

WARHAMMER
40,000

ALTAR OF WAR
**LAIR OF THE
BEAST**

**CALL
OF
CHAOS**



INTRODUCTION



This Altar of War mission enables you to fight a battle between two champions of the Chaos Gods that takes place on a planet infested with monstrous beasts, forcing the two rivals to contest not only with each other, but also with the world's ferocious denizens.

USING ALTAR OF WAR: LAIR OF THE BEAST

When choosing a mission to play, you can simply choose to play Altar of War: Lair of the Beast. This mission can be used by anyone, but it has been designed to work best alongside the Call of Chaos Path to Glory campaign, with each player using their Chaos warband as their army.

PATH TO GLORY CAMPAIGNS

If this mission is used by warbands taking part in a Path to Glory campaign, then the following rules apply:

Both of the armies taking part in the battle must be warbands from the Path to Glory campaign. The players taking part simply need to agree to fight the battle.

When this mission is used as part of a Path to Glory campaign, the players receive Favour Points for winning or losing as normal. However, each player may gain additional Favour Points for slaying the deadly creatures that inhabit the planet on which the battle is taking place:

- A warband gains one additional Favour Point each time its Warlord slays a Monstrous Creature.
- At the end of the battle, the warband that has killed the most Monstrous Creatures gains one additional Favour Point.



ALTAR OF WAR: LAIR OF THE BEAST

Many battlefields are located in wilderness areas far from any of the vestiges of civilisation. More often than not such battlegrounds will be near the hunting grounds of any monstrous predatory creatures that inhabit the planet. As the battle rages, these predators will be drawn to the battlefield, lured by the screams of the dying and the scent of fresh blood wafting through the air. The combatants will suddenly find themselves beset by new foes, ones that are willing to attack warriors from either side with equal ferocity. Though dangerous to face, there is much glory to be won by slaying such a creature.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. If playing as part of a Path to Glory campaign, each player's army will instead consist of their entire Chaos warband.

THE BEASTS

In order to use this mission, the players need to provide 1-3 units of Monstrous Creatures to form a 'pool of beasts'. These units represent the creatures whose hunting grounds have been encroached upon by the two opposing armies. They are not treated as being part of their player's army. The units will enter play from the sides of the battlefield, starting from the second turn, as explained on page 3.

Designer's Note: *The choice of which Monstrous Creatures to use in this mission is completely up to you. Maybe you will fight on a Daemon world and be beset by Greater Daemons, or perhaps the planet you are battling over is infested with Tyranid bio-monstrosities. With a little modification, it is easy to alter the rules that refer to 'the beasts' in this mission to affect other models in your collection. Perhaps, instead of Monstrous Creatures, you are hunting a pack of frenzied Daemon Engines, or maybe several Helbrutes that have gone berserk!*



THE BATTLEFIELD

Generate the scenery for this battle as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission. The area surrounding the battlefield is home to numerous monstrous beasts, which use the area as one of their hunting grounds. The sound of battle and scent of spilt blood will soon draw the creatures to the battle.

DEPLOYMENT

The players must first roll-off, and the player that rolled highest picks which deployment zone they will use. Then set up using the Standard Deployment Method from *Warhammer 40,000: The Rules* and the deployment map included with this mission.



FIRST TURN

The player that deployed their army first goes first unless their opponent can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

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, each player receives 1 Victory Point for each unit from the opposing army that has been completely destroyed. In addition, players score D3 Victory Points each time one of their units completely destroys a unit from the pool of beasts. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission.

The Victory Points scored for the destruction of a Monstrous Creature from the pool of beasts is awarded to the player whose unit made the attack that resulted in the unit's destruction. If a unit was destroyed in any other way (for example, by a dangerous terrain test), then the point is scored by the player in control of the unit closest to the Monstrous Creature when it was destroyed.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Prowling Monsters: Starting from the second game turn, each player must roll a dice at the start of their player turn to see if a Monstrous Creature is set up. On a 1-3, nothing happens. On a 4 or 5, they can set up one Monstrous Creature unit that they contributed to the pool (as long as there is one left, of course). On a 6, they can set up any Monstrous Creature unit from the pool, including one that was provided by their opponent. Stop rolling for the arrival of Monstrous Creatures when the pool of beasts is depleted.

