

CRUSADERS OF LIGHT & DARK



WARHAMMER
40,000

FALL OF AN EMPIRE

In the northern half of the Segmentum Pacificus, within the Vordrast system, resided Vordrast itself, an Imperial world like any other, with crowded Hive Cities, towering spires and arcane technology.

Early in its Imperial life it was found to have rich ore deposits, vital to the Mechanicum and through these deposits the governing bodies were able to negotiate favourably with neighbours and the Imperium at large, making the average life of a Hive Citizen slightly more bearable than it would be otherwise.

For thousands of years the planet prospered, gaining both politically and financially and with being in relatively close proximity to Segmentum Solar and Holy Terra, trade was frequent as well as producing a healthy Imperial Tithe



"If I spin the thread of life of each warlord from my distaff onto a spindle, if I measure the thread of life allotted to each warlord with my measuring rod, if I cut the thread of life and decide the manner of each warlord's death, then we will mould a champion worthy enough for us, the Three Fates, to enter the Pantheon's Great Game. We will shroud a world until we require a stage for what we have woven to pass."

During the Sabbat Crusade, it appeared to be swallowed by a warp storm and left no trace of its existence, and since then the planet has been thought lost, written off amongst the many planets of the Imperium. What was one planet and its inhabitants, amongst the countless billions of souls on the 1000's of planets at the Imperiums disposal? They would not be missed.

"We will weave an emissary into our plan to rediscover the 'lost' planet and urge our champions to walk with the fates."

No-one knows what happened to the planet during its absence but it somehow reappeared recently, as discovered by an independent trader passing through its sector. The trader took the time to pass close enough to take several scans to confirm the planet was truly real and sold the information to the highest bidder, and then the next several highest bidders too.

"We will kill all life on the planet by ending their linear existence with a single cut."

Whatever inhabitants the world had when it disappeared apparently haven't made the return with the planet, leaving several industrial and colonised areas eerily empty. The trader's scans, if to be believed, show that the planet itself is rich in several minerals used throughout the Imperium and beyond, and several bands of lush vegetation give the entire surface an oxygen rich atmosphere and temperate climate. No pathogens were detected and no sentient life forms above indigenous animal level.

"We will allow each warlord to value their ignorance of what is to come, only we shall know their fate. It will be as if their burning desire to conquer the planet was their own when all along it was ours."

Now war fleets of every creed are descending the upon the planet, each intent on seizing its resources but as the first landing parties make planet fall it becomes clear that the planets fate will either in the bright light of a prosperous future or descend into the depths of the deepest darkness.

"There can be only one worthy champion."

873.M41

Intercepted Vox Transmission:

+++ Start of transmission +++

This is the "*Merchants Nobility*" in the Pexalon Sector.

We've translated back to real space after suffering ship wide damage.

Any Imperial vessels, please respond.....

+++ End of Transmission +++

874.M41

Vox Transmission Battle Cruiser "*Helldiver*":

+++ Start of transmission +++

This is the Battle Cruiser "*Helldiver*" at the last known co-ordinates of the "*Merchants Nobility*".

There is no Cargo or Transport ship showing on any Auspex scans, intact or otherwise.

Update to Imperial Star Chart is being transmitted as Vordrast has appeared in the sector.

From our records this planet was last seen 4000 years ago?

We have set a course to the planet and will enter high orbit where further updates will be sent during our investigation.

+++ End of Transmission +++

874.M41

Intercepted Vox Transmission Battle Cruiser "*Helldiver*":

+++ Start of transmission +++

Any im.... eets, please respond. This is the Battle Cruiser "*H##@er*" requesting emergency assistance from any nea..... ships. <<*indiscernible chatter*>>

The expedition forces, they dug too deep...<<*as two voices*>> too deep, and now their slumber is disturbed



<<*screaming*>>

They imbibe themselves with blood, while the 3 gather, don't look in their eyes.....

+++ End of Transmission +++

193 days later what remained of the Battle Cruiser was found.

Prior to making Planetfall after intercepting a Vox Signal, the Ghosts of the Forge Space Marine chapter sent astropathic messages describing the discovery of 3 symbols scrawled throughout the ship.

The symbols were an ancient Terran Spindle, a Scroll and pair of Shears.

All contact with the Ghosts of the Forge has since been lost...

The Ruinous Powers are not without their dark, incomprehensible humour.

Once Vordrast was returned to real space, it was a shadow of its former self, reminiscent of a hellscape from ancient texts. The once towering spires lay in ruins, streets overrun with the remains of the former inhabitants.

Evidence that the planet became the playground of the Gods was there for all who dared to make Planetfall, albeit centred around a God only known as *Moirai*.

Soon after its reappearance, an Imperial Guard Battle Cruiser translated from the Warp after receiving a distress signal.

873.M41

Intercepted Vox Transmission “*Merchants Nobility*” (thought lost):

+++ Start of transmission +++

It never ends, it's always the same. One spins the thread, one sets your destiny and one cuts your thread.

Over and over, over and over the tapestry is woven and their touch is inevitable.

The three faces of our destiny haunt us in their unending game....

+++ End of Transmission +++

Those who scale the pinnacles of glory have the furthest to plunge into the abyss

40K LEAGUE RULES

- I. Have fun. If you're not having fun go for walk, have a cup of tea and come back when you're ready to have fun.
- II. League Games are to be conducted either at the club, or at home but you are allowed to only challenge the same opponent once per week. (i.e. Jon plays Matt, he cannot play him again till the next week).
- III. League games will be organised according to a "fixture list" based on making sure each player has player every other player at least once. These will be recorded in an online sheet available for all to track.
- IV. The league finals are to be held at the club
- V. Once a victor has been determined the game is over there is no need to continue. Congratulate each other for playing a well fought battle.
- VI. A game can be postponed once. If the game needs to be postponed again then both players receive a Draw. Postponed draws will be awarded 10 VP each for determining secondary rankings
- VII. Results can be submitted via the Google Form along with images from the game (form URL to be confirmed)



LEAGUE SCORING

League Battles	Points
Win a game	4
Draw a game	2
Lose within 10VP	1
Hobby (Awarded a maximum of 3 times per round*)	Points
Paint a HQ choice	1
Paint a Squad	2
Paint a Vehicle	2
Paint a Monstrous Creature	2
All models must be painted to a three-color tabletop standard and based	
Units / Models are to be declared in the clubs "Painting Pledge" as per the rules laid out by Paul Thompson	

It is preferred that models painted are to be used in your league games.

However, for players who have "completed" armies, the points gained can be for ANY unit painted, as per the rules of the Painting Pledge.

As stated in the table above, Hobby Points can only be awarded a total of three (3) times during the league.

* - Each round will be XX number of weeks with the league lasting XX rounds





HOW TO USE THIS BOOK

MISSIONS

There are two types of missions to choose from in this book: 40K Rulebook Missions or Narrative Missions

To determine what mission to use, players are to choose a Mission set and roll a D6. The number rolled corresponds to a mission number in that Mission Set.

