Alliance player is awarded 1 strategy point for having 4 or more scoring units in the Chaos Alliance's half of the table at the end of the game.

Each Player is awarded 1 strategy point if, at the end of the game, they hold at least 1 objective.

High Ground (based on High Ground from Planetary Onslaught)

Eldar / Tau Alliance v Imperium Alliance

Eldar, Tau and Imperium forces battle for control of strategic positions.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

This is a Cities of Death game and therefore needs to include at least 6 buildings or Ruins. Two of these will need to be taller than the others (although they can both be of different sizes).

The board is divided into quarters. The long table edge on each table quarter represents that side's table edge for the purposes of falling back and Linebreaker.

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. Place the two Tallest Buildings on the table, both within 12" of the centre of the battlefield, and at least 12" from each other.
4. Place and define all remaining terrain between you, ensuring that at least 4 more ruins / buildings are placed. Cities of Death games work better with dense terrain.
5. Place Objective 1 on the Tallest Building or Ruin
6. Place Objective 2 on the 2nd Tallest Building or Ruin
7. Place Objectives 3-6 as normal, rolling off to determine who will place the first objective. Each objective must be placed on or in a Building or Ruin, at least 12" from another objective, if possible.
8. Roll off to determine deployment. The winner can choose a single table quarter to deploy in, and their opponent will deploy in the opposite corner.
9. Roll for Warlord Traits
10. Roll for Psychic Powers and other gifts
11. Roll for Night Fighting
12. Roll off to determine who will deploy first. The player that wins the roll off can determine who will deploy first.
13. The Player deploying first deploys their army in their table quarter, at least 12" away from the centre of the table.
14. The remaining player then deploys their army in the opposite table quarter, at least 12" away from the centre of the table.
15. The Player that deployed first chooses who takes the first turn. If they choose for themselves to go first, the other player may attempt to *Seize the Initiative*.

Remember, at the end of the game to work out your end of game strategy points.

CITIES OF DEATH OBJECTIVES

This game uses the Cities of Death tactical objectives, instead of the normal Tactical Objectives each army uses. The club has been loaned a copy of the Planetary Assault rule book which contains the D66 chart of these objectives as well as 2 sets of Cities of Death tactical objective cards.

If these are not available, players can use normal Tactical Objectives, but we encourage you to use Cities of Death if available.

Regardless of which deck is used, each player automatically receives the High Ground objective at the start of their first turn. This can be achieved every turn – it can never be discarded by any means.

At the start of each player's turn after the first, they must generate one new Cities of Death objective. There is no limit to the number of active cards a player may have at any one time beyond the constraints of the mission.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw.

PRIMARY OBJECTIVE

Achieve as many Cities of Death objectives as possible.

High Ground Objective: Score D3 Victory Points if you control both objective marker 1 and 2 at the end of your turn.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Cities of Death Objectives. Mysterious Objectives (optional) **Night Fighting. Reserves.**

END OF GAME STRATEGY POINTS

The winner of the game is awarded 3 Strategy Points. The other player is awarded 1 Strategy Point. If the game ended in a draw, then each player gains 2 strategy points

Each Player earns 1 strategy point if they controlled both Objective Markers 1 and 2 at the end of any of their turns. If they achieved this 3 times in the game, they earn 2 strategy points.

Scattered Landings (based on Scattered Drop from Curse of the Wulfen)

Tyrannid Alliance v Imperium Alliance

Imperium Alliance forces are scattered as they break through the space battle above; their disparate forces are pounced on by Tyrannids as they try to rendezvous with each other.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. Each army must include at least six units. In this mission, no army may include any formations that allow new units to be created (e.g. the Endless Swarm formation) or use special rules that allow new units to arrive (e.g. Death Korp of Kreig's Forlorn hope). No units may be summoned or conjured during this battle – re-roll any psychic powers that provide this ability. However, units that can create other units (e.g. Tervigon) are permitted.

THE BATTLEFIELD

Divide the table into 6 2' x 2' battlefields.

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. Place and define all terrain between you, making sure no terrain crosses the boundary between battlefields.
4. Roll for Warlord Traits
5. Roll for Psychic Powers and other gifts
6. Roll for Night Fighting
7. The Imperium Alliance player deploy 1 unit on any battlefield, no more than 6" away from the centre of that battlefield.
8. The Tyrannid Alliance player deploys a single unit in the same battlefield, more than 6" away from the Imperium Alliance unit.
9. The second Imperium Alliance and Tyrannid Alliance units must be set up in the same way, but on a different battlefield. Carry on like this until all six areas have one unit from each army deployed. While unlikely, if one army has only 6 units and one of them "always arrives from deep strike" (e.g. a drop pod or tyrannocyte) these can be deployed on the battlefield during this step if needed to ensure each battlefield has at least one unit.
10. Players continue alternating deployment, but from now on they can set each unit up on any battlefield, provided they are not placed within 6" of an enemy unit already set up.
11. Roll a dice. On an odd roll the Tyrannid Alliance has the first turn. On an even roll the Imperium Alliance has the first turn.

