

VALE RENEGADES



GAMING CLUB



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DOOM COMES TO VALEREPHON

Narrative Campaign

ROUND 2

Doom comes to Valerephon

Round 2 Mission Pack

This pack contains the details for round 2 of the Doom comes to Valerephon Narrative Campaign.

Schedule

As with each round, round 2 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 3.

During the final week of Round 2, 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 2 Start Tuesday 28th February 2017
- Round 2 Results Due Sunday 12th March 2017
- Round 2 End Sunday 19th March 2017

Where things stand

At the start of Round 2 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 have had a significant portion of their strongholds destroyed, but this was all to distract the invading forces from the dark Ritual they are looking to perform. However, they have discovered that Governor Leotitus planted key intelligence assets in critical locations. Many of these have uncovered the true nature of the Ritual and they must be stopped before the Imperial, Eldar or Tau forces can obtain this information. They have also lost some ancient artefacts during Tyranid attacks and Genestealer Cult raids, imbued with dark sorcery, which must be recovered.

Primary Goal: to stop the Imperial, Tau and Eldar forces from recovering the Intelligence assets, and recover the artefacts now in the possession of Genestealer and Tyranid forces.

The Tau / Eldar Alliance

The Tau and Eldar forces have beaten off Tyranid and Genestealer Cult attacks, despite becoming quite isolated, as well as making in-roads against Chaos forces. However, while they have broken through several Chaos positions, the Imperium forces have had more success here and have made it into the hive before them, already hunting down key intelligence assets that might identify the nature of the Chaos Ritual, as well as the location of the secure bunker Governor Leotitus is hiding in. Meanwhile they seek to capitalise on their gains against the Tyranids.

Primary Goal: To destroy Tyranid bio-entities being developed near their forces, while trying to wrestle vital intelligence from Chaos and Imperium forces.

The Tyranid Alliance

The forces of Hive Fleet Scylla have successfully linked up with their Genestealer Cult allies, presenting a fearsome force seeking to eliminate all rivals and consume the planet. While their forces continue to hunt down the remaining isolated Imperial forces, they come under heavy attack from Eldar, Tau and Chaos forces.

Primary Goal: Eliminate remaining scattered Imperial forces, while defending their positions against the Chaos, Eldar and Tau assaults.

The Imperial Alliance

The Tyranids have viciously attacked and eliminated many of the forces the Imperium has tried to land, but some have survived, trying to hold key positions until reinforcements arrive. Many of their forces have penetrated deep into the primary Hive and are seeking the intelligence gathered by Governor Leotitus, racing to beat Chaos forces intent on destroying that information before their plans can be undone.

Primary Goal: Rescue the isolated Imperial forces from Tyranid attacks while securing intelligence assets from Chaos, Tau and Eldar forces.

Strategy Points

At the start of round 2 each player is awarded a number of additional strategy points, based on which Alliance they are part of and how well that Alliance performed in Round 1. A player is permitted to switch Alliances, but if they do this, they will forfeit all strategy points earned to date and start with the points in the table below.

If any **New Players** join the campaign in Round 2, they will start with 10 strategy points, regardless of which Alliance they join.

Alliance	Round 1 Score	Additional Strategy Points Earned
Tyranids	76%	5
Imperial	63%	4
Tau and Eldar	54%	3
Chaos	54%	3

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 3, players will be awarded new strategy points based on how well their Alliance performed during round 2.

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 (with the exception of Zone Mortalis and Kill Team where you can earn 4 strategy points). 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 2 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 2 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 2.

- No Super-Heavy Vehicles or Gargantuan Creatures may be taken in any game
- No unique relics / signature systems / artefacts / special items may be taken (these are the 1-per-army items of wargear – normally 6 items - 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).

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 2 Missions

Round 2 will involve 8 scenarios. There will be 1 "regular" 40k game for each Alliance pairing. In addition, for the Imperial Alliance v the Tau and Eldar Alliance there will be a Kill Team mission and a Zone Mortalis Mission.

In theory, we hope to run 2 of each of these Kill Team and Zone Mortalis games each night the Zone Mortalis Board is available (check the gaming forums for this). We hope that one pair of players can play a Kill Team game, while the other pair play Zone Mortalis. The players can then swap over later in the evening. However, we will need to see how this goes and potentially adjust this.