Alternatively players can agree a Mission

DEPLOYMENT MAPS

Unless otherwise stated, players roll a D6 in order to determine which deployment map is used. This roll off is done AFTER terrain is placed on the table

GAME LENGTH

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

SECONDARY OBJECTIVES - MATCHED PLAY MISSIONS

Each player then secretly selects three secondary objectives for the battle and writes them down. Each can award victory points to the player who chose them.

The secondary objectives that players can choose from can be found on pages 284-285 of the main rulebook, though some missions will include secondary objectives the players can also choose from.

Once both players have selected their secondary objectives, they reveal their selections to their opponent.

There are no secondary objectives for Narrative Play Missions

DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

CHOOSE DEPLOYMENT ZONE

The Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone

DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender.

A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

If both players have units with abilities that allow them to be set up 'after both armies have deployed; the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

LEAGUE AND NARRATIVE DEVELOPMENT

The results of selected missions can influence the narrative of the overall campaign.

Ultimately, this Narrative League is also to tell a story, develop your characters and Lore for your Army, so please feel free to write reports, lore, post mission stories as well as photos

There is a URL to submit your match reports and results

OPEN WAR CARDS

If none of the other missions are something you want to play, or you want to mix things up, please feel free to use the Open War Card Deck to generate a scenario if you have them

+++

Butcher your enemy's warriors without mercy.

Crush his armies and leave none alive.

But do not stop there.

Burn his cities.

Bomb his worlds from orbit.

Slaughter everything and everyone until he kneels in the ashes of those he sought to protect.

Only then will he understand the true fury of the Dark Gods.

+++



Through the dim light of the observation deck, as he reviewed the data from the sector one particular stream caught his eye. Seven pillars at the centre of a junction point of the seven cities. Here was the place he'd been searching for. Here was the place that his ascendancy would be assured.

He chuckled; a wet rasp, nauseating retching and wheezing as he realised the opportunities this afforded him.

He'd tasted success before when he'd despoiled Sanctuary 404, but Grandfather had turned his back on him, for reasons only he knew. Maybe it was the losses he'd suffered? Maybe it was the pathogens he'd released?

Either way, this time...this time he will sow the seed of desperation across the sector and revel in the rot and consumption he'll bring to the weak minded followers of the betrayer, the Corpse-Emperor. This time, he knew, that Vordrast was the place to open up the pathway to Grandfather Nurgles Garden and let loose all the Blessings that he's able to bestow.

Yes, Vordrast was the place. It'd called to him, the veil was thin here, he could feel it.

He could almost hear the buzzing of bloated flies.....

He who sees his own
doom can better
avoid its path. He
who sees the doom of
others can deliver it.



For the 6th morning in a row Kelmela woke with the screaming fading from her ears. Images from an unfamiliar sector had filled her consciousness where a spirit stone long forgotten and thought lost was calling, no screaming, out to her with warnings.

Blood ran through the streets of unfamiliar cities where the Great Game of the Pantheon was played and re-played, with each entity of the Ruinous Powers growing and fading in strength like the ebb and flow of the tides of the warp itself.

Olarana...? Could it be real? Kelmela decided she must speak with the Seer Council, because if it was Olarana's Spirit Stone then everything possible must be done to retrieve it.

But why? Why her? Why and how has she reached out to Kelmela of all people? A Farseer she may be, but Olarana was legend and now only known to a few.

Well, regardless, the risk of inaction is too great. She would recommend to the Council that a force be mustered and the chance to retrieve Olarana's Spirit Stone be taken

May no more Tears of Isha be filled.....



We have slept through the birth and death of upstart Gods.

We have slumbered while whole races have learnt to cross the stars and met their fate.

In our long night dynasties have been defiled by degenerate alien species.

But now we rise....

The eons have not quenched the flames of revenge and spite against those who cannot comprehend the manner of our existence

While we wield the power of Gods, these weaklings are but playthings to them

Yes..... now, we rise







RETRIEVAL MISSION

MISSION BRIEFING

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must recover as many of these vital objectives as you can without sustaining unacceptable casualties in the process.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

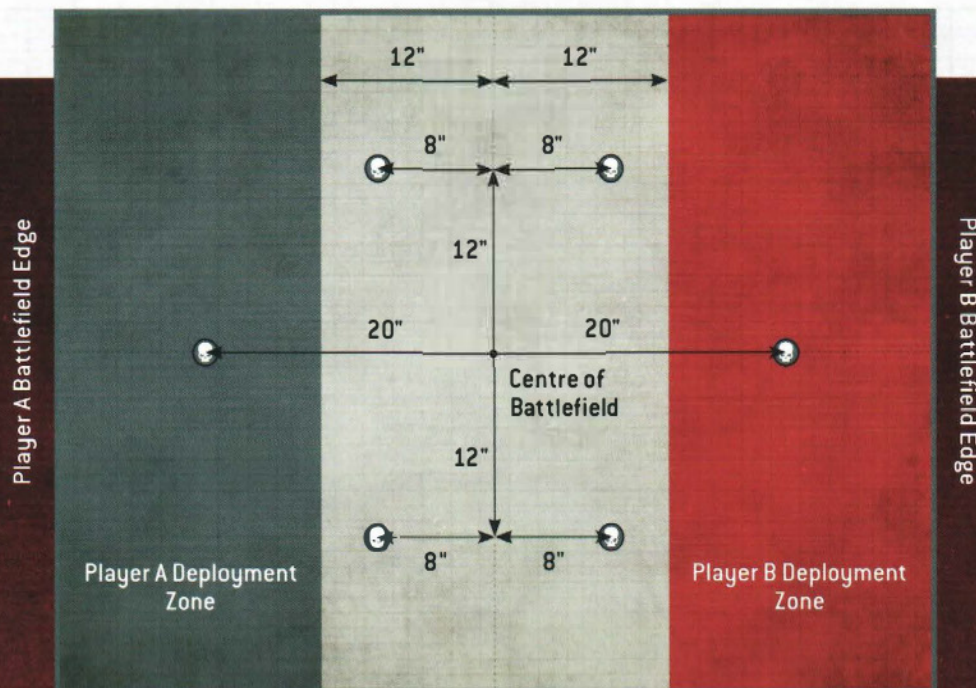
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Minimise Losses, opposite.

