

VALE RENEGADES



GAMING CLUB



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Narrative Campaign

**ROUND 3**

## **Doom comes to Valerephon**

### **Round 3 Mission Pack**

This pack contains the details for round 3 of the Doom comes to Valerephon Narrative Campaign.

#### **Schedule**

As with the previous rounds, round 3 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 set up the grand finale.

During the final week of Round 3, players are free to replay their favourite scenarios and continue to earn strategy points for the finale. Alternatively, players may wish to use this week to take a break from the campaign.

- Round 3 Start                      Tuesday 21<sup>st</sup> March 2017
- Round 3 Results Due            Sunday 2<sup>nd</sup> April 2017
- Round 3 End                        Sunday 9<sup>th</sup> April 2017

**THE RESULTS OF THIS ROUND WILL DETERMINE WHAT HAPPENS IN THE GRAND FINALE IN APRIL.**

## Where things stand

At the start of Round 3 things stand as follows for our four alliances

<b>Imperial Alliance</b>	<b>Chaos Alliance</b>	<b>Tau/Eldar Alliance</b>	<b>Tyranid Alliance</b>
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 are preparing for their grand ritual, although their plans are being frustrated by the other forces. The Genestealer Cultists have stolen a vital artefact, but this theft may be their undoing as it has been located in the lair of the Patriarch and Magus Falim. Meanwhile they are moving the civilian population captured from the hive towards key locations ready to be sacrificed for the Ritual as well as capturing other key artefacts lost in Eldar / Tau territory – these key components will allow them to create their Ruinstorm.

**Primary Goal:** to recover the lost Artefacts from the Genestealer Cultists, Tau and Eldar and escort the sacrificial victims to the ritual sites.

### The Tau / Eldar Alliance

The Tau and Eldar forces have swept the Tyranids from their territories, and more critically worked out what the Chaos forces are up to. The Ritual is designed to create a powerful Warp Storm, a Ruinstorm. If successful, the entire system will be cut off from the rest of the galaxy; the Tau forces and the Eldar Craftworld will be marooned while Abaddon's Black Crusade marches towards victory unopposed. This cannot be allowed to succeed. However, they have hit upon a plan – the suppressive influence of the Tyranid's Shadow in the Warp might be able to disrupt the Chaos ritual and so they intend to lure Tyranid forces towards critical Chaos ritual sites. Meanwhile the Tau continue to prosecute their goal of finding and rescuing Governor Leotitus – they have located his secure bunker, but Imperial forces are on their way too.

**Primary Goal:** Lure the Tyranids towards the Chaos ritual sites, deny the Chaos their dark artefacts and beat the Imperial forces to Governor Leotitus' secure bunker.

### The Tyranid Alliance

The Cult of the Scylla has stolen a precious Artefact, and brought it to Magus Falim himself. Yet Chaos forces have tracked them down. Meanwhile the Tyranids are pursuing Eldar and Tau forces intending to wipe them out swiftly for the damage caused to the Great Devourer's campaign.

**Primary Goal:** Retain control of the Chaos Artefact; keeping both Magus Falim and the Patriarch alive. Eliminate the Tau / Eldar forces and continue to devourer the planet.

### The Imperial Alliance

The Imperial forces are reeling from their loses at the hands of Eldar and Chaos forces. Broken, they need to reunite if they want to have a hope of stopping the Chaos forces and reclaim the world of Valerephon. Chaos forces have started moving Imperial citizens, clearly intent on slaughtering them as part of their dark ritual – they must be stopped. Meanwhile they have sent forces to locate Governor's secure bunker, and are now in a race with the Eldar and Tau forces.

**Primary Goal:** Stop the Chaos forces bringing their victims to the ritual sites and beat the Tau / Eldar forces to Governor Leotitus' secure bunker.

### Strategy Points

At the start of round 3 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 2. 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 3, they will start with 10 strategy points, regardless of which Alliance they join.

Alliance	Round 2 Score	Additional Strategy Points Earned
Tau and Eldar	93%	5
Tyrannids	50%	4
Imperial	40%	3
Chaos	40%	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 4, players will be awarded new strategy points based on how well their Alliance performed during round 3.