Alliances	Mission
Chaos v Imperial	Deadly Race
Chaos v Tau / Eldar	Secure Intelligence
Chaos v Tyranids	Recover the Artefact
Imperial v Tau / Eldar	Regular: Intelligence Siege Kill Team: Hidden Intelligence Zone Mortalis: Intelligence in the Hive
Imperial v Tyranids	Rescue Mission
Tau / Eldar v Tyranids	The Purge

Kill Team

Kill Team rules will be provided on the night. If players wish to use regular Kill Team rules they will need to construct an army of up to 250 points within the following restrictions

Elites: 0-1

Troops: 0-2

Fast Attack 0-1

The army must include 4 non-vehicle units who will be the Leader and 3 Specialists. The Leader will have a Leader trait, while the 3 Specialists will be able to choose 1 rule each from one of table tables of rules.

Your army may not:

- Include Flyers
- Include models with more than 3 wounds
- Include models with a Toughness of greater than 6
- Include vehicles where the combined armour on all 3 faces is greater than 33, including any bonuses (e.g. quantum shielding).
- Include any models with a 2+ save

Alternatively, players may wish to build a 250 point army using the Heralds of Ruin rules, which can be found here. Both players will need to agree which type of Kill Team game they are playing.

<http://heralds-of-ruin.blogspot.co.uk/p/kill-team-rules.html>

Zone Mortalis

Games of Zone Mortalis have some modified rules to normal 40k games. These rules can be found here

https://www.forgeworld.co.uk/resources/fw_site/fw_pdfs/Warhammer_40000/Zone_Mortalis_Expansion.pdf

The rules are found on the 1st 5 pages of the document. No optional special rules will be being used.

Deadly Chase (based on A Rivalry Rekindled from Curse of the Wulfen)

Chaos Alliance v Imperium Alliance

Imperial forces race past Chaos forces to try to reach a vital Intelligence asset before the Chaos forces can silence it.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. Note that the game is designed around speed, so bear this in mind when building your forces. Neither side may include any Fortifications.

THE BATTLEFIELD

The game is played over a very different board. The board will only be 24" in width rather than 48". It will be 72" long as standard

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. Players should then place and define all terrain on the battlefield in any way they choose.
4. Roll for Warlord Traits
5. Roll for Psychic Powers and other gifts
6. The Imperium Alliance deploys all their units within 12" of one of the short table edges. This is the Imperium table edge
7. The Chaos Alliance then deploys their units at least 24" from the Imperium table edge, and no more than 36" from the Imperium table edge
8. The Imperium Alliance player has the first turn; Chaos cannot Seize the Initiative.

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

GAME LENGTH

The game will continue until one player has secured victory.

VICTORY CONDITIONS

The first player to successfully move one of their non-Flyer / non-Flying Monstrous Creature units off the far end of the board (see Mission special rules) wins, unless one side is completely wiped out, in which case their opponent wins.

MISSION SPECIAL RULES

Reserves.

The Chase is On. The game board is actually 168" long, but as most battlefields are 72" long this is handled in a specific

way. At the end of Turns 2, 4, 6 and 8 the 24"x24" section of the board closest to the Imperium table edge is removed, and added to the far end of the game board. In order to do this remove all models and terrain from the 24" x 24" section closest to the Imperium table edge, then move every other model or piece of terrain 24" in a straight line towards the Imperium table edge. Then set up terrain in the new 24"x24" section revealed. Try to do this as accurately as possible, but accept that you can never be truly accurate in this – just do the best you can and be reasonable in your placement.

Any models that are removed are placed into Ongoing Reserves and may re-enter play from the Imperium table edge in their following turn. Vehicles that have suffered an Immobilised result are removed as casualties. If this causes a player to have no models left on the board, that player automatically loses. If this happens to both players on the same turn, the game is a draw.

At the end of turn 8 the far end of the game board (the exit point) is revealed. Moving a unit off this far end will earn one side victory. If a single model in a unit moves off the table edge, the unit is removed.

Fighting on the Move. No models of any kind can be locked in close combat. If a model is surrounded, in combat it may move through enemy units by taking a dangerous terrain test for each model in the unit.

No Time to Retreat. All units have the Fearless Special Rule.

Thrusters to Maximum. Jump Infantry that use their Jump Packs in the Movement phase can move up to 18"

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 is a draw, both players earn 2 strategy points.