Minimise Losses (End Game): At the start of the battle, add up the number of units in your army - this is your army's Strength. If a unit splits to form two or more individual units during the battle, then immediately increase your army's Strength accordingly (e.g. if one unit in your army splits to form three individual units, your army's Strength is increased by 2). If a unit merges with another to form a combined unit during the battle, then decrease your army's strength accordingly (e.g. if two units from your army merge to form one unit, you immediately decrease your army's strength by 1). At the end of the battle, add up how many units from your army are left on the battlefield, including all units embarked within **TRANSPORTS**, but excluding all units that have been added to your army during the battle. If the total is 75% or more of your army's Strength, score 15 victory points; if the total is less than 75%, but is 50% or more of your army's Strength, score 10 victory points; if the total is less than 50%, but is 25% or more of your army's Strength, score 5 victory points



FRONT-LINE WARFARE

MISSION BRIEFING

Your forces have encountered the enemy along a contested border between your territory and theirs. It is imperative that you seize the disputed ground quickly, while preventing your foe from crossing the border into your own lands.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

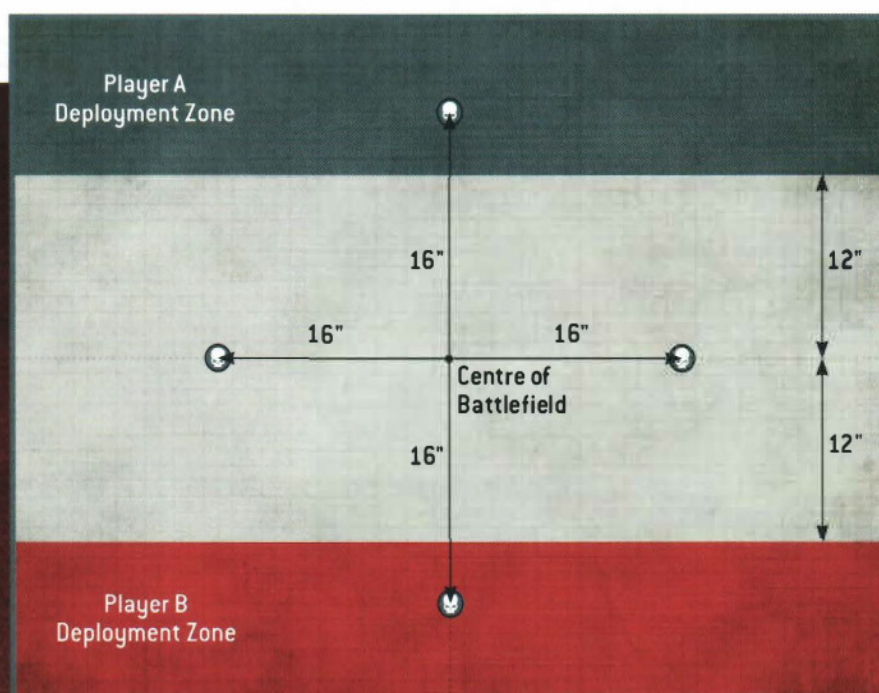
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Vital Ground, below.

Vital Ground (Progressive) : At the end of each of your Command phases, you score 3 victory points if you control the objective marker in your opponent's deployment zone, and score 2 victory points for each objective marker that you control that is not in either player's deployment zone (for a maximum of 7 victory points). This secondary objective cannot be scored in the first battle round.

Player A Battlefield Edge



Player B Battlefield Edge

FOUR PILLARS

MISSION BRIEFING

Ancient alien pillars that crackle with distorting energies dominate this battlefield. If their power can be siphoned off, you will gain a significant resource to use against your foes.

MISSION RULES

The Pillars: In this mission, Reinforcement units cannot be set up within range of any objective markers.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

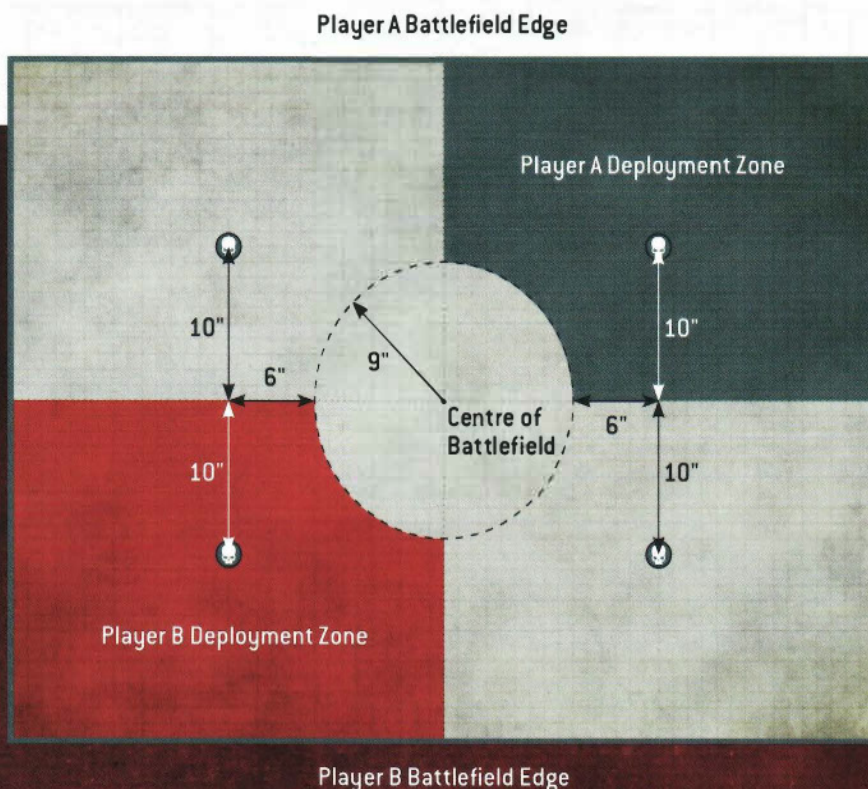
In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Siphon Power, below.

Siphon Power {Progressive): If you select this objective, units in your army can perform the following action:

Siphon Power (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be within range of a different objective marker. A unit cannot start this action while any enemy units (excluding AIRCRAFT) are in range of the same objective marker.

The action is completed at the end of your next Command phase, and you score a number of victory points depending on how many units completed this action this phase, as shown in the table below:

SIPHON POWER ACTIONS	VICTORY POINTS
1	1
2	3
3	6
4	10



NO MAN'S LAND

MISSION BRIEFING

Following a bloody skirmish over a vital objective in no mans land, two forces have withdrawn to the relative safety of their own lines to rearm and reinforce before venturing forth once more to attempt to claim the prize, or at least deny it to the enemy.

MISSION RULES

No Man's Land: If a unit has a pre-battle rule that allows it to be set up anywhere on the battlefield, that unit must still be set up wholly within your deployment zone. If a unit has a pre-battle rule that allows it to make a move, it must end that move wholly within your deployment zone.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

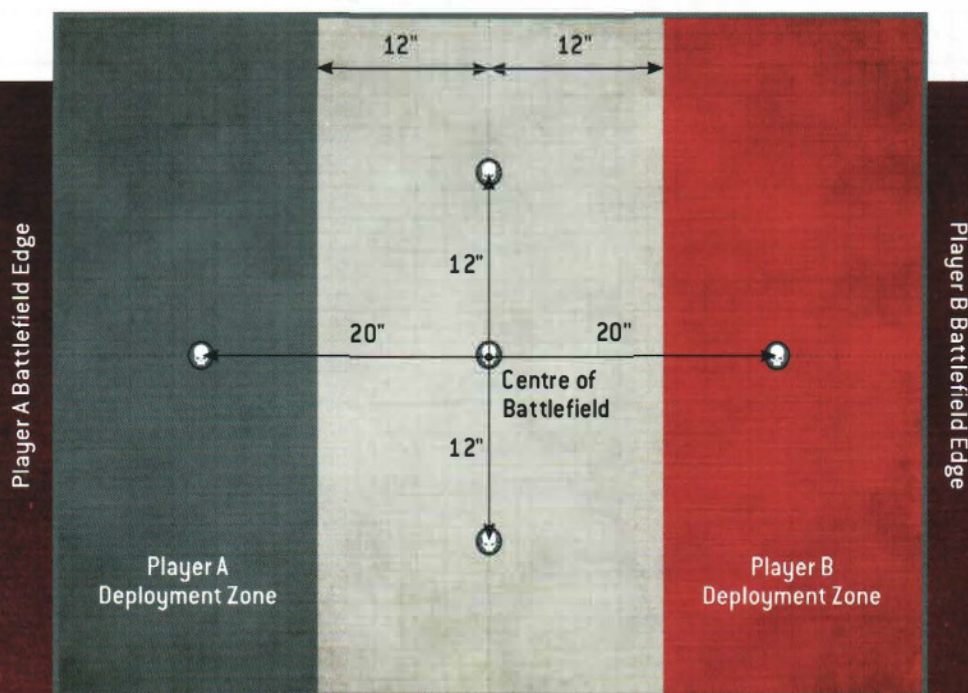
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Secure o Man's Land, below.