### 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 3 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 3 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](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 3.

- No Super-Heavy Vehicles or Gargantuan Creatures may be taken in any game
- 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 3 Missions**

Round 3 will involve 5 scenarios.

<b>Alliances</b>	<b>Mission</b>
Chaos v Imperial	The Innocent
Chaos v Tau / Eldar	Recover the Artefact
Chaos v Tyranids	Lair of the Scylla – Zone Mortalis
Imperial v Tau / Eldar	Race for the Governor
Tau / Eldar v Tyranids	The Lure

### **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](https://www.forgeworld.co.uk/resources/fw_site/fw_pdfs/Warhammer_40000/Zone_Mortalis_Expansion.pdf)

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

## The Innocent (based on The Wrath of Shelse from Shield of Baal: Leviathan)

### Chaos Alliance v Imperium Alliance

*Imperial forces intercept Chaos escorting their captured sacrifices towards the ritual sites. As distasteful as it may be it would be kinder to eliminate them than let them be slaughtered for the ruinous powers.*

#### THE ARMIES

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

#### THE BATTLEFIELD

The game is played on a normal 6' x 4' board

#### 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. Three "Civilian" markers (represented by large blast markers) should be placed on the table. The first of these should be set up in the centre of the table. The remaining two should be set up half-way between the centre of the table and either short table edges.
5. The Chaos player should then nominate 1 of the short table edges as their "exit" point – where they're trying to "escort" the civilians. The opposite short table edge is the Chaos table edge for the purposes of falling back and reserves. The Imperium table edges are both of the long table edge. Any models that fall back will fall back towards the nearest edge.
6. Roll for Warlord Traits
7. Roll for Psychic Powers and other gifts
8. Roll for Night Fighting
9. The Chaos Alliance deploys their units anyway that is at least 15" from each of the long table edges. Any number of units may be kept in Reserve.
10. The Imperium Alliance then deploys their units no more than 6" from either long table edge. Any number of units may be kept in Reserve.
11. The Chaos Alliance player chooses who has the first turn. If they choose to go first, the Imperium 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 as described in *Warhammer 40,000: The Rules*.

#### 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 Imperium Alliance player receives 6 Victory Points for each Civilian marker that has been purged. The Chaos player receives 6 Victory Points for each Civilian marker that has been Escorted to Sacrifice. No Victory Points are awarded for any markers that have not been Purged or Escorted to Sacrifice.

#### SECONDARY OBJECTIVES

At the end of the game, each player receives 1 victory point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the table at the end of the game, count as destroyed for the purposes of this mission.

#### MISSION SPECIAL RULES

##### **Night Fighting. Reserves.**

**Civilians:** The mission uses three "Civilian" markers, the same size as a large blast marker. They cannot be attacked, and do not block movement by either side. They can move freely through difficult terrain or models belonging to either side, but must move around impassable terrain in the same manner as a unit that is Falling Back, and which is trapped. They pass Dangerous Terrain tests automatically.

The markers are moved in the Chaos Alliance movement phase. If the closest unit to the marker at the start of its move is a Chaos Alliance unit, then the marker Falls Back towards the exit table edge. If the closest unit to the marker at the start of its move is an Imperium unit then marker Falls Back directly away from the nearest Imperium model.

A Civilian marker is **Escorted to Sacrifice** if it Falls Back off the exit table edge. A Civilian marker is **Purged** if the closest unit to the marker at the start of the Imperium player's turn is an Imperium Unit or it Falls Back off on of the two long table edges. A Civilian marker that reaches the Chaos table edge stops and cannot move any further.

#### 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.

The Imperium Player scores 1 strategy point if at least 1 of the Civilian markers has been purged. If at least two markers are purged, or there is a marker closer to either of the long table edges than it is to the Exit point table edge, they score an additional strategy point.

The Chaos Player scores 1 strategy point if at least 1 of the Civilian markers has been Escorted to Sacrifice. If 2 or 3 markers are Escorted to Sacrifice, or there is a marker on

the table closer to the Exit point than it is to either long table edge, they score an additional strategy point.

