

WARHAMMER **40,000** **CRAPLOAD REMOVED**



IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

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Over the course of the past several solar years loyal citizens of the Imperium have had their hopes for a single, compact and up-to-date volume of rules taken to new levels of fervor only to see them crushed like the body of our Holy Emperor.

Finally, due to the dedicated efforts of Data-Magos ++REDACTED++ the appropriate sections of various STC documents have been assembled and adjusted to reflect more complete STCs recovered since the original publication. For his error of presuming more knowledge than the ancients (as well as his protection from legal action) the Data-Magos has also been disassembled and rearranged into more useful configurations.

All material presented here was created by Games Workshop. This document contains no original content and serves only to update and consolidate the core rules of Warhammer 40,000 Matched Play into a single electronic document for use by players who have purchased the Core Rules, Chapter Approved 2017, Chapter Approved 2018, and the appropriate Datacards.





CORE RULES

Warhammer 40,000 puts you in command of a force of mighty warriors and war machines. The core rules on these pages contain everything you need to know in order to use your Citadel Miniatures collection to wage glorious battle across the war-torn galaxy.

MODELS & DATASHEETS

The rules and characteristics for all models, and some terrain features, are presented on datasheets, which you will need in order to use the models in battle.

UNITS

Models move and fight in units, made up of one or more models. A unit must be set up and finish any sort of move as a group, with every model within 2" horizontally, and 6" vertically, of at least one other model from their unit: this is called unit coherency. If anything causes a unit to become split up during a battle, it must re-establish its unit coherency the next time it moves.

TOOLS OF WAR

In order to fight a battle, you will require a tape measure and some dice.

Distances in Warhammer 40,000 are measured in inches (") between the closest points of the bases of the models you're measuring to and from. If a model does not have a base, such is the case with many vehicles, measure to and from the closest point of that model's hull instead. You can measure distances whenever you wish.

Warhammer 40,000 uses six-sided dice, sometimes abbreviated to D6. Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many D6s and add the results together. If a rule requires you to roll a D3, roll a dice and halve the total. When halving any dice roll, round fractions up before applying modifiers (if any) to the result. All modifiers are cumulative. If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+.

THE BATTLE ROUND

Warhammer 40,000 is played in a series of battle rounds. During each battle round, both players have a turn. The same player always takes the first turn in each battle round – the mission you are playing will tell you which player this is. Each turn consists of a series of phases, which must be resolved in order. The phases are as follows:

1. MOVEMENT PHASE

Move any units that are capable of doing so.

2. PSYCHIC PHASE

Psykers can use powerful mental abilities.

3. SHOOTING PHASE

Your units may shoot enemy units.

4. CHARGE PHASE

Your units may move into close combat against enemy units.

5. FIGHT PHASE

Both players' units pile in and attack with melee weapons.

6. MORALE PHASE

Test the courage of depleted units.

Once a player's turn has ended, their opponent then starts their turn. Once both players have completed a turn, the battle round has been completed and the next one begins, and so on, until the battle is concluded.

1. MOVEMENT PHASE

The ground shakes to the tread of marching feet and the growl of engines as armies advance across the battlefield and vie for advantageous positions.

Start your Movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each Movement phase.

Moving

A model can be moved in any direction, to a distance, in inches, equal to or less than the Move characteristic on its datasheet. No part of the model's base (or hull) can move further than this. It cannot be moved through other models or through terrain features such as walls, but can be moved vertically in order to climb or traverse any scenery.

If the datasheet for a model says it can **FLY**, it can move across models and terrain as if they were not there.



Minimum Move

Some models that can **FLY** have a Move characteristic consisting of two values. The first is the model's minimum speed – in the Movement phase, all parts of the model's base must end the move at least that far from where they started. The second is its maximum speed – no part of the model's base can be moved further than this. If a model cannot make its minimum move, or is forced to move off the battlefield because of its minimum speed, it is destroyed and removed from the battlefield – the model has either stalled and crashed or been forced to abandon the battle.

Enemy Models

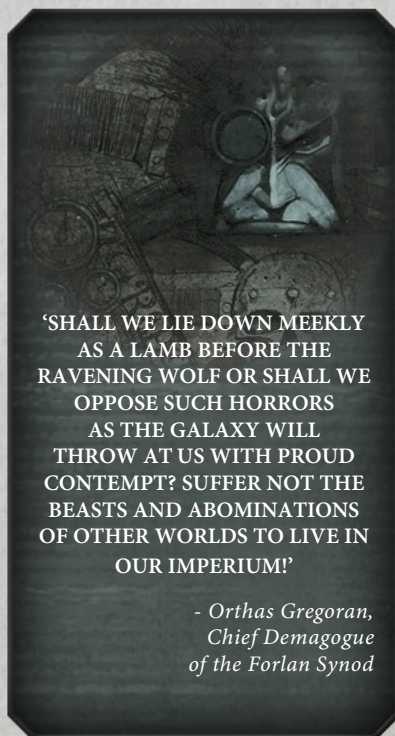
All models in the same army are friendly models. Models controlled by an opposing player are enemy models. When you move a model in the Movement phase, it may not be moved within 1" of any enemy models.

Falling Back

Units starting the Movement phase within 1" of an enemy unit can either remain stationary or Fall Back. If you choose to Fall Back, the unit must end its move more than 1" away from all enemy units. If a unit Falls Back, it cannot Advance (see below), or charge (pg 182) later that turn. A unit that Falls Back also cannot shoot later that turn unless it can **FLY**.

Advancing

When you pick a unit to move in the Movement phase, you can declare that it will Advance. Roll a dice and add the result to the Move characteristics of all models in the unit for that Movement phase. A unit that Advances can't shoot or charge later that turn.



'SHALL WE LIE DOWN MEEKLY
AS A LAMB BEFORE THE
RAVENING WOLF OR SHALL WE
OPPOSE SUCH HORRORS
AS THE GALAXY WILL
THROW AT US WITH PROUD
CONTEMPT? SUFFER NOT THE
BEASTS AND ABOMINATIONS
OF OTHER WORLDS TO LIVE IN
OUR IMPERIUM!'

- Orthas Gregoran,
Chief Demagogue
of the Forlan Synod

WOBBLY MODEL SYNDROME

Sometimes you may find that a particular piece of terrain makes it hard to put a model exactly where you want. If you delicately balance it in place, it is very likely to fall as soon as somebody nudges the table, leaving your painted model damaged or even broken. In cases like this, we find it is perfectly acceptable to leave the model in a safer position, as long as both players have agreed and know its 'actual' location. If, later on, your enemy is considering shooting the model, you will have to hold it back in the proper place so they can check if it is visible.

REINFORCEMENTS

Many units have the ability to be set up on the battlefield mid-turn, sometimes by using teleporters, grav chutes or other, more esoteric means. Typically, this happens at the end of the Movement phase, but it can also happen during other phases. Units that are set up in this manner cannot move or Advance further during the turn they arrive – their entire Movement phase is used in deploying to the battlefield – but they can otherwise act normally (shoot, charge, etc.) for the rest of their turn. Units that arrive as reinforcements count as having moved in their Movement phase for all rules purposes, such as shooting Heavy weapons (pg 7). Any unit that has not arrived on the battlefield by the end of the battle counts as having been destroyed.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.

ROLL-OFFS

Some rules instruct players to roll off. To do so, both players roll a D6, and whoever scores highest wins the roll-off. In the case of a tie, both players re-roll their D6; this is the only time players can re-roll a re-roll – if the second and subsequent rolls are also tied, keep on rolling until a winner is decided.