N

Secure No Man's Land (Progressive): At the end of each of your turns, if you control the central objective marker you score a number of victory points equal to the current battle round number (so 1 victory point in the first battle round, 2 victory points in the second battle round etc.).



SCORCHED EARTH

MISSION BRIEFING

The time for a decisive strike against the foe is nigh. Key targets have been identified and their continued existence can no longer be tolerated. Spread ruination throughout the enemy's territory and leave nothing but heaped corpses and blazing wreckage in your wake!

MISSION RULES

Raze Objective (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that can be razed and no enemy units (excluding AIRCRAFT) are within range of that objective marker. Player A can only attempt to raze the objective markers labelled B, and player B can only attempt to raze the objective markers labelled A. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

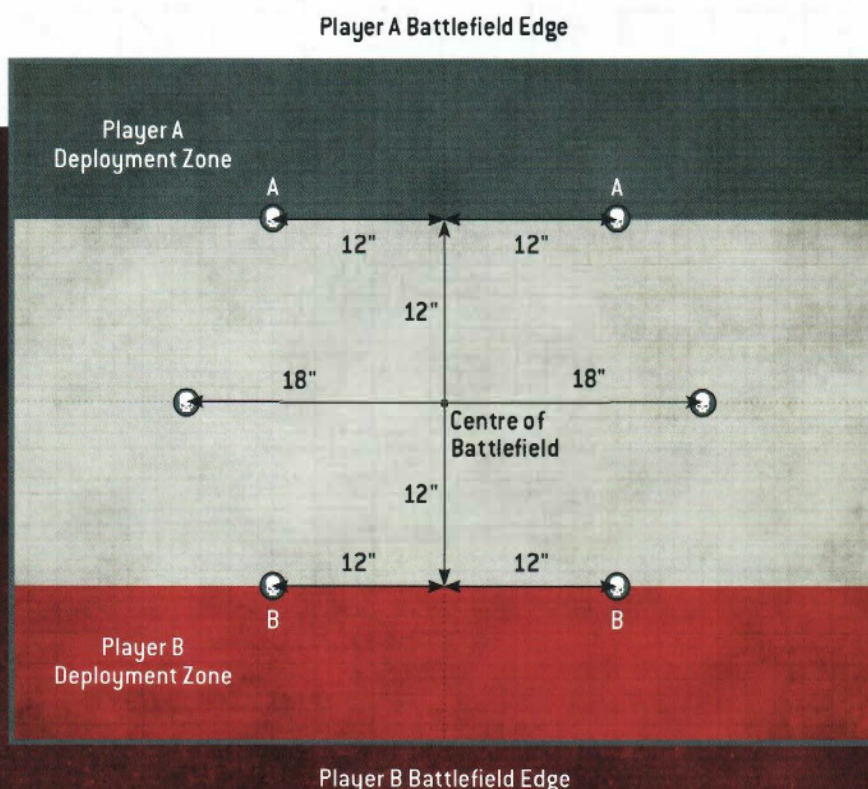
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Raze, below.

Raze (End Game): At the end of the battle, a player scores 5 victory points if one objective marker was removed from the battlefield due to a successful Raze Objective action performed by a unit from their army during the battle, and 15 victory points if two objective markers were so removed.



VITAL INTELLIGENCE

MISSION BRIEFING

Important tactical information must be captured. Key data-terminals have been detected, but the machine spirits of several must be slaved to your data-tethers at the same time if you are to intercept the intelligence you need.

MISSION RULES

Data Terminals: The objective markers in this mission represent data terminals. In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Domination (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

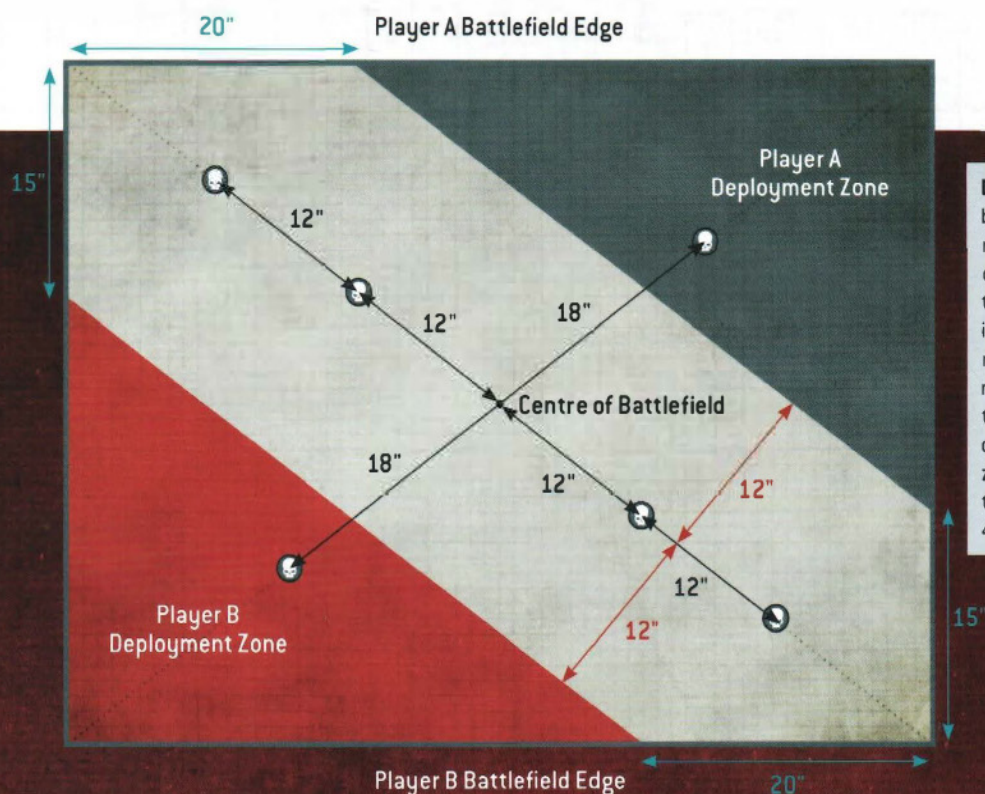
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