Each player earns 1 strategy point if they have any units within 24" of the exit point side of the battlefield. Each player earns 2 strategy points if they have any units within 12" of the exit point side of the battlefield at the end of the game. This does not include the unit that is removed from the battlefield.

Secure Intelligence (based on Hunt the Fallen from White Dwarf weekly Issue 74)

Chaos Alliance v Tau / Eldar Alliance

Tau and/or Eldar forces have secured vital intelligence, but only 1 individual knows the critical information at this time.. Chaos forces need to eliminate it, before the intelligence can be passed on.

THE ARMIES

The Chaos Alliance will be the Hunter and the Tau / Eldar Alliance player will be the Prey. The Tau/Eldar Alliance Player must include at least two characters and/or independent characters.

THE BATTLEFIELD

The game uses the Hammer and Anvil deployment, modified, modified as noted below (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. Both players should set up and define the Terrain between them
4. Roll for Warlord Traits
5. Roll for Psychic Powers and other gifts
6. Roll for Night Fighting
7. Players should then roll off to determine deployment sides.
8. The Tau / Eldar Alliance player must secretly nominate a single character or Independent character in their army to be the one holding the vital Intelligence. If their army includes more than 6 characters, you must first identify 6 characters for the Chaos Alliance Player and then secretly nominate one of those 6 characters to be holding the intelligence. In either case, make a note of the nominated character.
9. The Tau/Eldar deploys their army first, anywhere in their half of the table.
10. The Chaos Alliance deploys their army second, anywhere within 12" of their table edge.
11. The Chaos Alliance has the first turn, unless the Tau / Eldar Alliance player 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, the Chaos Player earns 1 victory point if the nominated Tau / Eldar characters has been slain. If the character was slain in close combat, he instead earns D3 victory points. The Tau / Eldar Alliance player earns D3 victory points if the nominated character is still alive at the end of the game. 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.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting. Reserves.

The Intelligence Asset. One of the Tau/Eldar Alliance characters has the intelligence. If the Chaos player declares a challenge against a unit that contains the Intelligence Asset the Tau/Eldar player must immediately reveal this to the Chaos Player, and that character must accept the challenge. If the character is killed outside of a challenge, their identity is kept a secret until the end of the game.

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 Player earns 2 strategy points if the intelligence asset was identified in a challenge, even if the character survived the game.

The Tau/Eldar Player earns 2 strategy points if the identity of the intelligence asset remained a secret until the end of the game, even if the intelligence asset was killed.

Recover the Artefact (based on Honour of the Angels from Angel's Blade)

Chaos Alliance v Tyranid Alliance

Chaos try to recover an artefact, vital to their Ritual, from Tyranid and/or Genestealer Cult forces.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Chaos Alliance player will be the Artefact Hunters and the Tyranid Alliance Player will be the Thieves.

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. Place and define all terrain between you
4. The Tyranid Alliance Player places a single objective anywhere in their deployment zone, as long as it is not in impassable terrain or within 6" of any table edge.
5. Roll for Warlord Traits
6. Roll for Psychic Powers and other gifts
7. Roll for Night Fighting
8. Players should roll off to determine who will deploy first.
9. The Player deploying first deploys their army in their deployment zone
10. The remaining player then deploys their army in their deployment zone
11. 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.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

If the Chaos Player is in possession of the lost artefact at the end of the game, they win the game. If, at any point, the Chaos Player removes it from the table the game immediately ends, with the Chaos Victory.

MISSION SPECIAL RULES

Night Fighting. Reserves.

The Skies are Guarded. At the end of any Chaos Alliance movement phase, the Tyranid Alliance player can choose to

fire a single unit at each Chaos unit that arrived from Reserves and ended its movement within 12" of the Objective Marker as long as it is within range and line of sight. Any weapon fired in this way cannot be fired in the next turn, but the firing model can shoot different weapons if they have them. The unit may still fire overwatch.

Retrieving the Artefact. The Relic is taken immediately when a Chaos Alliance Infantry model moves into base contact with it – they may pick it up as part of their move. Place the marker under/on the model's base to show it is carrying the Artefact. A model that is carrying the Artefact may move and fight normally. When the model moves, the marker moves with it. If the model is removed from play for any reason (including reaching a table edge when Falling Back, but excluding Exiting the table edge as described below) then the marker is left on the table in the last position the model occupied before it made its last movement and will be captured by the next Chaos Alliance Infantry model to move into base contact with it. The model cannot give the Artefact to another model, or choose to abandon it. Models other than Chaos Alliance Infantry may not end a move on top of the Artefact, but may through over or through it. The model carrying the Artefact may embark onto a Transport vehicle, carrying the relic.