SEQUENCING

While playing Warhammer 40,000, you'll occasionally find that two or more rules are to be resolved at the same time – normally 'at the start of the Movement phase' or 'before the battle begins'. When this happens during the game, the player whose turn it is chooses the order. If these things occur before or after the game, or at the start or end of a battle round, the players roll off and the winner decides in what order the rules are resolved.

2. PSYCHIC PHASE

Warrior mystics and sorcerers wield the strange power of the warp to aid their allies and destroy their foes. Harnessing this force is not without risk, however, and with the smallest mistake, the effort can spell doom for all nearby.

PSYCHIC SEQUENCE

1. Choose psyker and power
2. Make Psychic test
3. Enemy takes Deny the Witch test
4. Resolve psychic power

1. Choose Psyker and Power

Some models are noted as being a **PSYKER** on their datasheet. Psykers can manifest their otherworldly abilities and attempt to deny enemy sorceries. The powers a psyker knows, and the number of powers they can attempt to manifest or deny each Psychic phase, are detailed on their datasheet.

Psychic Powers

Unless stated otherwise, all psykers know the *Smite* psychic power, listed below. Some know other powers instead of, or in addition to, *Smite* – the model's datasheets and other supplementary rules you are using will make it clear which powers each psyker knows. If a psyker generates their powers before the battle, do so immediately before either player starts to deploy their army.

Smite

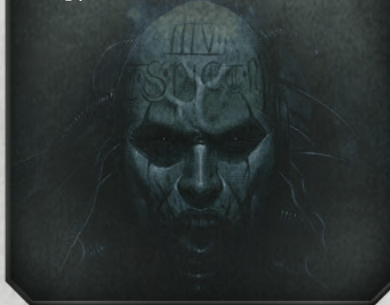
Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 8). If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.

2. Make Psychic Test

A psyker can attempt to manifest a psychic power they know by taking a Psychic test. To do so, roll 2D6. If the total is equal to or greater than that power's warp charge value, the power is successfully manifested. A psyker cannot attempt to manifest the same psychic power more than once in a turn.

Perils of the Warp

If you roll a double 1 or a double 6 when taking a Psychic test, the psyker immediately suffers Perils of the Warp. The psyker suffers D3 mortal wounds as the forces of the Daemon-haunted warp claw at their mind. If the psyker is slain by Perils of the Warp, the power they were attempting to manifest automatically fails and each unit within 6" immediately suffers D3 mortal wounds, as the psyker is dragged into the warp or else detonates in a burst of empyric feedback.



3. Deny the Witch Tests

A psyker can attempt to resist a psychic power that has been manifested by an enemy model within 24" by taking a Deny the Witch test – this takes place immediately, even though it is not your turn. To do so, roll 2D6. If the total is greater than the result of the Psychic test that manifested the power, it has been resisted and its effects are negated. Only one attempt to deny each successfully manifested psychic power can be made each turn, regardless of the number of psykers you have within 24" of the enemy model manifesting the psychic power.

4. Resolve Psychic Power

So long as the Psychic test was successful, the psyker did not die as a result of the Perils of the Warp, and the attempt was not thwarted by a Deny the Witch test, then you may resolve the effect of the psychic power, which will be described in the power itself.

3. SHOOTING PHASE

Guns thunder and shrapnel falls from the sky. Muzzle flare shines through the gloom in bursts, beams of las-fire illuminate the fog of war, and spent ammunition cartridges and power cells are left discarded across the battlefield.

SHOOTING SEQUENCE

1. Choose unit to shoot with
2. Choose targets
3. Choose ranged weapon
4. Resolve attacks
 - Make hit roll
 - Make wound roll
 - Enemy allocates wound
 - Enemy makes saving throw
 - Inflict damage

1. Choose Unit to Shoot With

In your Shooting phase you can shoot with models armed with ranged weapons. First, you must pick one of your units to shoot with. You may not pick a unit that Advanced or Fell Back this turn, or a unit that is within 1" of an enemy unit. Unless otherwise stated, each model in the unit attacks with all of the ranged weapons it is armed with. After all of the unit's models have fired, you can choose another unit to shoot with, until all eligible units that you want to shoot with have done so.

2. Choose Targets

Having chosen a shooting unit, you must pick the target unit, or units, for the attacks. In order to target an enemy unit, a model from that unit must be within the Range of the weapon being used (as listed on its profile) and be visible to the shooting model. If unsure, stoop down and get a look from behind the shooting model to see if any part of the target is visible. For the purposes of determining visibility, a model can see through other models in its own unit.

Models cannot target enemy units that are within 1" of friendly models – the risk of hitting your own troops is too great.

3. Choose Ranged Weapon

The weapons a model has are listed on its datasheet. If a model has several weapons, it can shoot all of them at the same target, or it can shoot each at a different enemy unit. Similarly, if a unit contains more than one model, they can shoot at the same, or different targets as you choose. In either case, declare how you will split the shooting unit's shots before any dice are rolled, and resolve all the shots against one target before moving on to the next.

Number of Attacks

Each time a model shoots a ranged weapon, it will make a number of attacks. You roll one dice for each attack being made. The number of attacks a model can make with a weapon, and therefore the number of dice you can roll, is found on the weapon's profile, along with the weapon's type. A weapon's type can impact the number of attacks it can make (see overleaf).

Characters

Some models are noted as being a **CHARACTER** on their datasheet. These heroes, officers, prophets and warlords are powerful individuals that can have a great impact on the course of a battle. The swirling maelstrom of the battlefield can make it difficult to pick out such individuals as targets, however. A **CHARACTER** can only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the model that is shooting. This does not apply to **CHARACTERS** with a Wounds characteristic of 10 or more, due to their sheer size.

FAST DICE ROLLING

The rules for resolving attacks (pg 8) have been written assuming you will make them one at a time. However, it is possible to speed up your battles by rolling the dice for similar attacks together. In order to make several attacks at once, all of the attacks must have the same Ballistic Skill (if it's a shooting attack) or the same Weapon Skill (if it's a close combat attack). They must also have the same Strength, Armour Penetration and Damage characteristics, and they must be directed at the same unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls. Your opponent can then allocate the wounds one at a time, making the saving throws and suffering damage each time as appropriate. Remember, if the target unit contains a model that has already lost any wounds, they must allocate further wounds to this model until either it is slain, or all the wounds have been saved or resolved.

AURA ABILITIES

Some units – usually **CHARACTERS** – have abilities that affect certain models within a given range. Unless the ability in question says otherwise, a model with a rule like this is always within range of the effect.

For example, a Lord of Contagion has the Nurgle's Gift ability, which affects all **DEATH GUARD** models within 7" of him. As the Lord of Contagion is also a **DEATH GUARD** model, he benefits from this ability as well.



THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as Warhammer 40,000, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent and apply the solution that makes the most sense to both of you (or seems the most fun!). If no single solution presents itself, you and your opponent should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the fighting!

Weapon Types

There are five types of ranged weapon: Assault, Heavy, Rapid Fire, Grenade and Pistol. A model shooting one of these weapons can make a number of attacks equal to the number written on its profile after its type. For example, a model firing an 'Assault 1' weapon can make 1 attack with that weapon; a model firing a 'Heavy 3' weapon can make 3 attacks, etc.

If a weapon has more than one attack, it must make all of its attacks against the same target unit.

Each type of ranged weapon also has an additional rule that, depending upon the situation, might affect the accuracy of the weapon or when it can be fired. These are as follows:

ASSAULT

Assault weapons fire so rapidly or indiscriminately that they can be shot from the hip as warriors dash forwards into combat.

A model with an Assault weapon can fire it even if it Advanced earlier that turn. If it does so, you must subtract 1 from any hit rolls made when firing that weapon this turn.

HEAVY

Heavy weapons are the biggest and deadliest guns on the battlefield, but require reloading, careful set-up or bracing to fire at full effect.