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

### Chaos Alliance v Tau / Eldar Alliance

*Chaos seek to recover an artefact, from Tau and Eldar territory..*

#### THE ARMIES

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

#### 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 Tau / Eldar Alliance Player places 2 objectives anywhere in their deployment zone, as long as they are not in impassable terrain, within 6" of any table edge or within 18" of the other objective. Each one should be uniquely identifiable.
5. The Chaos player then secretly nominates which of the two objectives is the true Artefact.
6. Roll for Warlord Traits
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*.

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 nominated 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 Tau / Eldar 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. This does not stack with Intercept.

**Retrieving the Artefact.** The true Artefact 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. At this point the Chaos player must reveal it is the true Artefact. 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 was removed from the table 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 artefact.

**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.

#### 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 not in the Tau / Eldar Alliance deployment zone 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 Tau /Eldar Alliance Player earns 1 strategy points if any Chaos Alliance player model that held the Artefact at any point in the game has been slain and 1 strategy point if the Artefact is in their half of the tale at the end of the game.

## Lair of the Scylla

### Chaos Alliance v Tyranid Alliance

*Chaos hunt their lost artefact to the secret lair of the Genestealer Patriarch and Magus Falim.*

#### THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Tyranid Alliance army must include 1 Patriarch (who must be the Warlord) and at least 1 Magus to represent Magus Falim.

#### THE BATTLEFIELD

The game is played on a 4'x4' Zone Mortalis board

#### SET UP

1. Calculate your starting Strategy Points
2. Calculate any Strategy Points spent or earned in Army Construction
3. Players should roll off to determine which table edge is theirs. The opposite table edge will be their opponent's table edge. Each player's deployment zone is up to 12" from their table edge.
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. This represents the Artefact.
5. Roll for Warlord Traits
6. Roll for Psychic Powers and other gifts
7. Players should roll off to determine who will deploy first.
8. The Player deploying first deploys their army in their deployment zone
9. The remaining player then deploys their army in their deployment zone
10. 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

##### PRIMARY OBJECTIVE

The objective marker is worth 3 victory points to the side that controls it at the end of the game.

##### SECONDARY OBJECTIVES

**First Blood. Slay the Warlord.** If the Patriarch is slain, the Chaos Alliance player earns 1 victory point. If the Patriarch

has not been slain by the end of the game, the Tyranid Alliance player earns 1 victory point.

If Magus Falim is slain, the Chaos Alliance player earns 1 victory point. If Magus Falim has not been slain by the end of the game, the Tyranid Alliance player earns 1 victory point.

#### MISSION SPECIAL RULES

##### Reserves.

**Zone Mortalis rules** – see Forge World Zone Mortalis rules.

**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) 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 go through or through it. The model carrying the Artefact may embark onto a Transport vehicle, carrying the relic.

The Tyranid Alliance player may not move the Artefact.

At the end of the game, if the Artefact is in the possession of a Chaos model, they count as being in control of the Artefact. Otherwise, the Artefact is controlled in the same way as a normal objective.

#### 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 1 strategy point each for killing the Patriarch and Magus Falim

The Tyranid player earns 1 strategy point if the Artefact is not in the possession of a Chaos model at the end of the game (the Chaos player can still control the objective). They earn 1 strategy point if either the Patriarch or Magus Falim is still alive at the end of the game.

## Race for the Governor

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

*The Tau and Imperial forces have located the secret bunker where Governor Leotitus have been hiding, and converge from multiple directions – each sides needs to get near the bunker and prevent the other getting there first.*

#### THE ARMIES

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

#### THE BATTLEFIELD

The game is played on a standard 6' x 4' table, with the deployment map as shown.

#### 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. As the battle occurs in the hive, the terrain should ideally be buildings and ruins. You don't need to place a bunker in the "Bunker Zone" – this represents an entry point to where the Bunker is located.
4. Roll for Warlord Traits
5. Roll for Psychic Powers and other gifts
6. Roll for Night Fighting
7. Players should roll off to determine who will deploy first.
8. The Player deploying first deploys their army in their deployment zone. At least half of the player's units (rounding up) must start in Reserves.
9. The remaining player then deploys their army in their deployment zone. At least half of the player's units (rounding up) must start in Reserves.
10. 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

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

Each player scores 1 victory point for each scoring unit that ends the game with at least 1 model fully inside the Bunker Zone. Units that are Falling Back do not score.