Exiting the Table. If a Chaos Alliance model that is carrying the Artefact voluntarily moves into contact with its own table edge (or is in a Transport that does so), it exits the table and is removed from play, ending the game immediately with a Chaos victory. Note that it must be the model with the Artefact that moves off the table. Any unit it is part of may not exit the table, unless the specific model is able to do so.

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 earns 1 strategy point if the Artefact is in the possession of one of their Infantry Models at the end of the game. They earn 1 strategy point if the Artefact was removed, or ended the game within their own table half.

The Tyranid Alliance Player earns 1 strategy points if any Chaos Alliance player model that held the Artefact is slain and 1 strategy point if the Artefact is in their half of the table at the end of the game.

Intelligence Siege (based on The Crucible of War from 6th Edition 40k rulebook)

Eldar / Tau Alliance v Imperium Alliance – standard 40k game

Eldar and Tau forces try to stop Imperium forces from securing vital intelligence.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Imperium Alliance player is the defender. The Tau / Eldar Alliance player is the attacker.

THE BATTLEFIELD

The game is played on a standard 6' x 4' table, with the deployment rules set out below.

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. The Imperium Alliance player places a single building or dilapidated fortification anywhere on the table that is at least 24" away from either of the two short table edges. This is considered impassable terrain and represents a building the Imperium is trying to extract information from.
4. Place and define all remaining terrain between you.
5. The Tau / Eldar player should then select one of the two short table edges as their table edge. The opposite table edge is the Imperium table edge.
6. The Tau / Eldar player may then place a "secret entry point" with a suitable marker, roughly the size of small blast marker, anywhere that is at least 24" away from the central building / dilapidated fortification.
7. Roll for Warlord Traits
8. Roll for Psychic Powers and other gifts
9. Roll for Night Fighting
10. The Imperium Alliance rolls a D3. That many units must be kept in Reserves.
11. The Imperium Alliance player deploys all remaining units within 12" of the central building or dilapidated fortification. They may choose to keep additional units in Reserve if they wish.
12. The Tau / Eldar Alliance power does not deploy any units on the board unless they have models with the Infiltrate special rule, which may choose to Infiltrate.
13. The Tau / Eldar Alliance player automatically has the first turn; the Imperium Alliance player cannot *Seize the Initiative*.
14. In the first Tau / Eldar Alliance movement phase, all their units (including any Flyers) must arrive, moving on from their table edge unless they have the Deep Strike or Outflank special rules in which case they may deploy using this method. In addition, any non-vehicle units may enter from any edge of the secret entry point.

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

If the Tau / Eldar player manages to sabotage the central building before the end of the game (see mission special rules, below), they score 3 victory points. If the central building has not been sabotaged, and the Imperium Player is still in control of the building, they score 3 victory points.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting. Reserves.

The Intelligence Asset / Building. The central building / dilapidated building is considered Impassable terrain and cannot be targeted by either side. A Tau / Eldar Infantry model can sabotage the building by spending an entire game turn (from the very start of a turn – before any rolls are made – right to the end of the other player's turn) in base-to-base contact with the central building. If the building is destroyed by any other means, neither side gains any victory points. If the building remains intact at the end of the game, and the Imperium player has any models within 6" of the building, they count as being in control of the building.

Defend at all costs. All Imperium Alliance forces within 6" of the central building gain the Stubborn and Counter-Attack special rules.

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 Tau/Eldar Alliance earns 2 strategy points the first time any of their models makes it into base-base-base contact with the central building.

The Imperium Alliance earns 1 strategy point if they have a single unit within 6" of the central building at the end of the game, and 2 strategy points if they have more than 1 unit within 6" of the central building at the end of the game.

Hidden Intelligence (based on Doomsday Device from Herald of Ruin Kill Team Scenarios)

Eldar / Tau Alliance v Imperium Alliance – Kill Team

Eldar, Tau and Imperium forces hunt for a hidden Intelligence Asset

THE ARMIES

Choose armies as described in the Kill Team rules. Alternatively, if both Players agree, you may play using the Heralds of Ruin Kill Team rules, and construct armies based on their unique army codices. In either case, armies should be worth 250 points each.