If a model with a Heavy weapon moved in its preceding Movement phase, you must subtract 1 from any hit rolls made when firing that weapon this turn.

RAPID FIRE

Rapid Fire weapons are versatile weapons capable of aimed single shots at long range or controlled bursts of fire at close quarters.

A model firing a Rapid Fire weapon doubles the number of attacks it makes if its target is within half the weapon's maximum range.

GRENADE

Grenades are handheld explosive devices that a warrior throws at the enemy while their squad mates provide covering fire.

Each time a unit shoots, a single model in the unit that is equipped with Grenades may throw one instead of firing any other weapon.

PISTOL

Pistols are carried one-handed and can even be used in a melee to shoot at point-blank range. Many warriors carry one as a sidearm, alongside their primary weapon.

A model can fire a Pistol even if there are enemy units within 1" of its own unit, but it must target the closest enemy unit. In such circumstances, the model can shoot its Pistol even if other friendly units are within 1" of the same enemy unit.

Each time a model equipped with both a Pistol and another type of ranged weapon (e.g. a Pistol and a Rapid Fire weapon) shoots, it can either shoot with its Pistol(s) or with all of its other weapons. Choose which it will fire (Pistols or non-Pistols) before making hit rolls.

**'AS OUR BODIES ARE ARMoured WITH ADAMANT,
OUR SOULS ARE PROTECTED WITH LOYALTY.**

**AS OUR BOLTERS ARE CHARGED WITH DEATH FOR THE EMPEROR'S
ENEMIES, OUR THOUGHTS ARE CHARGED WITH WISDOM.**

**AS OUR RANKS ADVANCE, SO DOES OUR DEVOTION,
FOR ARE WE NOT THE SPACE MARINES?**

**ARE WE NOT THE CHOSEN OF THE EMPEROR,
HIS LOYAL SERVANTS UNTO DEATH?**

LOOK UPON THE EMPEROR'S WORKS AND TREMBLE!

4. Resolve Attacks

Attacks can be made one at a time, or, in some cases, you can roll for multiple attacks together. The following sequence is used to make attacks one at a time:

1. Hit Roll: Each time a model makes an attack, roll a dice. If the roll is equal to or greater than the attacking model's Ballistic Skill characteristic, then it scores a hit with the weapon it is using. If not, the attack fails and the attack sequence ends. A roll of 1 always fails, irrespective of any modifiers that may apply.

2. Wound Roll: If an attack scores a hit, you will then need to roll another dice to see if the attack successfully wounds the target. The roll required is determined by comparing the attacking weapon's Strength characteristic with the target's Toughness characteristic, as shown on the following table:

WOUND ROLL	
ATTACK'S STRENGTH VS TARGET'S TOUGHNESS	D6 ROLL REQUIRED
Is the Strength TWICE (or more) than the Toughness?	2+
Is the Strength GREATER than the Toughness?	3+
Is the Strength EQUAL to the Toughness?	4+
Is the Strength LOWER than the Toughness?	5+
Is the Strength HALF (or less) than the Toughness?	6+

If the roll is less than the required number, the attack fails and the attack sequence ends. A roll of 1 always fails, irrespective of any modifiers that may apply.

3. Allocate Wound: If an attack successfully wounds the target, the player commanding the target unit allocates the wound to any model in the unit (the chosen model does not have to be within range or visible to the attacking unit). If a model in the target unit has already lost any wounds, the damage must be allocated to that model.

4. Saving Throw: The player commanding the target unit then makes a saving throw by rolling a dice and modifying the roll by the Armour Penetration characteristic of the weapon that caused the damage. For example, if the weapon has an Armour Penetration of -1, then 1 is subtracted from the saving throw roll. If the result is equal to, or greater than, the Save characteristic of the model the wound was allocated to, then the damage is prevented and the attack sequence ends. If the result is less than the model's Save characteristic, then the saving throw fails and the model suffers damage. A roll of 1 always fails, irrespective of any modifiers that may apply.

5. Inflict Damage: The damage inflicted is equal to the Damage characteristic of the weapon used in the attack. A model loses one wound for each point of damage it suffers. If a model's wounds are reduced to 0, it is either slain or destroyed and removed from play. If a model loses several wounds from a single attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect.



Invulnerable Saves

Some models possess supernatural reflexes or are protected by force fields that grant them an invulnerable save. Each time a wound is allocated to a model with an invulnerable save, you can choose to use either its normal Save characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them – choose which it will use. If you use a model's invulnerable save, it is never modified by a weapon's Armour Penetration value.



Terrain and Cover

The battlefields of the far future are littered with terrain features such as ruins, craters and twisted corpses. Models can take shelter within such terrain features to gain protection against incoming weapons' fire.

If a unit is entirely on or within any terrain feature, add 1 to its models' saving throws against shooting attacks to represent the cover received from the terrain (invulnerable saves are unaffected). Units gain no benefit from cover in the Fight phase (pg 9).

Mortal Wounds

Some attacks inflict mortal wounds – these are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts one point of damage on the target unit. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just allocate it as you would any other wound and inflict damage to a model in the target unit as described above. Unlike normal attacks, excess damage from attacks that inflict mortal wounds is not lost. Instead keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.

4. CHARGE PHASE

Warriors hurl themselves into battle to slay with blade, hammer and claw.

CHARGE SEQUENCE

1. Choose unit to charge with
2. Choose targets
3. Enemy resolves Overwatch
4. Roll 2D6 and make charge move

1. Choose Unit to Charge With

Any of your units within 12" of the enemy in your Charge phase can make a charge move. You may not choose a unit that Advanced or Fell Back this turn, nor one that started the Charge phase within 1" of an enemy.

2. Choose Targets

Once you have chosen an eligible unit, select one or more enemy units within 12" of them as the target(s) of the charge. Each target unit can then attempt to fire Overwatch.

3. Overwatch

Each time a charge is declared against a unit, the target unit can immediately fire Overwatch at the would-be attacker. A target unit can potentially fire Overwatch several times a turn, though it cannot fire if there are any enemy models within 1" of it. Overwatch is resolved like a normal shooting attack (albeit one resolved in the enemy's Charge phase) and uses all the normal rules except that a 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.

4. Make Charge Move

After any Overwatch has been resolved, roll 2D6. Each model in the charging unit can move up to this number of inches – this is their charge distance this turn. The first model you move must finish within 1" of an enemy model from one of the target units. No models in the charging unit can move within 1" of an enemy unit that was not a target of its charge. If this is impossible, the charge fails and no models in the charging unit move this phase. Once you've moved all the models in the charging unit, choose another eligible unit and repeat the above procedure until all eligible units that you want to make charge moves have done so. No unit can be selected to charge more than once in each Charge phase.

Heroic Intervention

After the enemy has completed all of their charge moves, any of your **CHARACTERS** that are within 3" of an enemy unit may perform a Heroic Intervention. Any that do so can move up to 3", so long as they end the move closer to the nearest enemy model.

5. FIGHT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

FIGHT SEQUENCE

1. Choose unit to fight with
2. Pile in up to 3"
3. Choose targets
4. Choose melee weapon
5. Resolve close combat attacks
 - Make hit roll
 - Make wound roll
 - Enemy allocates wound
 - Enemy makes saving throw
 - Inflict damage
6. Consolidate up to 3"

1. Choose Unit to Fight With

Any unit that charged or has models within 1" of an enemy unit can be chosen to fight in the Fight phase. This includes all units, not just those controlled by the player whose turn it is. All units that charged this turn fight first. The player whose turn it is picks the order in which these units fight. After all charging units have fought, the players alternate choosing eligible units to fight with (starting with the player whose turn it is) until all eligible units on both sides have fought once each. No unit can be selected to fight more than once in each Fight phase. If one player runs out of eligible units, the other player completes all of their remaining fights, one unit after another. A fight is resolved in the following steps:

2. Pile In

You may move each model in the unit up to 3" – this move can be in any direction so long as the model ends the move closer to the nearest enemy model.

