

Narrative/Matched Play Mission
SOMETHING WENT WRONG

Often in war the strategic advantage of the battlefield isn't discovered until it is too late; but when has that ever stopped us? The quickest way to deploy is often by dropping from the sky on grav-chutes or by other means. Unfortunately nature heeds no call to the tactics of war. As soldiers we can only adapt.

THE KILL TEAMS

This mission is specifically designed for 3 players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction Keyword they chose.

THE BATTLEFIELD

Use a circular battlefield with a diameter of 29". Set up terrain. Set up one objective marker in the center of the battlefield, and then set three more up; each should be 7" from the center and equidistant apart, as shown on the deployment maps below (4 Total).

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players each roll 2D6. The highest scorer has greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be setup wholly within their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on until 40 per cent (rounding up) of their models have been placed. If a player runs out of models to setup (only 40 per cent), skip them.

A storm has caused 60 per cent of your unit to miss their landing zones. Divide the battlefield into 6 even quarters (like a pie chart) and number them from 1-6. The players then take it in turn, in order of greatest strategic advantage, to setup up one model from their remaining 60 per cent of their kill team. The player placing their model rolls a D6 each time a different model is placed. Set up that model in the quarter corresponding to the number rolled, the model can be setup anywhere in that quarter including other player's deployment zones, but must be at least 4" from any enemy models. Once all players have set up one model, they do so again in the same order, and so on until all of the remainder of their models have been placed. If a player runs out of models to setup (from their remaining 60 per cent), skip them.

BATTLE LENGTH

The battle automatically ends at the end of the battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following

conditions that they satisfy (for a maximum of 3 victory points):

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

A player cannot score more than 9 victory points for this victory condition in this mission.

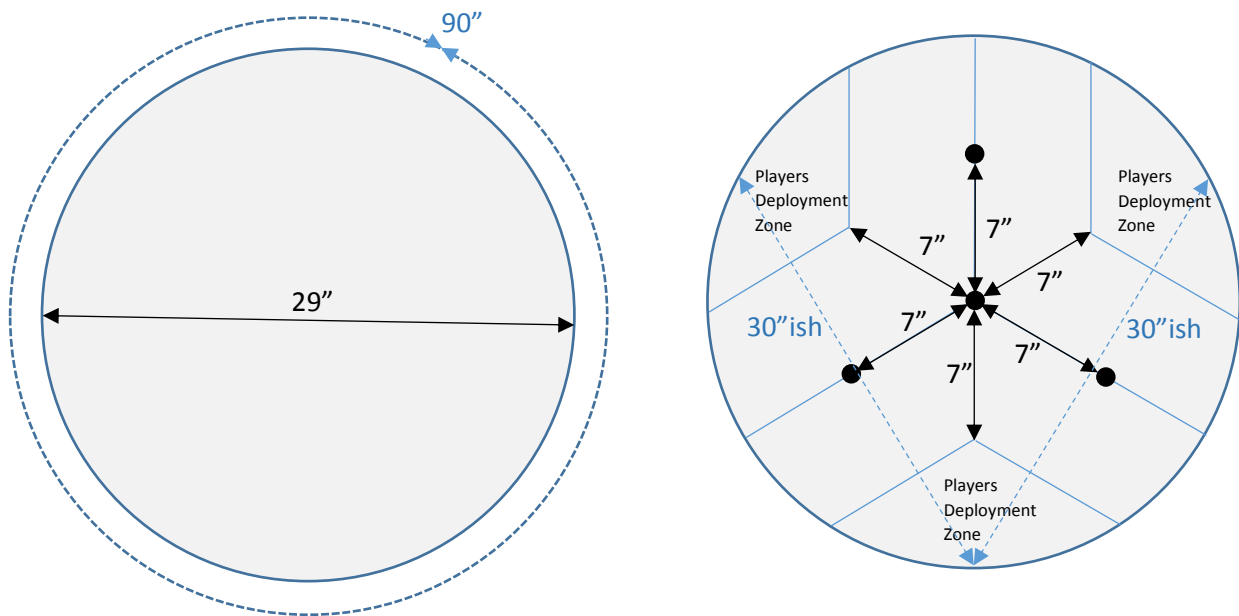
SECONDARY OBJECTIVES

The secondary objectives available in this mission are:

Called Shot, Cut off the Head, Headlong Assault, Obliteration, Prey on the weak, Scout the Field

Mission Critical Supplies: At the end of the battle round, score 1 victory point if you control the objective marker at the center of the battlefield.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



CALLED SHOT

At the end of the Shooting phase, score 1 victory point if one or more Readied models from your kill team made an attack that took an enemy model out of action in that phase.

OBLITERATION

At the end of the battle round, score 1 victory point if you rolled two or more dice in an Injury roll for an enemy model and that model was taken out of action by that Injury roll.

CUT APART

At the end of the Fight phase, score 1 victory point if one or more models from your kill team made an attack that took an enemy model out of action in that phase.

PREY ON THE WEAK

At the end of the battle round, score 1 victory point if one or more enemy models with one or more flesh wounds were taken out of action in this battle round.

CUT OFF THE HEAD

When the enemy Leader is taken out of action, score victory points equal to 5 minus the number of the current battle round.

PROXIMITY ALERT

At the end of the battle round, score 1 victory point if there is any enemy model within 2" of two or more models (other than shaken models) from your kill team.

ENGAGE ON ALL FRONTS

Divide the battlefield into four equal rectangles, a corner of each of which meets the others in the centre of the battlefield. At the end of the battle round, score 1 victory point if there is at least one model from your kill team (other than shaken models) wholly within each of these rectangles.

RECON SWEEP

At the end of the battle round, score 1 victory point if one or more models from your kill team (other than shaken models) are wholly within the enemy deployment zone.

HAMMERING

At the end of the Fight phase, score 1 victory point if you made three or more Injury rolls for enemy models in that phase.

SCOUT THE FIELD

At the end of the battle round, score 1 victory point if there are models from your kill team (other than shaken models) within 1" of at least three different battlefield edges. Models wholly within your deployment zone do not count unless they are within 1" of a battlefield edge that does not extend beyond your deployment zone, in which case they only count for one battlefield edge.

HEADLONG ASSAULT

At the end of the Movement phase, score 1 victory point if three or more models from your kill team charged in that phase.

UNFAZED

At the end of the Movement phase, score 1 victory point if two or more models from your kill team fired Overwatch in that phase, and no models from your kill team Retreated in that phase.