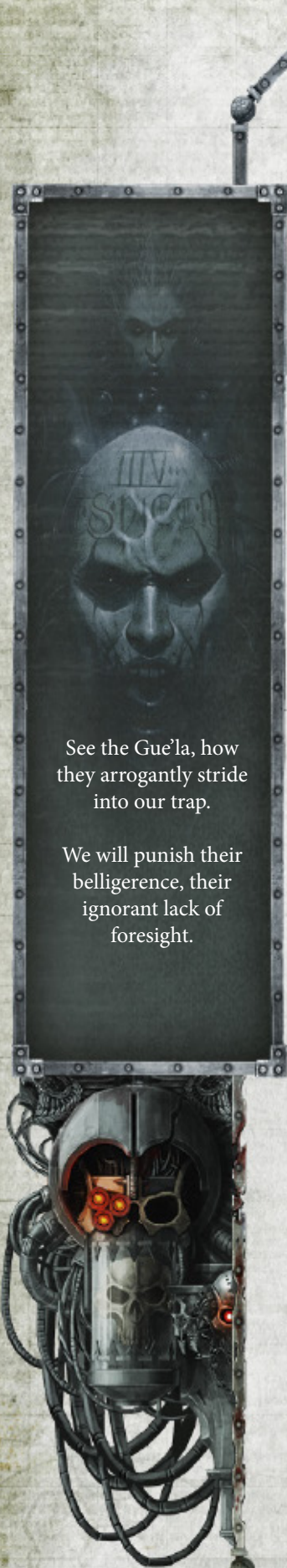
In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Data Intercept, below.

Data Intercept (Progressive): Each time a unit from your army successfully completes the following action, you score a number of victory points equal to the number of objective markers you currently control:

Data Intercept (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker and no enemy units (excluding AIRCRAFT) are within range of that objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.



Designer's note: This battlefield uses diagonal measurements. The shortest distance between the two deployment zones is **24"**. The deployment map includes some measurements in **blue** that help make finding the corners of the deployment zones easier on a battlefield that is approximately 44" x 60".



See the Gue'la, how
they arrogantly stride
into our trap.

We will punish their
belligerence, their
ignorant lack of
foresight.

'Report' Commander Tor'en ordered as he strode onto the bridge of the Gue'la battle ship.

He positioned himself near the centre of the bridge just in front of the previous captains chair. The chair had all sorts of sockets, plugs and needles jutting out of it. Tor'en's earth caste technicians had managed to engineer an interface that plugged into the chair and enabled commands and signals to be sent and received across the ship. They assured him this was how the gue'la captain had ran his ship and that the interface was performing perfectly. Mostly.

So far no airlocks had been accidentally opened so Tor'en gave them the benefit of the doubt. Tor'en remembered how they had had to cut the gue'la captains corpse out of the chair and, not for the first time, wondered about the strange relationship the gue'la had with technology.

Afraid of it and yet, at the same time, seemingly happy to drastically alter their bodies to incorporate themselves into it. Fio'ui Grasstape, an earth caste technician turned to him. 'Shas'O, We're about to return to normal space. We think.'

'You think?' Tor'en was not used to being given vague information.

Grasstape turned and motioned to a monitor he had been studying. 'Well these readings have been consistently low during our journey in the...' The technician struggled for the word. 'Warp' Tor'en provided the word. 'The Gue'la call it the Warp.'

'Yes, the warp, thank you.' he turned back to the monitor. 'Well these readings have been consistently low. And now their jumping all over the place.'

Grasstape moved to another monitor. 'And the new readings are consistent with these recordings taken as we entered the warp.'

'So you believe we're seeing the readings again because the ship is preparing to leave the warp?' Tor'en summarised for him.

'Yes, although without anybody to question about the operations of the ship a lot of this is guess work.'

'Hmm, well we never expected to be on this journey in the first place.' Tor'en turned to another earth caste technician. 'Open the All Cadre channel' he ordered.

The technician nodded to indicate the channel was open.

'This is Commander Tor'en, we may be about to enter real space at any moment. We don't know where we're going to be. We could arrive in orbit above an empty moon or in the midst of the enemy fleet. We could be within the first sphere or we could be on the other side of the galaxy. Wherever we are, our mission will be the same.'

To capture further intelligence on gue'la technology. We will find out how this ship works and we will get back home. For the Greater Good.'

Tor'en heard the Tau on the bridge echo his last phrase as he retrieved his helmet from his adjutant and fixed the seal in place. Tor'en slowly studied the Tau under his command.

It had been his idea to try and hijack a gue'la ship. He had been frustrated with the length of time it took the Tau to get reinforcements to the front line. The idea had

been simple. Hijack a gue'la ship and hand it over to the earth caste to unlock the secrets of faster than light travel.

The idea had been so simple he had wondered why no other Tau had done it before. Well, he had learnt, the reason was that the gue'la were damned crazy and would kill themselves and destroy their ships before being captured.

Tor'en had managed to set a trap though and it had appeared to work perfectly, the air caste had managed to disable the ship and get Tor'en's cadre on board along with some earth caste technicians. But, before spacing his crew, the gue'la captain had managed to set a course and activate the ships warp engine.

By the time the Tau had realised what the captain had done it was too late to evacuate and now Tor'en and his cadre were stuck on a journey to Mont'Ka knows where. Tor'en took another look around and vowed to get his Tau home no matter where they were.

A few moments later the ship started to shake violently. Alarms chimed. Tor'en remained standing in the centre of the bridge. Projecting calmness as the earth caste all around him frantically pressed various icons at their workstations and consulted with each other on read outs they didn't understand.

Then, all at once, the shaking and alarms stopped. *'Open the blast screen'* Tor'en commanded. Huge metal panels at the front of the bridge started to retract revealing a window that stretched floor to ceiling and three-quarters of the way across the front of the bridge. Beyond the window was the darkness of space. And in the centre of the window was a large glowing pearl.

A planet. *'Vordrast'* Grasstape whispered from Tor'en's left. *'The gue'la archives are flashing the name Vordrast'*







NARRATIVE MISSION 1 FIGHTING RETREAT

MISSION BRIEFING

The tests that Fate will hand down to you are never fair. She has asked you to throw a significant portion of your force against a seemingly easy target. Yet, the forces were unsurmountable and now the tables are turned as you have no other option than to retreat, while fighting the forces snapping at your heels...

MISSION RULES

Lines of Retreat: Note that the Attacker's battlefield edge consists of two battlefield edges, and the Defender's battlefield edge consists of two battlefield edges that extend **halfway** along each of these edges. When creating the battlefield, terrain features cannot be placed within 3" of objective markers.

Fully Committed: The Defender cannot put any of their units in Strategic Reserve before the battle, no more than a quarter of the total number of units in their army can be Reinforcement units, and the combined points of all their Reinforcement units (including those that are embarked within **TRANSPORT** models that are Reinforcement units) must be less than a quarter of their army's points, even if every unit in their army has an ability that would allow them to be set up elsewhere.