#### SECONDARY OBJECTIVES

##### **First Blood, Slay the Warlord.**

**LineBreaker** – this is scored by having a scoring unit at least partially within the enemy deployment zone – representing your forces blocking opponent reinforcements.

#### MISSION SPECIAL RULES

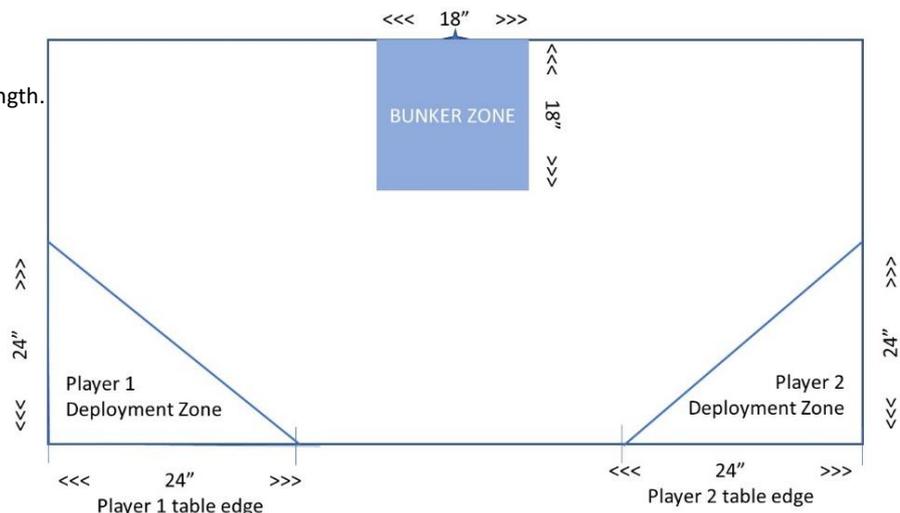
##### **Night Fighting. Reserves.**

**Table Edges.** Each side's table edge, for the purposes of Reserves and Falling Back is marked on the map – each edge is on the same table side, 24" from each corner.

#### 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 scores 1 additional strategy point if 1 enemy unit is not scoring a point for being in the Bunker Zone or scoring line breaker. Each player scores 1 additional strategy point for scoring Linebreaker.



## The Lure (based on Fighting Withdrawal from Altar of War Compendium: Tau)

### Eldar / Tau Alliance v Tyranid Alliance

*Eldar and Tau launch their plan to lure the suppressive Shadow in the Warp towards the Chaos Ritual sites.*

#### THE ARMIES

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

#### THE BATTLEFIELD

The game uses a unique deployment based upon Vanguard Strike (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. The winner divides the table from one corner to the opposite corner and selects their table half.
5. The Tau Eldar player sets up 3 objective markers as follows. The first objective is placed in the centre of the board. Then draw a line from that objective to the corner of their table half. Place the second objective on that line, as close to the corner that is at least 6" away from any table edge. Place the third objective along the line, half-way between the first and second objective.
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 the table half that DOES NOT contain the objectives. Up to half of the number of units in their army can be placed in Reserves.
10. The Tyranid Alliance does not deploy any units on the board. Instead they must divide their army into two blocks, with at least 1 unit in each block. The smaller block will start in Reserves.
11. The Tyranid Alliance has the first turn; the Tau / Eldar Alliance may not Seize the Initiative
12. On the first turn, the larger block of Tyranid Alliance models moves onto the board from the long table edge in the half of the table that DOES NOT include the objectives. They count as having moved on from Reserves. The opposite table edge is the Tau / Eldar table edge.

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, Slay the Warlord.**

#### MISSION SPECIAL RULES

**Mysterious Objectives. Night Fighting. Reserves.**

**Fall Back!** All Tau / Eldar units have the Hit and Run 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 hold at least 1 objective at the end of the game.

Each player earns 1 strategy point if they have at least 3 units within 18" of the Tau / Eldar table edge.