THE BATTLEFIELD

The game is played on a 4' x 4' table, each player having a deployment zone 12" from their table edge.

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent in Army Construction
3. No Strategy Points may be earned in Army Construction in a Kill Team game.
4. Place and define all remaining terrain between you.
5. Players should roll off, the winner placing the 1st of 6 Objective Markers on the table, players alternating setting up the remaining objectives. Objectives must not be placed within 12" of another objective, 6" of a table edge or within either side's deployment zones.
6. Roll for Leader Traits and determine Specialist Skills if using 40K Kill Team rules.
7. Roll for Psychic Powers and other gifts
8. Roll for Night Fighting
9. Players should roll off to determine who will deploy first.
10. The Player deploying first deploys their army in their deployment zone
11. The remaining player then deploys their army in their deployment zone
12. 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*.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game if 1 player has units within 3" of the Intelligence Asset and their opponent has no models within 3" that player is the winner. If neither player or both players have units within 3" of the Intelligence Asset, the game is a draw.

MISSION SPECIAL RULES

Night Fighting. Reserves.

Hidden Intelligence Asset. The Intelligence Asset is hidden, and must be located in order to secure victory. Only one of the 6 objective markers will be the Intelligence Asset. Each time a model ends its turn within 3" of an objective marker, that player should roll a D6. If the result is a 6, that marker is the Intelligence Asset and all other Objective Markers should be removed. On a 1-5, that objective marker is removed. If 5 objective markers are removed in this way, then the remaining marker is automatically identified as the Intelligence Asset.

Extracting the Data. At the start of a player's turn, if they have any models within 3" of the Intelligence Asset, and their opponent has no models within 3" then that player may roll a D6. On a result of a 5 or more the Intelligence has been extracted and that player immediately wins the game.

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 for killing the opponent's Kill Team Leader.

Intelligence in the Hive (based on Force the Breach from Zone Mortalis Scenarios)

Eldar / Tau Alliance v Imperium Alliance – Zone Mortalis

Eldar and Tau fight to steal and Intelligence asset from the Imperium forces.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Imperium Alliance are the defenders and may use the Zone Mortalis Defenders detachment. The Tau / Eldar Alliance player are the attackers and may use the Zone Mortalis Attacker's detachment. Both players should select a force of 500 points.

https://www.forgeworld.co.uk/resources/fw_site/fw_pdfs/Warhammer_40000/Zone_Mortalis_Expansion.pdf

THE BATTLEFIELD

The game is played on a standard 4' x 4' Zone Mortalis table, divided into 4 quarters of 24"x 24".

SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent in Army Construction
3. No Strategy Points may be earned in Army Construction in a Zone Mortalis game.
4. The Imperium Alliance player picks one table quarter to be their deployment zone
5. The Eldar/Tau Player then rolls a D6. If they score a 1-3, their deployment zone is the quarter opposite the Imperium player. If they roll a 4-6 they can choose any of the 3 unoccupied table quarters as their deployment zone.
6. The Defender then places 3 objectives on the board – 1 in their table quarter and the other 2 in the unclaimed table quarters. Each objective must be at least 6" away from any table edge and at least 12" away from any other objective. These objectives should be control panels, where key data can be accessed from.
7. Roll for Warlord Traits
8. Roll for Psychic Powers and other gifts
9. Roll for Night Fighting

10. Players should roll off to determine who will deploy first.
11. The Player deploying first deploys their army in their deployment zone, at least 6" from the centre of the board, and at least 6" from the enemy deployment zone.
12. The remaining player then deploys their army in their deployment zone, at least 6" from the centre of the board, and at least 6" from the enemy deployment zone.
13. 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*.

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 2 victory points to the side that controls it.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

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 for holding at least 1 objective at the end of the game.

Rescue (based on Willing Sacrifice from Angels of Death)

Tyrannid Alliance v Imperium Alliance

Imperium Alliance forces send a rescue party for those scattered forces that are still being hunted by the Tyrannid Alliance, hoping to secure vital ground against the great devourer.