Remember, at the end of the game to work out your end of game strategy points.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game players score 1 Victory Point for each battlefield that only has models belonging to their army remaining. The player with the most Victory Points at the end of the game is the winner. If both players have the same number of Victory Points, then the game is a draw.

MISSION SPECIAL RULES

Night Fighting. Reserves.

Into the Fray: Units that arrive from Reserves can enter play from any point along the edge of any battlefield of the controlling player's choice.

Retreat and Rampage: Any Tyrannid Alliance units that Fall Back do so towards the nearest table edge. Any Imperium Alliance units that Fall Back must do so towards the centre of their battlefield where they will stay until they regroup.

Separate Landing Zones: Each of the six battlefields is a separate landing zone. Models cannot move from one battlefield to another unless doing so as Reinforcements (see below), and cannot attack, use psychic powers or interact with other battlefields in any way. By the same token, all models in a unit must be set up in the same battlefield.

If a unit goes into ongoing Reserves it must re-enter play into the same battlefield it left from, unless that battlefield has already been won (see below)

Reinforcements: Units can leave a battlefield to reinforce another, but only if all of the enemy models on the battlefield they are in have been completely destroyed. Such units can enter Ongoing Reserves instead of making a move in their movement phase, regardless of where they are on the battlefield. On the next turn these units may enter play as described in **Into the Fray**, above.

If a model from a battlefield went into ongoing reserves normally (e.g. a Flyer leaving the table) and at the start of their next turn the battlefield they left from is now controlled by their side, they can choose to arrive on a different battlefield. If the battlefield is controlled by their opponent, they must re-enter that battlefield.

A unit that is moving from one battlefield to the other as **Reinforcements** cannot enter that battlefield via any other means than those described in **Into the Fray** unless

otherwise specified in that unit's rules (e.g. Mawloc's Terror from the Deep).

END OF GAME STRATEGY POINTS

The winner of the game is awarded 3 Strategy Points. The other player is awarded 1 Strategy Point. If the game ended in a draw, then each player gains 2 strategy points

Each Player earns 1 strategy point if they control 1 battlefield at the end of the game. If they control at least two battlefields, they earn 2 strategy points.

Wave Assault (based on The Great Coral from Shield of Baal: Leviathan)

Eldar / Tau Alliance v Tyranid Alliance

Eldar and Tau fight off waves of Tyranid forces as the Great Devourer arrives on Valerephon.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

The game uses the Vanguard Strike deployment (see page 131 of *Warhammer 40,000 the rules*)

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. Set up and define all terrain between you
4. Roll off to determine deployment sides
5. Roll for Warlord Traits
6. Roll for Psychic Powers and other gifts
7. Roll for Night Fighting
8. The Tau / Eldar Alliance deploys first, anywhere in their deployment zone.
9. The Tyranid Alliance deploys second. The Tyranid Alliance must divide their army into three waves. Any number of units can be in each wave, as long as each wave has at least one unit.
10. The Tyranid player then selects one wave and deploys that wave anywhere in their deployment zone.
11. The Tyranid Alliance can choose who takes the first turn. If they choose for themselves to go first, the other player may attempt to *Seize the Initiative*.

Remember, at the end of the game to work out your end of game strategy points.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed.

Units that are Falling Back at the end of the game and units that are not on the board at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting. Reserves.

Weapon Batteries: The Tau / Eldar alliance have had some time to prepare for the Tyranids. At the end of the Tyranid Alliance Movement Phase, the Imperium Alliance can take one Snap Shot at each enemy unit that arrived via Deep Strike that turn. The Snap Shot has the following profile, and is always considered to have line of sight to the target.

Range	S	AP	Type
Infinite	7	4	Heavy 2, Ignore Cover

Limited Ammunition: The Tau / Eldar player must roll a D6 at the start of each of their turns. Keep track of the number rolled each turn, adding it to the total from the previous turn. As soon as the total reaches 12 or more, all units in the Tau / Eldar army can only fire Snap Shots for the rest of the battle.

New Strategy: Once per game, the Tau / Eldar Alliance can spend a Strategy Point to roll two dice for ammunition and pick the lowest. This strategy cannot be blocked.

Second and Third Waves: At the start of the Tyranid player's first turn, they must select one of the remaining two waves of Tyranid units. All units from this wave immediately arrive in the same way as for Reserves (and may Deep Strike if allowed to do so). All units in the third wave must be placed in Reserves and will arrive following the normal rules for Reserves.

END OF GAME STRATEGY POINTS

The winner of the game is awarded 3 Strategy Points. The other player is awarded 1 Strategy Point. If the game ended in a draw, then each player gains 2 strategy points

The Tyranid Alliance earns 1 strategy point if at least 3 units are within each of the 3 waves and 1 strategy point if at least 3 scoring units end the game at with at least 1 model fully within 12" of the Tau / Eldar table edge.

The Tau / Eldar Alliance earns 1 strategy point if they completely destroy all the units in 1 of the 3 Tyranid waves (if units are created as a result of a special rule such as the Endless Swarm formation or a Tervigon spawning Termagants these do not count as part of the wave). If they destroy all the units in 2 waves, they earn 2 strategy points.