Overrun: After declaring reserves and transports, the Attacker does not deploy their army as normal. Instead, the Attacker automatically has the first turn, and in the Reinforcements step of their first movement phase, they must set up the remaining units from their army as Reinforcements wholly within a distance equal to their Move characteristic from any of their battlefield

edges and more than 1" away from any enemy models. If a model's Move characteristic is such that it cannot physically be set up wholly within the specified distance of their battlefield edges, it must be set up so that it is touching your battlefield edge. During the turn in which such a model is set up on the battlefield, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back or Remain Stationary.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOLD POSITION

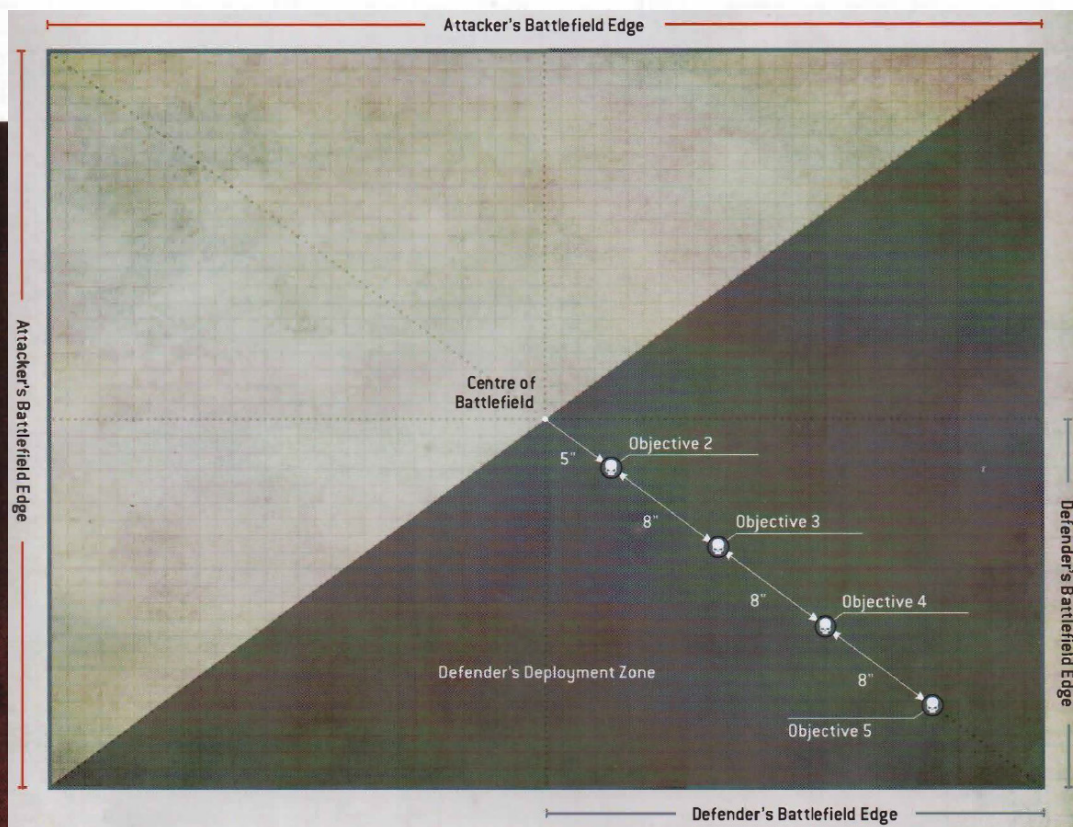
Progressive Objective: *Just as the retreating rearguard must hold back the foe for as long as they can, so the rapacious attackers seek to roll up their enemy's forces with all possible speed.*

At the end of each battle round, a player scores 20 victory points if they control the objective marker whose number corresponds to the number of that battle round.

ROUT

End Game Objective: *Should the retreating forces be driven from the field entirely, they will surely be overrun and annihilated. Yet if they can hold their ground long enough, the great strength of their army will be able to disengage safely.*

At the end of the battle, a player scores 40 victory points if they control objective marker 5.



NARRATIVE MISSION 2

PASSAGE OF DREAD

MISSION BRIEFING

Once great Imperial structures are now despoiled by the Gods. Eminating auras of dread, misery and exhaustion weigh heavily on your warriors. As you advance to investigate further, you realise you are not the only ones seeking to understand, or even tear down these abominations...

MISSION RULES

Aura of Trepidation: While a unit is within range of an objective marker, each time a Morale test is taken for that unit, an unmodified roll of 5+ is always a fail, irrespective of that unit's Leadership characteristic or any abilities it has.

MISSION OBJECTIVES

Victory points are awarded as follows:

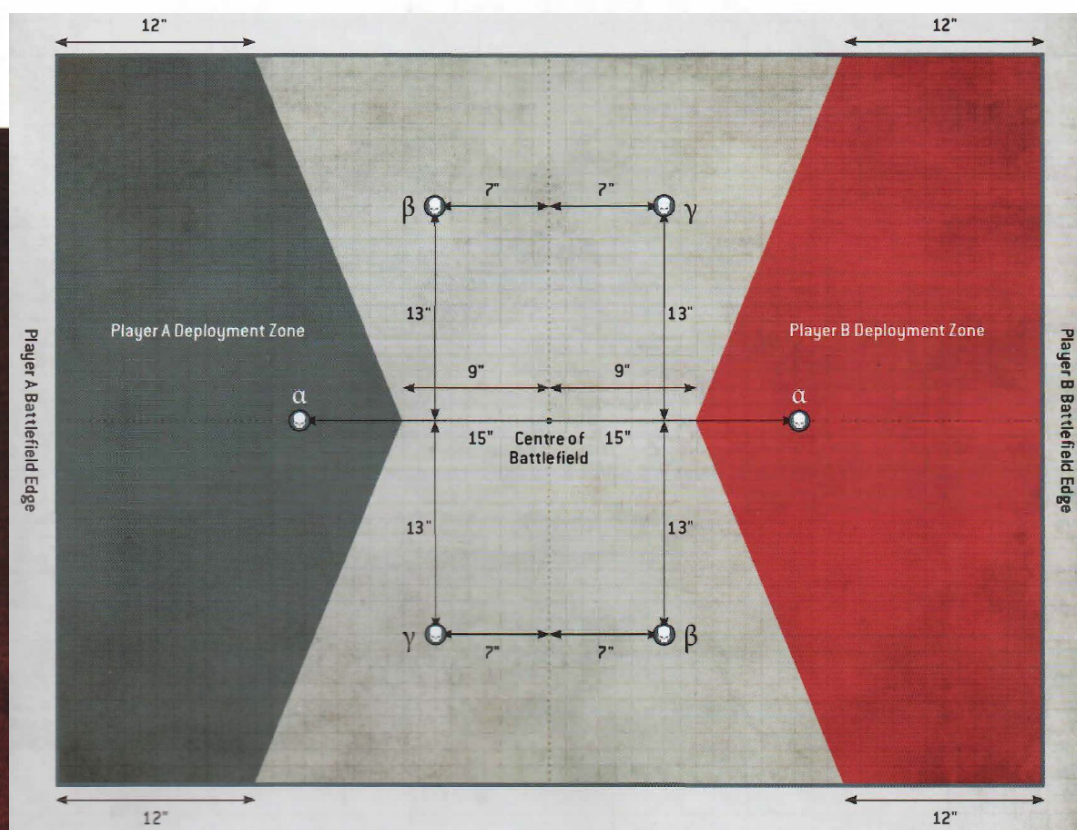
CONTROL NEXUS

Progressive Objective: Before you can study, and perhaps even neutralise this doom-laden structure, you must first seize control of it and drive off your enemy's warriors.