THE ARMIES

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

THE BATTLEFIELD

The battlefield is divided into two halves, each 24" x 36" as in a Hammer and Anvil deployment type

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.
4. Roll off to determine which half of the table each side will deploy in.
5. The Imperium Player then places 1 objective marker in the centre of their half of the table, and two more objectives anywhere between that objective and the central line of the table, at least 12" away from any other objective and 6" from any table edge.
6. Roll for Warlord Traits
7. Roll for Psychic Powers and other gifts
8. Roll for Night Fighting
9. The Imperium Alliance player deploys first, anywhere in their half of the table. For every unit the Imperium Alliance deploys on the table, one unit must be placed in Reserves, if there is a unit available.
10. The Tyrannid Alliance player deploys second, anywhere in their half of the table, that is at least 12" away from any Imperium Alliance units.
11. The Tyrannid Alliance Player has the first turn, unless the Imperium Alliance player 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 side that controls it.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

War of Attrition. At the end of the game, each player adds up the points values of all enemy units that have been completely destroyed. The side with the highest total scores 1 bonus Victory Point.

MISSION SPECIAL RULES

Mysterious Objectives. Night Fighting. Reserves.

Counter-Strike: The normal rules for determining on which turn Reserves arrive are not used by the Imperium Alliance player. Instead, the Imperium Alliance player makes one reserve roll at the start of each of their turns, start from turn three and adding 1 to the dice roll. If the roll is successful, then all the Imperium Alliance Reserves arrive.

Imperium reserves arrive from the short table edge in their deployment zone, or via Outflank. All Imperium Alliance units have the Outflank special rule.

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 objective at the end of the game.

The Tyrannid Alliance player earns 1 strategy point if they destroy all of the Imperium Alliance forces that started on the table.

The Imperium Alliance player earns 1 strategy point if they destroy over 50% of the Tyrannid Alliance units.

Purge (based on Planetary Exorcism from Altar of War Compendium: Tyranids)

Eldar / Tau Alliance v Tyranid Alliance

Eldar and Tau try to eliminate Tyranid forces near their positions as the Tyranids start to digest the biomass of the planet.

THE ARMIES

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

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. Set up and define all terrain between you
4. Roll off to determine deployment sides
5. The Tyranid player sets up 3 objective markers anywhere in their deployment zone, and once all are placed, rolls a D6 to determine what type of objective each marker represents (see **Hive Nodes** special rule)
6. Roll for Warlord Traits
7. Roll for Psychic Powers and other gifts
8. Roll for Night Fighting
9. The Tau / Eldar Alliance deploys first, anywhere in their deployment zone.
10. The Tyranid Alliance deploys second, anywhere in their deployment zone.
11. The Tau/Eldar Alliance can choose who takes the first turn. If they choose for themselves to go first, the Tyranid Alliance 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 objective marker is worth 3 victory points to the side that controls it.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting. Reserves.

Hive Nodes. At the beginning of the game (step 5) the Tyranid Player rolls a D6 for each objective on the board.

1. Digestion Pool. A digestion pool has the Shadow in the Warp and Synapse Creature special rules. A Digestion Pool is Toughness 5, has 3 wounds and an armour save of –

2. Capillary Tower. A capillary tower has the Shadow in the Warp and Synapse Creature special rules. It is Toughness 6, has 6 wounds and an armour save of 3+

3-4 Spore Chimney. A spore chimney has the Synapse Creature special rule. If the spore chimney is controlled by the Tyranid player then the Tyranid Player can use it to make a Spore Mine launcher attack in their shooting phase. It is Toughness 6, has 6 wounds and an armour save of 3+.

5-6 Brood Nest. A Brood Nest has the Synapse Creature special rule. If the brood nest is controlled by the Tyranid player, then it has the Spawn Termagants Special rule and can spawn Termagants in the Tyranid Player's Movement phase in the same manner as a Tervigon. It is Toughness 6, has 6 wounds and an armour save of 3+

The enemy player is allowed to attack the Hive Nodes in the same manner as an enemy model. Each Hive Node is treated as a separate target unit, with the Toughness, Wounds and Armour Save listed on the table above. When a Hive Node loses its last wound, it is said to be neutralised. A neutralised Hive Node loses any special rules it may have had and cannot be controlled by either side.

New Strategy. The Tau / Eldar Alliance player may use 1 strategy point to force the Tyranid player to reroll the dice roll for each Hive Node. Each dice roll can only be rerolled once. This strategy cannot be blocked.

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 hold at least 1 objective at the end of the game.

The Eldar/Tau Alliance player earns 1 strategy point if they neutralise at least 1 Hive Node.

The Tyranid Alliance player earns 1 strategy point if at least 1 Hive Node has not been neutralised by the end of the game.