3. Choose Targets

First, you must pick the target unit, or units, for the attacks. To target an enemy unit, the attacking model must either be within 1" of that unit, or within 1" of another model from its own unit that is itself within 1" of that enemy unit. This represents the unit fighting in two ranks. Models that charged this turn can only target enemy units that they charged in the previous phase.

If a model can make more than one close combat attack (see right), it can split them between eligible target units as you wish. Similarly if a unit contains more than one model, each can target a different enemy unit. In either case, declare how you will split the unit's close combat attacks before any dice are rolled, and resolve all attacks against one target before moving on to the next.

Number of Attacks

The number of close combat attacks a model makes against its target is determined by its Attacks characteristic. You roll one dice for each close combat attack being made. For example, if a model has an Attacks characteristic of 2, it can make 2 close combat attacks and you can therefore roll 2 dice.

4. Choose Melee Weapon

Each time a model makes a close combat attack, it uses a melee weapon – the weapons a model is equipped with are described on its datasheet. If a datasheet does not list any melee weapons, the model is assumed to fight with a close combat weapon, which has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Close combat weapon	Melee	Melee	User	-	1

If a model has more than one melee weapon, choose which it will use before rolling the dice. If a model has more than one melee weapon and can make several close combat attacks, it can split its attacks between these weapons however you wish – declare how you will divide the attacks before any dice are rolled.

5. Resolve Close Combat Attacks

Close combat attacks can be made one at a time, or in some cases you can roll the dice for a number of attacks together. The attack sequence for making close combat attacks is identical to that used for shooting attacks (pg 8) except you use the model's Weapon Skill characteristic instead of its Ballistic Skill to make hit rolls.

6. Consolidate

You may move each model in the unit up to 3" – this move can be in any direction so long as the model ends the move closer to the nearest enemy model.

6. MORALE PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the Morale phase, starting with the player whose turn it is, players must take Morale tests for units from their army that have had models slain during the turn.

To take a Morale test, roll a dice and add the number of models from the unit that have been slain this turn. If the result of the Morale test exceeds the highest Leadership characteristic in the unit, the test is failed. For each point that the test is failed by, one model in that unit must flee and is removed from play. You choose which models flee from the units you command.

TRANSPORTS

Some models are noted as being a **TRANSPORT** on their datasheet – these vehicles ferry warriors to the front line, providing them with speed and protection. The following rules describe how units can embark and disembark from transports, and how they are used to move their passengers across the battlefield. Note that a unit cannot both embark and disembark in the same turn.

Transport Capacity: All transports have a transport capacity listed on their datasheet. This determines how many friendly models, and of what type, they can carry. A model's transport capacity can never be exceeded.

When you set up a transport, units can start the battle embarked within it instead of being set up separately – declare what units are embarked inside the transport when you set it up.

Embark: If all models in a unit end their move within 3" of a friendly transport, they can embark within it. Remove the unit from the battlefield and place it to one side – it is now embarked inside the transport.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect whilst the unit that has the ability is embarked.

If a transport is destroyed, any units embarked within it immediately disembark (see below) before the transport model is removed, but you must then roll one dice for each model you just set up on the battlefield. For each roll of 1, a model that disembarked (your choice) is slain.

Disembark: Any unit that begins its Movement phase embarked within a transport can disembark before the transport moves. When a unit disembarks, set it up on the battlefield so that all of its models are within 3" of the transport and not within 1" of any enemy models – any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally (move, shoot, charge, fight, etc.) during the remainder of their turn. Note though, that even if you don't move disembarking units further in your Movement phase, they still count as having moved for any rules purposes, such as shooting Heavy weapons (pg 7).



EXAMPLE TURN

On these pages you will find an example turn of Warhammer 40,000. All six phases of a player's turn are described. In the examples shown below, it is the Death Guard player's turn, and we join the battle just as they are about to launch an assault upon a force of Space Marines.

1. MOVEMENT PHASE

The Death Guard player starts by moving their unit of Plague Marines. They have a Move characteristic of 5", and so are moved as close as possible towards the Space Marines.

The Death Guard player then moves their Malignant Plaguecaster, and decides this model should Advance...



2. PSYCHIC PHASE

The Death Guard only has a single psyker – the Malignant Plaguecaster. This model attempts to manifest the Smite power.

The Death Guard player takes a Psychic test by rolling 2D6, and scores a total of 6. This is greater than the power's warp charge value of 5, so the test is passed.

$$5 + 1 = 6$$

The closest enemy unit are the Intercessors. They suffer D3 mortal wounds. The Death Guard player rolls a 5, which means the Intercessor Squad loses 3 wounds, enough to kill one Intercessor and wound another.

$$5 \div 2 \text{ rounds to } 3$$



3. SHOOTING PHASE

The Death Guard player selects the unit of Plague Marines to shoot with. The Plague Marines will shoot with their boltguns, while the Plague Champion will throw a krak grenade.

The targets are 6" away, which is within range of the Plague Marines' **boltguns**. These are Rapid Fire 1 weapons, and so each fires twice at half range or less. The Death Guard player therefore rolls 8 dice to see if the shots hit. The Plague Marines' Ballistic Skill is 3+, so 6 shots hit and the others miss.



The Death Guard player then makes a wound roll for each hit. A **boltgun's** Strength of 4 equals the target's Toughness of 4, meaning a roll of 4+ is required to successfully wound the target. The Death Guard player rolls for each shot, four of which are successful. The Space Marine player will now need to make a saving throw for each.



One of the rolls is less than the Intercessor's Save characteristic of 3+, so the wound is allocated to the wounded Intercessor. A **boltgun** inflicts 1 point of damage on this model, which removes its last wound and it is slain. The other wounds are saved and bounce off the Space Marines' power armour.



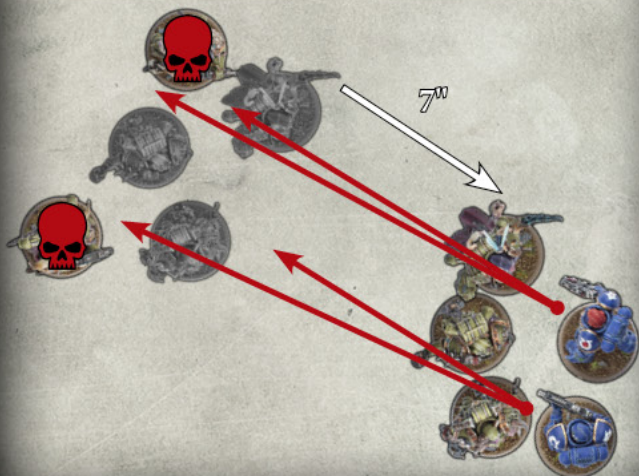
4. CHARGE PHASE

The Death Guard player chooses the Plague Marines to charge the Intercessors.

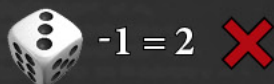
The Space Marine player fires Overwatch and makes 4 hit rolls. Models only hit on 6s when firing Overwatch, however both hits go on to wound, and then both saving throws are failed – two models are slain!



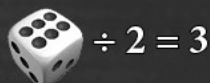
After resolving Overwatch, the Death Guard player rolls 2D6, scoring 7. The Plague Marines can charge 7" – enough to move within 1" of the Intercessors.