At the end of each player's Command phase, the player whose turn it is scores victory points for each of the following conditions they satisfy (for a maximum of 25 victory points):

- 5 victory points if they control one or more objective markers.
- 5 victory points if they control two Gamma (γ) objective markers.
- 5 victory points if they control two Beta (B) objective markers.
- 10 victory points if they control two Alpha (a) objective markers.

This mission objective cannot be scored in the first battle round.



NARRATIVE MISSION 3

PANDEMIC LOCALE

MISSION BRIEFING

Nurgle's Blessings are on the increase as he fights back against the will of the Fates. You must hone in on the epicentre and prevent the foothold of contagion, or bring about its gifts...

MISSION RULES

Objective Markers: Place objective markers after determining deployment zones. The Attacker takes two objective markers and numbers them 1 and 2. The Defender takes two objective markers and numbers them 3 and 4.

The players alternate placing objective markers on the battlefield, one at a time, starting with the Attacker.

Each objective marker must be placed more than 6" from each player's deployment zone, more than 6" away from the edge of the battlefield and more than 12" from each other.

Pandemic Locale: At the start of the second battle round, the Attacker selects odds or evens; the corresponding objective markers are removed from the battlefield. At the start of the third battle round, the Defender selects one remaining objective marker to be removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

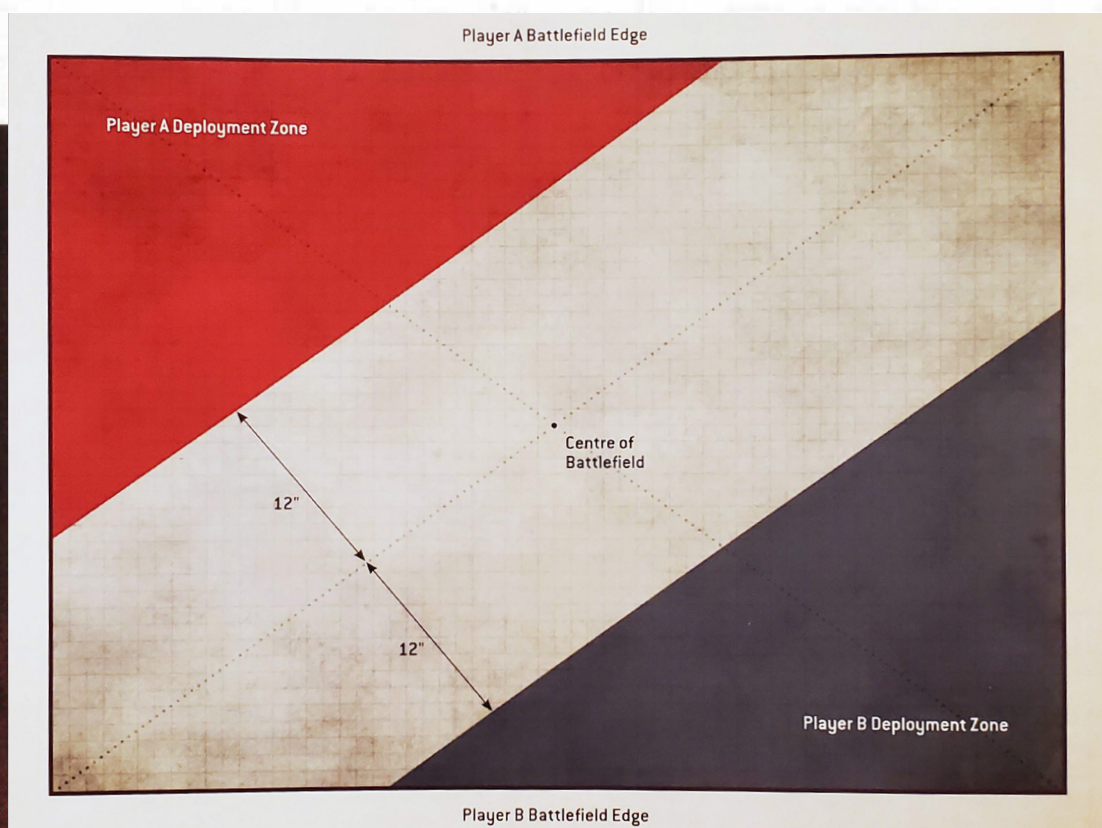
PANDEMIC LOCALE

Progressive Objective: A malignant structure must be located to either prevent, or hasten, an outbreak.

At the end of each battle round, each player scores victory points for each objective marker they control.

The number of victory points they score is as follows:

Battle Round	Victory Points
1	5
2	10
3	20
4	15
5	15



NARRATIVE MISSION 4

EXTERMINATION SWEEP

MISSION BRIEFING

Forced to scavenge for supplies, the detritus of war make rich pickings for those that have the stomach to pick the battlefield clean.....

MISSION RULES

Sweep and Clear: Units from both players' armies can perform the following action:

'Sweep and Clear (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. At the end of your turn, if you control that objective marker, the action is completed. That objective marker remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

Outriders: Units with the Fast Attack Battlefield Role gain the Objective Secured ability until the end of the battle. If such units already have the Objective Secured ability, each model in the unit counts as two models for the purposes of determining who controls objective markers.

MISSION OBJECTIVES

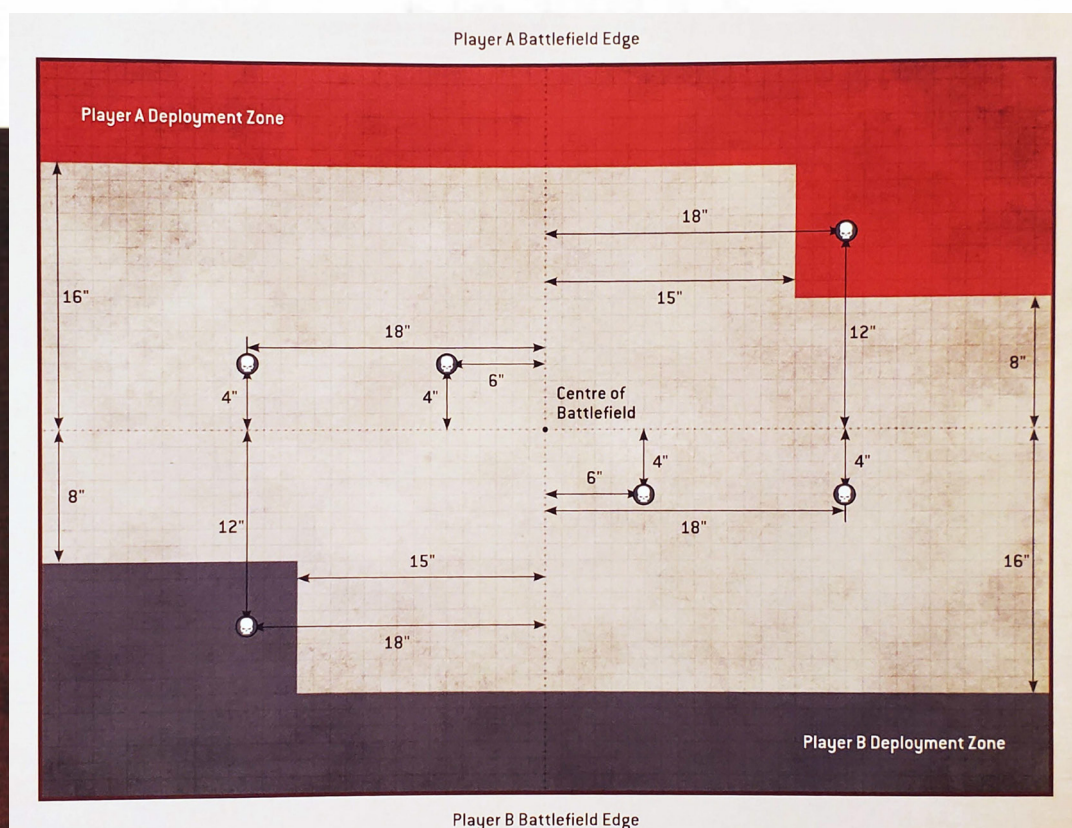
Victory points are awarded as follows:

SWEEP AND SECURE

Progressive Objective: Your forces must sweep the area to drive back the enemy and claim anything of worth.

At the end of each battle round, each player scores 6 victory points for each of the following conditions they satisfy (for a maximum of 18 victory points):

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than their opponent controls. N



NARRATIVE MISSION 5

CAPTURE THE INFILTRATOR

MISSION BRIEFING

Fate will smile on the vigilant. Treat everyone with suspicion, and root out the enemies within. The Old Terran saying of keeping enemies close has no part in Fate's plan to influence the Great Game...

MISSION RULES

Hidden Agents: At the start of the Deploy Armies step, the Defender places six objective markers, numbered 1-6, on the battlefield. Objective markers must be placed:

- More than 6" from any battlefield edge
- More than 12" away from any other objective markers
- Not in either players deployment zone

Then the Defender secretly rolls 2 D6s: the two corresponding objective markers are the Hiding Places of the agents. If a double is rolled, the Defender secretly picks one of the other objective markers for the second Hiding Place. The Defender then makes a note of which objective markers are Hiding Places

Door to Door: In the Attackers Command Phase, and at the end of the battle, for each objective marker that the Attacker controls, the Defender must reveal if that objective marker is a Hiding Place. If the objective marker is not a Hiding Place, remove it from the battlefield

Driving Attack: The Attacker has the first turn

MISSION OBJECTIVES

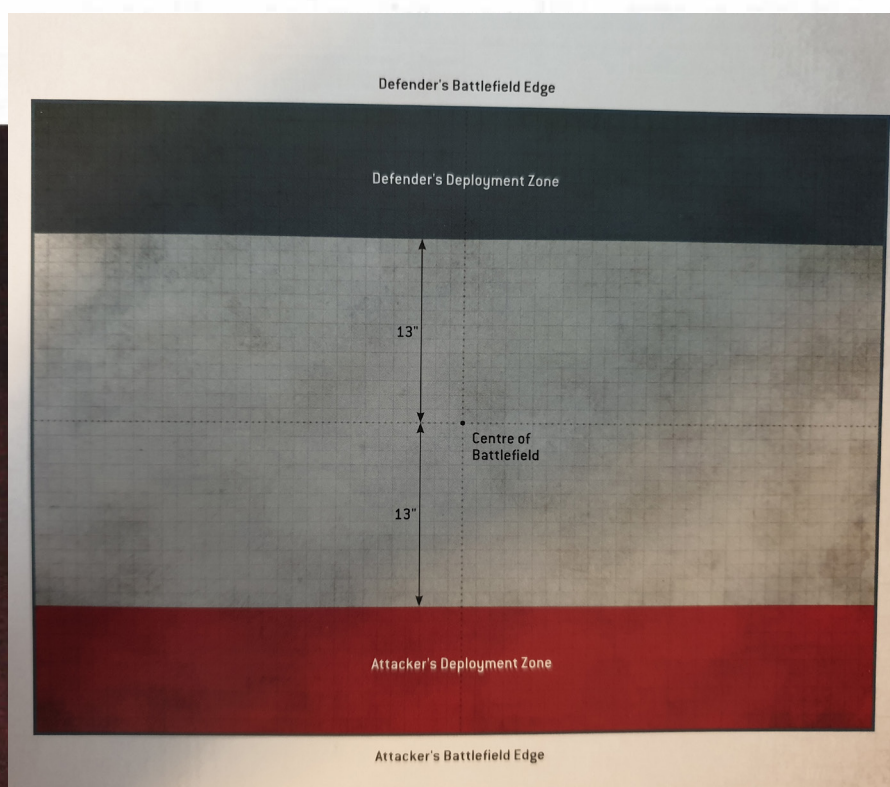
Victory points are awarded as follows:

SEIZED FOR INTERROGATION

Every captured agent represents a vital source of information

At the end of the battle:

- The Attacker scores 50 victory points for each objective marker they control that is a Hiding Place
- The Defender scores 45 victory points for each objective marker that is a Hiding Place that is not controlled by the Attacker



NARRATIVE MISSION 6

FORWARD RECON

MISSION BRIEFING

Without knowledge of your adversaries locations, strengths or foothold, victory is all but impossible. Defending your positions, and destroying enemy scouts ensures your movements remain unknown...

MISSION RULES

Scattered Deployment: In the Deploy Armies step the Defender can only deploy up to six units on the battlefield (if any of those units are TRANSPORTS, any units embarked within them do not count against this limit); the rest of their army is placed in Strategic Reserves (this does not cost any command Points). Each time the Defender sets up a unit on the battlefield they must select one Defender deployment marker that has not yet been selected. That unit must be set up wholly within 6" of that Defender deployment marker

Forward Recon: At the start of the first battle round, the Attacker can nominate up to four units from their army (excluding AIRCRAFT units) within their deployment zone to be Forward Recon units. The Attacker must make a note on their army roster of which units are Forward Recon units

Driving Attack: The Attacker has the first turn

MISSION OBJECTIVES

Victory points are awarded as follows:

DARING MANOEUVRES

The closer to the enemies position, Fate may spare your thread for the information you gather.

At the end of each battle round:

- For each Forward Recon unit wholly within Zone A, the Attacker scores 5 victory points
- For each Forward Recon unit wholly within Zone B, the Attacker scores 10 victory points
- For each Forward Recon unit wholly within Zone C, the Attacker scores 20 victory points

AREA DENIAL

Some say Fate is what you make it. Prove it by denying any forward advantage to your enemy

At the end of the battle:

- If there are no Forward Recon unit wholly within Zone A, the Attacker scores 10 victory points
- If there are no Forward Recon unit wholly within Zone B, the Attacker scores 30 victory points
- If there are no Forward Recon unit wholly within Zone C, the Attacker scores 50 victory points