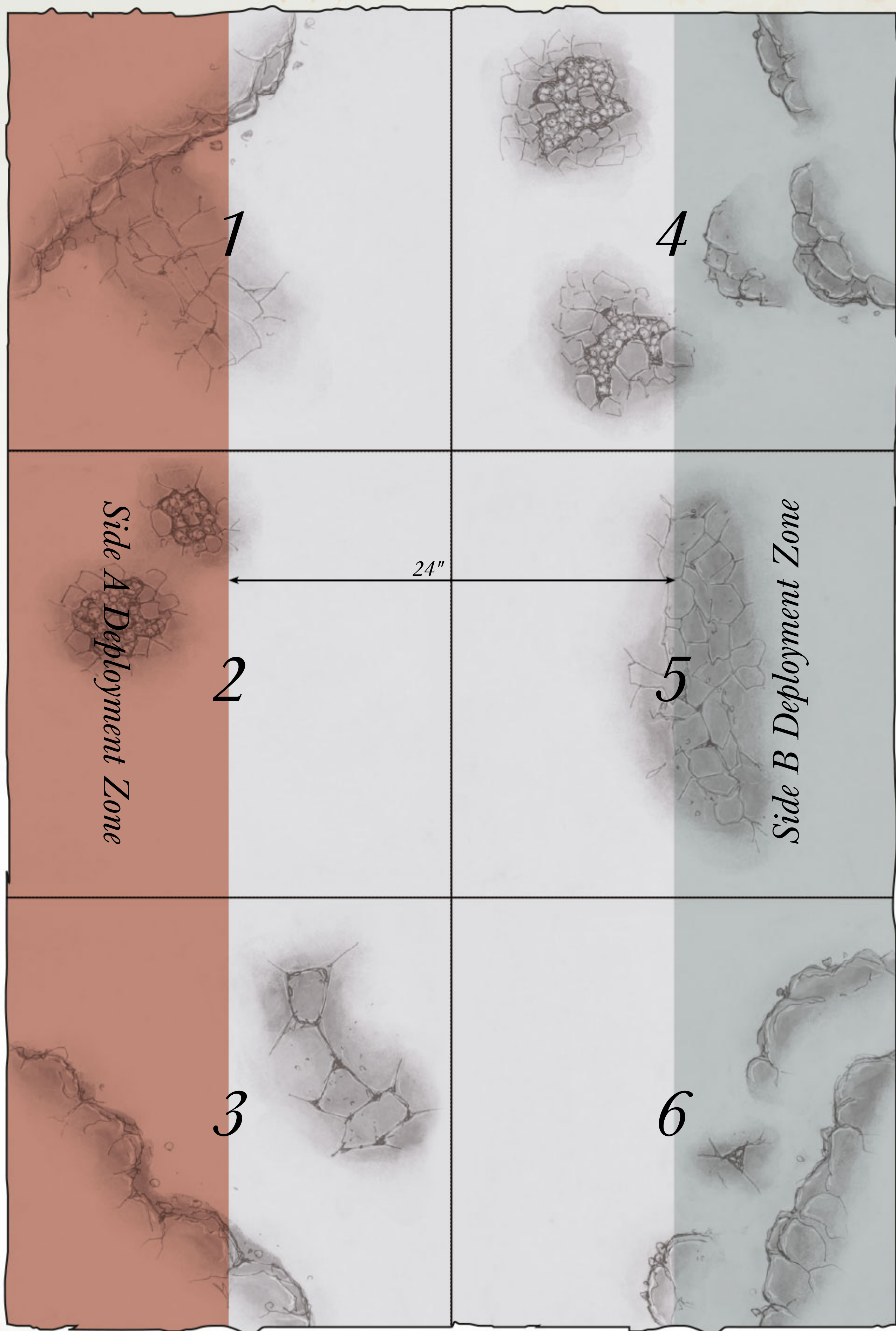
If a Monstrous Creature arrives, roll the dice again to see where it is set up. All of the models in the unit must be set up within the area on the map corresponding to the dice roll, as if they were arriving from Reserve. The unit cannot move or attack until it has chosen its prey as described next, but can be attacked before then by either player.