The Plague Champion then throws a **krak grenade**, which hits. This grenade has a Strength of 6, which wounds the Intercessors on a roll of 3+ as its Strength is greater than the Intercessors' Toughness. The Space Marine player then rolls a 3 for their saving throw, but must subtract 1 from the roll because the **krak grenade** has an AP characteristic of -1. The final result of 2 fails to protect the Space Marines.



A **krak grenade** inflicts D3 damage; the Death Guard player rolls a 6, inflicting 3 points of damage. This causes an Intercessor to lose both its wounds. As it is slain by this attack, the other point of damage is discarded and has no effect.



5. FIGHT PHASE

Units that charged always resolve their fights first. In this case, that means the Plague Marines unit fights first.

They start by piling in, each model moving up to 3" closer to the nearest model. All are now within 1" of an enemy.

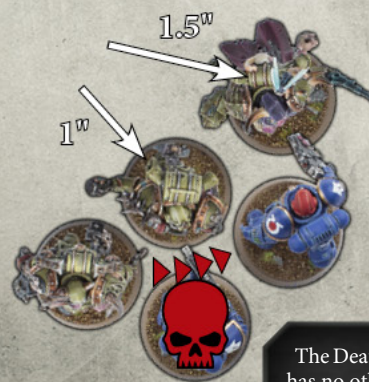


The Plague Marines will use their plague knives to make their close combat attacks against the Intercessor unit, but the Plague Champion, who has an Attacks characteristic of 2, chooses to make 1 close combat attack using his **plague sword**, and 1 using his **power fist**. The Death Guard player rolls 2 hit rolls for the plague knives (rolling a 3 and a 5), 1 for the **plague sword** (rolling a 3), and 1 for the **power fist** (rolling a 2).



Plague sword Power fist

The Plague Marines and the Plague Champion both have a Weapon Skill characteristic of 3+, so the attack made with the **power fist** misses, but all the others hit. After wound rolls and saving throws are taken, another Intercessor has been slain. The Plague Marine unit then **consolidates** ▶▶▶▶, one of its models moving closer to the nearest enemy model.



The Death Guard player has no other units that can fight, so the Space Marine unit fights, slaying a single Plague Marine in return.

6. MORALE PHASE

Both the Plague Marine unit and the Intercessors have suffered casualties during the turn, and so both have to take a Morale test.

The Death Guard player goes first, rolling a 6. Three Plague Marines died this turn, so 3 is added to the roll, for a total of 9. This exceeds the highest Leadership in the unit by 1 (the Plague Champion has a Leadership characteristic of 8), so 1 of the remaining models flees the battlefield.

The Space Marine player then takes a Morale test for the Intercessors, rolling a 3. When the number of casualties is added they have a total of 7. This is less than the unit's highest Leadership of 8 – the test is passed and no models flee.

The Death Guard turn is now complete, and the Space Marine player can now start their turn.

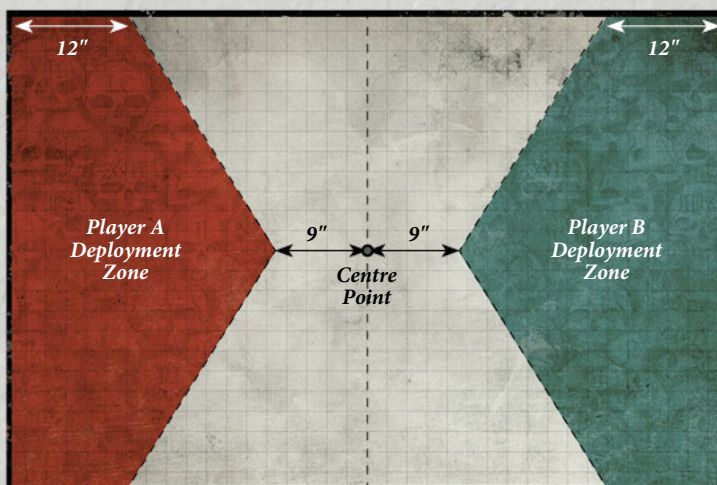
STANDARD DEPLOYMENT MAPS

These six standard deployment maps are referenced in the matched play missions in this section. When playing matched play missions, you must randomly select one of these deployment maps. To do so, one of the players simply rolls a D6 – you then use the deployment map that corresponds to the result. The mission will typically say which player makes this roll – if not, it is made by the youngest player.

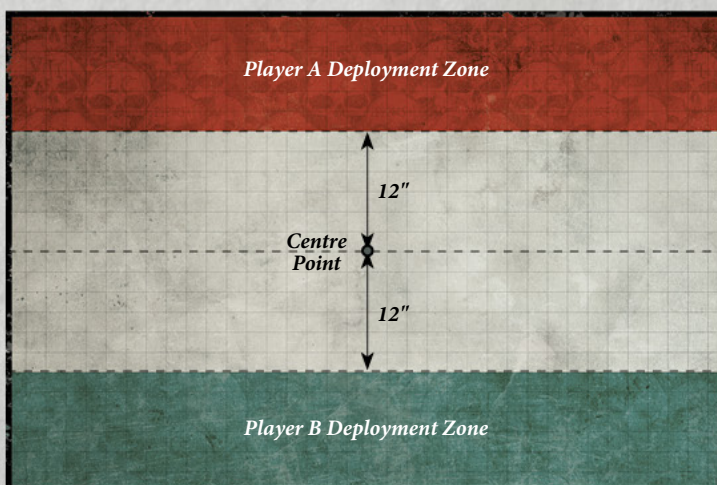


WE STAND AGAINST THE
RISING TIDE OF CHAOS.
NONE SHALL MOVE US,
OR LAY US LOW. OUR
FOES SHALL BATTER
THEMSELVES BLOODY
AGAINST THE FORTRESS
OF OUR CONTEMPT, AND
GRIND THEIR BONES
TO POWDER UPON THE
RAMPARTS OF OUR
DISDAIN. AND WHEN
THEY ARE NAUGHT BUT
DUST UPON THE WIND,
WE WILL REMAIN.?

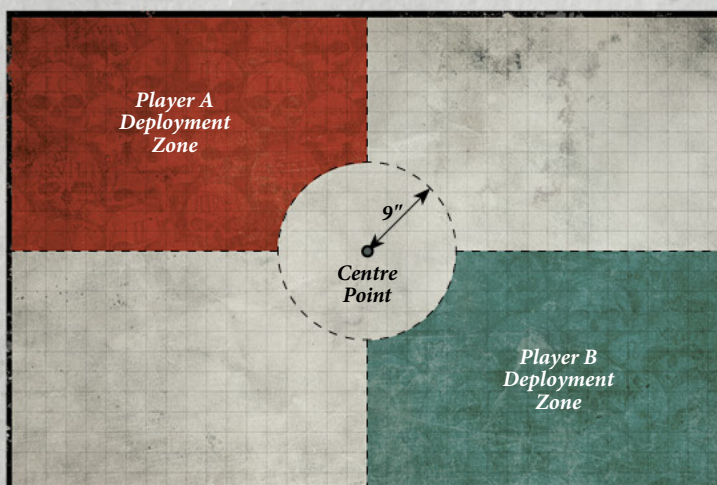
- Captain Lydoro,
Imperial Fists 4th Company



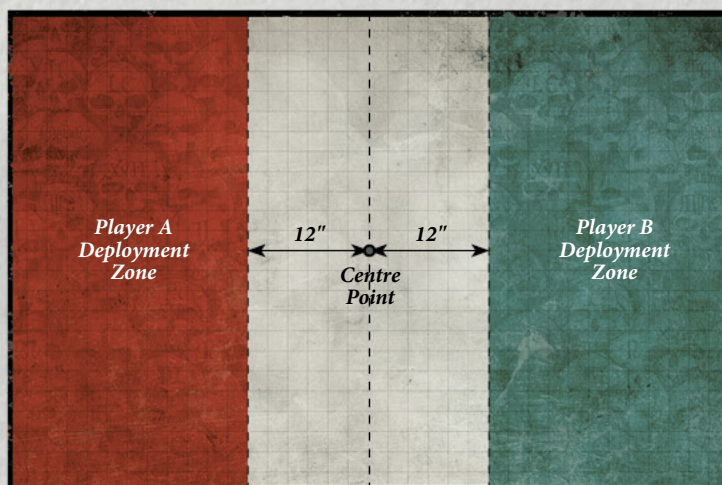
1. SPEARHEAD ASSAULT



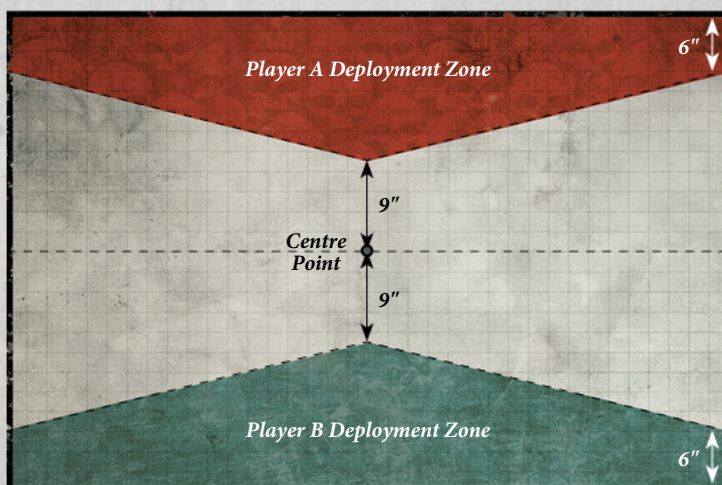
2. DAWN OF WAR



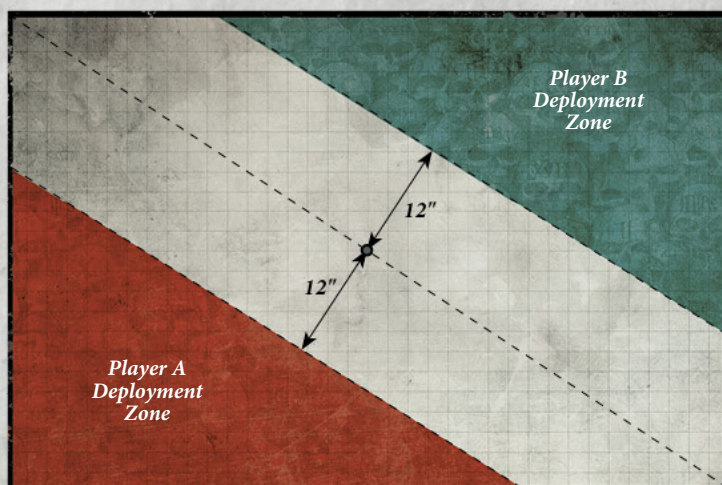
3. SEARCH AND DESTROY



4. HAMMER AND ANVIL



5. FRONT-LINE ASSAULT



6. VANGUARD STRIKE



'LET THE BLOOD FLOW
IN A CRIMSON TIDE.
LET IT POUR THROUGH
THEIR MEAGER FANES
AND DROWN THEIR
PRATING PRIESTS. LET
IT SWEEP AWAY THE
CORPSE-EMPEROR'S
PITIFUL ARMIES AND
SUBMERGE HIS ROTTING
WORLDS IN AN OCEAN
OF GORE. SO DEMANDS
MIGHTY KHORNE, AND
SO SHALL IT BE!'

- Ghadrax the Annihilator,
Champion of Khorne



CHOOSE MISSION

Matched play games use missions. You can simply agree with your opponent which set of matched play missions you wish to use, or you can roll off, and whoever rolls highest can choose which set to use.

Most matched play missions come in sets of six. Having picked the set you wish to use, you can either select one of the six missions, or roll a dice to randomly select one by using the appropriate table:

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of tactical or strategic import that both sides are attempting to secure. These can be represented by any appropriate markers, pieces of terrain or spare models that you have available, but nicely modelled bespoke ones are the most satisfying to use on your battlefield.

When measuring distances involving objective markers, always measure to and from the centre of the marker.

		ETERNAL WAR	MAELSTROM OF WAR
SOURCE	D6	MISSION	MISSION
Core Rules	1	Retrieval Mission	Cleanse and Capture
	2	No Mercy	Contact Lost
	3	The Scouring	Tactical Escalation
	4	Big Guns Never Tire	Spoils of War
	5	Secure and Control	Cloak and Shadows
	6	The Relic	Deadlock
Chapter Approved 2017 Chapter	1	Front-line Warfare	Kill Confirmed
	2	Resupply Drop	Targets of Opportunity
	3	Scorched Earth	Tactical Gambit
	4	Dominate and Destroy	Race to Victory
	5	Ascension	Sealed Orders
	6	Roving Patrol	Recon
Chapter Approved 2018	1	Vital Intelligence	Disruptive Signals
	2	Narrow the Search	Decapitation Strike
	3	Cut Off the Head	Strategic Gamble
	4	The Four Pillars	Tactical Cascade
	5	Supplies from Above	Visions of Victory
	6	Beachhead	Scars of Battle



MATCHED PLAY MISSION RULES

The following rules apply to all matched play games:

Battle Brothers

All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common. In addition, this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network. This has no effect on your Army Faction.



Boots on the Ground

When determining which player controls an objective marker, exclude all units that have the **Flyer Battlefield Role** – these units can never control objective markers.

Limits of Command

You cannot use the **Command Re-roll** Stratagem to affect Mission dice rolls. Mission dice rolls include any dice rolls that are made before the battle begins (such as those that determine who chooses deployment zones or who gets the first turn), those that must be made at the end of a battle round (such as rolls that determine if the battle ends) or any rolls that determine how many victory points are awarded to a player.

Psychic Focus

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, unless the psyker attempting to manifest *Smite* has either the **Brotherhood of Psykers** (see *Codex: Grey Knights*) or the **Brotherhood of Sorcerers** ability (see *Codex: Thousand Sons*), you must add 1 to the warp charge value of *Smite* for each attempt (whether successful or not) that has been made to manifest *Smite* during a given Psychic phase, to a maximum warp charge value of 11.

For example, if an **ORK** psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then the warp charge value of *Smite* is 7 for that attempt (note that if the psyker's psychic test is more than 10, it still inflicts D6 mortal wounds instead of D3 as normal).

Strategic Discipline

The same Stratagem cannot be used by the same player more than once during any single phase. This does not affect Stratagems that are not used during a phase, such as those used 'before the battle begins' or 'at the end of a battle round'.

Targeting Characters

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **CHARACTERS** with a Wounds characteristic of less than 10 when determining if the target is the closest enemy unit to the firing model.

This means that if any other enemy units (excluding other **CHARACTERS** with a Wounds characteristic of less than 10) are closer, whether they are visible or not, then the enemy **CHARACTER** cannot be targeted.

Understrength Support

Understrength units can only be included in Auxiliary Support Detachments.



ETERNAL WAR

RETRIEVAL MISSION

+++
ACROSS THE VASTNESS
OF SPACE, ALIEN RACES
PLOT THE DETHRONING
OF THE EMPEROR
AND THE DOWNFALL
OF HUMANITY. THIS
IS THE IMPERIUM'S
CALL TO ARMS AND
NOTHING SHALL STAND
IN THE WAY OF ITS
RIGHTEOUS CRUSADE.
+++

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must fight off the enemy while scouring the field to retrieve as many of these vital objectives as you can.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 4 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 4 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.