The Monster's Prey: Units of Monstrous Creatures choose their prey at the start of each game turn; this will be the unit closest to theirs at the time (note that they won't choose other units from the pool of beasts as prey). If more than one unit is equally close, roll a dice to determine which is the prey. For the rest of the game turn the monstrous unit is considered to be part of the army that is the enemy of its prey. Note that the creatures' prey can change each game turn, and that they may swap sides depending on which unit is closest to them. Also note that these units can be used to attack any unit in their prey's army, not just the closest unit.

You can attack a Monstrous Creature when it is part of your army if you wish to do so, but if you do, it changes sides and joins the opposing army for the rest of the battle – it no longer chooses its prey as described above.

Hungry for Blood: Monstrous Creatures from the pool of beasts are ravenous in their hunt for fresh meat; they have the Zealot special rule.





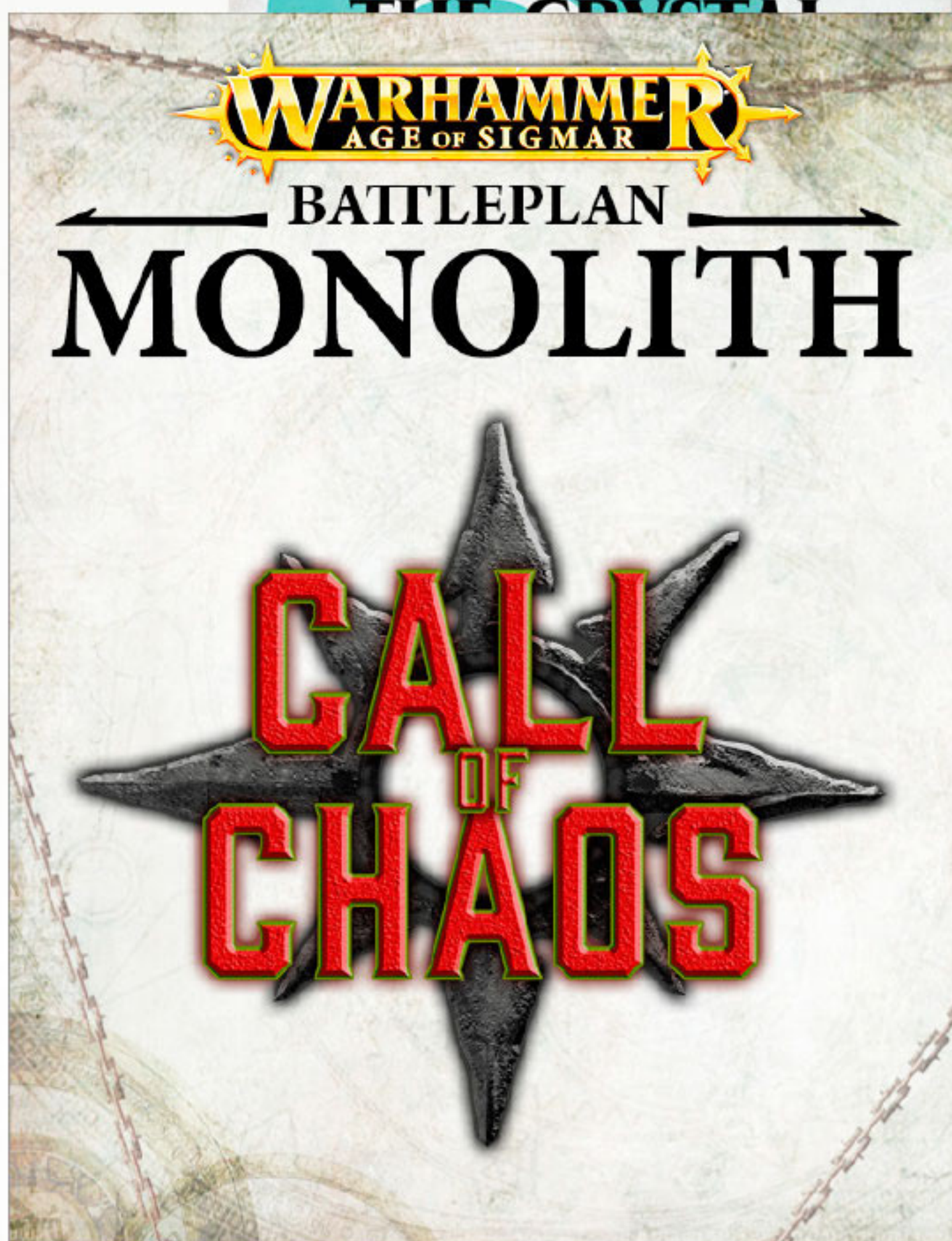


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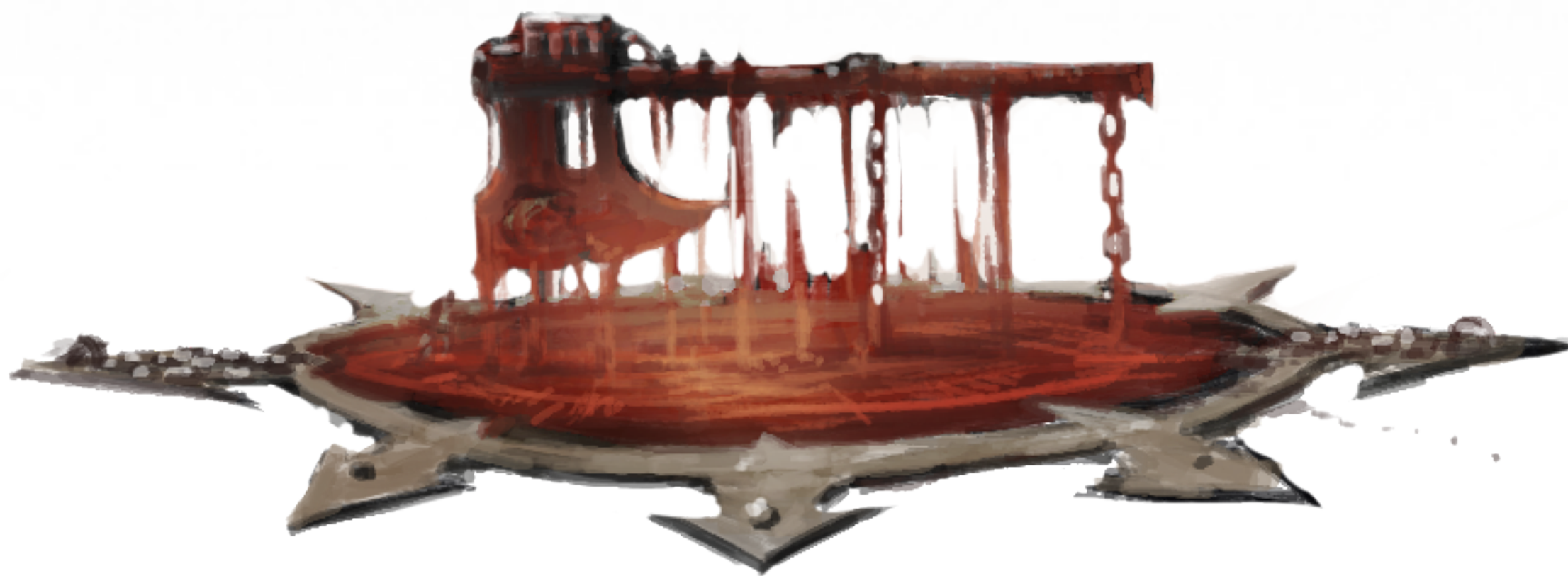
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