DEPLOYMENT

The player who placed the fourth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR NO MERCY

In a harsh and war-torn galaxy, there are many battles where there is only one goal – find your enemy, crush them utterly and take away their means to mount further resistance. Your mission is simple: kill as many enemy units as you can!

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. Victory points are achieved for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. This is in addition to the 1 victory point you score for each destroyed enemy unit.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
ACROSS THE VOID OF SPACE, MEN LIVE AS THEY
HAVE LIVED FOR MILLENNIA UPON THE SAND,
ROCK AND SOIL OF WORLDS BATHED IN THE
LIGHT OF ALIEN SUNS. SO IS HUMANITY'S SEED
CAST FAR AND WIDE BEYOND THE KNOWLEDGE
OF MAN, TO THRIVE BITTERLY IN THE DARKNESS,
TO TAKE ROOT AND CLING WITH ROBUST AND
SAVAGE DETERMINATION.
+++



ETERNAL WAR

THE SCOURING

Both sides are sweeping through the area, tasking recon units to identify sites of strategic import. However, not all sites are of equal worth – victory will go to the player who can secure the most valuable sites and cripple the enemy's ability to locate others.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 6 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 6 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

After all units have been set up, randomly select one of the objective markers, however you wish, to be the Superior objective marker, and a different objective marker to be the Inferior objective marker (see Take and Hold, right).

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth a number of victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. The Superior objective marker is worth 4 victory points, whilst the Inferior objective marker is only worth 1 victory point. All other objective markers are worth 2 victory points.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
THOUGH WE MAY
KNOW THE BITTER
TEARS OF DEFEAT,
WE TRUST IN THE
EMPEROR'S VICTORY.
+++

ETERNAL WAR

BIG GUNS NEVER TIRE

Both sides are attempting to secure a foothold in no man's land, spearheading the attack with overwhelming firepower. For the attack to be successful, your big guns must take up key positions on the battlefield and crush the enemy's heaviest weaponry.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 4 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 4 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the fourth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. Victory points are achieved for the following:

Key Positions: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent. However, if only one player has models from a Heavy Support unit within 3" of the centre of an objective marker, they control it regardless of the number of nearby enemy models.

Destroy the Big Guns: At the end of the game, each player receives 1 victory point for each enemy Heavy Support unit that has been completely destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. Should the Warlord be a Heavy Support unit, this is in addition to the 1 victory point you score from Destroy the Big Guns.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
GUNS AND WARRIORS
ARE USEFUL BUT IT IS
OUR INDOMITABLE
WILL THAT PROMISES
THE ULTIMATE
VICTORY.
+++

ETERNAL WAR

SECURE AND CONTROL

Both sides are attempting to capture the enemy base of operations or other similarly vital objective whilst defending their own. Success on the battlefield will require you to split your army into offensive and defensive forces.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

Then, starting with the player who chose their deployment zone, each player sets up a single objective marker anywhere in their own deployment zone – the centre of an objective marker cannot be within 6" of any edge of the battlefield.

The players then alternate deploying their units, one at a time, starting with the player who set up their objective marker last. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
SUCCESS IS MEASURED
IN BLOOD; YOURS OR
YOUR ENEMY'S.
+++



ETERNAL WAR

THE RELIC

Both sides are attempting to recover a valuable relic from the front lines. It might be vital battle plans or maps, an item of spiritual significance or some other irreplaceable artefact that must be recovered – no matter the cost.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain, then place a single objective marker at the centre of the battlefield to represent the Relic.



DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the battle, if a model from a player's army is carrying the Relic (see below), then that player wins a major victory. If the Relic is not being carried, then the player with a model closest to the Relic wins a minor victory. If both players have models equally close to the Relic, then the battle ends in a draw.

THE RELIC

An **INFANTRY** model can carry the Relic by moving into contact with it – that model then automatically picks it up. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which only happens if the model is slain or flees. A model with the Relic cannot embark in a **TRANSPORT**, leave the battlefield, or move further than 9" in any single phase for any reason.

+++
ALL HAIL THE MARTYRS! ON
THEIR BLOOD IS OUR IMPERIUM
FOUNDED, IN THEIR REMEMBRANCE
DO WE HONOUR OURSELVES.
+++

ETERNAL WAR

FRONT-LINE WARFARE

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.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then place four objective markers on the battlefield as follows. Starting with the player who won the earlier roll-off, the players alternate placing these objective markers until all four have been set up. The first objective marker set up by each player can be placed anywhere on the battlefield so long as the centre of the marker is at least 12" from the centre of the battlefield and both players' deployment zones. The second objective marker set up by each player must be placed in their own deployment zone. In both cases the centre of each objective marker must be more than 12" from the centre of any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players alternate deploying their units, one at a time, starting with the player who placed the fourth objective marker. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Seize and Control: At the end of the game, each objective marker is worth a number of victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. The number of victory points you receive for each objective marker you control depends on its location: the objective marker in your own deployment zone is worth 1 victory point, the objective marker in the enemy's deployment zone is worth 4 victory points, and the other two objective markers are each worth 2 victory points.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
IT IS BETTER TO
PLANT YOUR FLAG
ATOP A HILL OF
FALLEN HEROES,
THAN KEEP IT
FURLED AMIDST AN
ARMY OF COWARDS.
+++

ETERNAL WAR

RESUPPLY DROP

Braving the flak batteries of the foe, your best pilots are inbound with supplies to drop to your beleaguered forces. You must race your enemy to the prize, driving them away from the drop coordinates and seizing the supplies as they land.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players place six objective markers as follows. The players roll off and, starting with the winner, the players alternate placing these objective markers until all six have been set up. The objective markers can be placed anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

SUPPLIES INCOMING

At the start of the third battle round, the player who has the next turn selects three objective markers. These are the alpha objective markers. The remaining three are the beta objective markers. That player then randomly selects an alpha objective marker by rolling a D3 – the other two are removed from the battlefield. This is a Mission roll

(pg 67), so cannot be re-rolled by using the Command Re-roll Stratagem. At the start of their opponent's next turn, their opponent does likewise for the beta objective markers. After this is done, there should only be two objective markers remaining on the battlefield – these are the supplies both players must now control.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Secure Supplies: At the end of the game, each of the two objective markers left on the battlefield is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



ETERNAL WAR

SCORCHED EARTH

You are fighting for control of key strategic assets scattered throughout this region. However, while seizing these locations is undoubtedly valuable, destroying those crucial to your enemy is more important still, and will likely bring you victory.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players place six objective markers as follows. The players roll off and, starting with the winner, the players alternate placing these objective markers until all six have been set up. The objective markers can be placed anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Control or Raze: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. However, if an objective marker is within the enemy's deployment zone you can choose to raze it if you control it; doing so scores you D3 victory points instead of 1 but that objective marker is then removed from the battlefield.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
TRUE VICTORY LIES
NOT IN MERCY, BUT
IN THE WHOLESALE
ERADICATION OF
YOUR FOE.
+++

ETERNAL WAR

DOMINATE AND DESTROY

Sometimes it is not enough simply to defeat your enemy. Rather, you must humble them utterly, seizing control of the battlefield as though it is yours by right and smashing any foe foolish enough to challenge your claim.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players place six objective markers as follows. The players roll off and, starting with the winner, the players alternate placing these objective markers until all six have been set up. The objective markers can be placed anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and more than 6" from the edge of the battlefield.



DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the

first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Dominate the Battlefield: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. This is in addition to the 1 victory point you score for each destroyed enemy unit.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++
TODAY'S
BUTCHERED FRIEND
CANNOT BECOME
TOMORROW'S
HIDDEN FOE.
+++



ETERNAL WAR ASCENSION

You have learned of several vital locations where objects that grant great power can be acquired. The leaders of your army must seize this resource, while ensuring it is denied to the enemy's own champions.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then place three objective markers on the battlefield as follows. The first objective marker is set up at the centre of the battlefield. Then, starting with the player who determined the deployment map, the players each place one more objective marker; these can be set up anywhere on the battlefield so long as the centre of the marker is exactly 18" from the centre of the battlefield, at least 12" from both players' deployment zones and more than 12" from the centre of any other objective marker.

DEPLOYMENT

The players alternate deploying their units, one at a time, starting with the player who placed the third objective marker. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over.

At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Ascend: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. However, if only one player has any **CHARACTERS** within 3" of the centre of an objective marker, they control it regardless of the number of nearby enemy models. Furthermore, if a character controls the same objective marker for more than one of their turns consecutively, the number of victory points scored is increased; score 2 victory points at the end of your turn for an objective marker that has been controlled by the character for two of their turns consecutively, 3 victory points if it has been controlled by the character for three of their turns consecutively and so on.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
THERE ARE GREATER
GLORIES TO BE
KNOWN IN THIS
STRANGE AGE THAN
THE SIMPLE TRIUMPH
OF VICTORY.
+++

ETERNAL WAR

ROVING PATROL

Pushing forward through no-man's-land, your advance elements have identified crucial battlefield assets and begun the fight to seize them from the foe. With both forces pouring their reserves into the battle, it will escalate quickly...

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit. Each then divides their army into three forces, with as equal a number of units in each as possible, before rolling a D3 to randomly select one. This is the player's Starting Force. If a player has less than three units, randomly select a unit to be the Starting Force.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone. The players place 1 objective marker at the centre of the battlefield. Then, starting with the player who determined the deployment map, they each place one more objective marker in their deployment zone and more than 6" from any battlefield edge.

DEPLOYMENT

The players alternate deploying their Starting Force units, one at a time, starting with the player who placed the third objective. Their other units are not set up at the start of the battle. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

RESERVE FORCES

Any unit not set up at the start of the battle starts the game in Reserve. At the end of your first Movement phase, roll a D6 for each of your units in Reserve. On a 3+ that unit is set

up wholly within your deployment zone and wholly within 6" of any battlefield edge (units with abilities such as 'Teleport Strike' that allow them to arrive elsewhere may use these). If a unit is embarked within a **TRANSPORT**, they will arrive when their transport does (make one roll for the transport and the units inside). At the end of your second Movement phase, all of your units still in Reserve automatically arrive, and are set up as described above.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



ETERNAL WAR

VITAL INTELLIGENCE

Important tactical information must be captured. Several key data-terminals have been detected, but they have been damaged in the fighting and you cannot reliably tell when each will be processing the intelligence you need.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

The players first place five objective markers as follows: the first objective marker is placed in the centre of the battlefield. Next, four imaginary lines are drawn between the centre of the battlefield and each corner of the battlefield: another objective marker is placed halfway along each of these lines, until there are five objective markers on the battlefield in total. The players then roll off and the winner individually numbers the objective markers 1 through 5.

Once all the objective markers have been placed and numbered, the players then create the rest of the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first.

Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6 they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Capture the Data: At the start of each battle round, the player who had the first turn rolls a D6 (this cannot be re-rolled for any reason). On a 6, all objective markers are active for that battle round. On any other result, the objective marker which corresponds to the number rolled is active for that battle round. At the end of the battle round, each player scores a number of victory points equal to the number of objective markers they control. Each objective marker is worth 1 victory point; active objective markers are worth 2 victory points instead. In this mission, a player controls an active objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
KNOWLEDGE IS POWER;
POWER CORRUPTS.
+++

ETERNAL WAR

NARROW THE SEARCH

Orbital scanners are locating a powerful relic. You must secure the area while they narrow their scans to its exact location, for it is hidden by a disruptive null field. The enemy is hunting it too, however, and must be driven away from the final location.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players then place one objective marker in the centre of the battlefield.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first.

Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

NULL FIELD

Invulnerable saving throws cannot be made for units that are within 12" of the objective marker.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Zeroing In: At the end of each battle round, the player who controls the objective marker scores 1 victory point. A player controls the objective marker if they have more models within the specified distance of it than their opponent does. At the end of battle round 1, this distance is 18", and it shrinks by 3" at the end of each battle round, to a minimum of 3". So the player with the most models within 15" of the centre of the objective marker at the end of battle round 2, within 12" at the end of battle round 3, and so on, controls the objective marker.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++

THOSE WITH PURPOSE
DO NOT NEED
UNDERSTANDING. FOR
THE EMPEROR SEEKS
MOST THEY WHO OBEY
WITHOUT QUESTION.

+++

ETERNAL WAR

CUT OFF THE HEAD

Your commanders were gathering for a crucial tactical meeting when battle was joined. Your leaders must survive to preserve the information they carry, or else transmit it back to headquarters, whilst preventing the enemy commanders from doing so.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

Each player then allocates 3 Intel Points, as evenly as possible, between the **CHARACTERS** in their army, and notes this down on their army roster. If your army has no **CHARACTERS**, 1 Intel Point is instead allocated to your Warlord.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players then place one objective marker in the centre of the battlefield.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first.

Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game

is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Crucial Intel: At the end of the third battle round, and at the end of each battle round thereafter, each player adds up the number of Intel Points allocated to models from their army that are currently on the battlefield, or that are currently embarked within a **TRANSPORT** that is on the battlefield; this is the number of victory points that player scores.

Transmit Intel: Starting from the second battle round, a player scores 1 victory point if they control the objective marker at the start of their turn. A player controls this objective marker if they have more **CHARACTERS** that have had Intel Points allocated to them within 3" of the objective marker than their opponent does (other units cannot control objective markers; ignore them when determining who controls the objective marker in this mission).

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
BY SHOWING THE
ENEMY THE SEVERED
HEAD OF THEIR LEADER,
YOU SHOW THEM ALSO
THE STRENGTH OF
THE EMPEROR.
+++

ETERNAL WAR

THE FOUR PILLARS

Strange and ancient alien pillars dominate this battlefield. While these are in your possession, their energies can be siphoned off and stored to power weapons of unimaginable destruction.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

First the players place four objective markers as follows. Draw imaginary lines from the centre of the battlefield towards each corner of the battlefield and place an objective marker 15" from the centre of the battlefield along each of these lines.

Once all the objective markers have been placed, the players then create the rest of the battlefield and set up terrain.



DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Siphon Power: At the end of each battle round, if one player controls more objective markers than their opponent, they score 1 victory point. If they control all four objective markers, they score 3 victory points instead. A player controls an objective marker if they have more models with the Troops Battlefield Role within 3" of it than their opponent does (other units cannot control objective markers; ignore them when determining who controls each objective marker in this mission).

No Prisoners: At the end of each battle round, a player scores 1 victory point if more units from their opponent's army were destroyed during that battle round than from their own army.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++
ABSOLUTE TYRANNY IS
A SMALL PRICE TO PAY
FOR VICTORY.
+++



ETERNAL WAR

SUPPLIES FROM ABOVE

Valuable supplies are being delivered in slow-fall drop canisters. You must secure the landing sites, although these are hard to judge from the ground, so your forces must be ready to react and secure them while driving the enemy away from these locations.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players then roll off and, starting with the winner, alternate placing objective markers until four have been placed. Each objective marker can be placed anywhere on the battlefield, as long as each is more than 12" from any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off again and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

DRIFTING ON THE WIND

At the start of each battle round, starting with the player who has the first turn, alternate picking objective markers; for each objective marker, each player rolls a D6. The player who scores highest can move that objective marker up to 3" (they can be moved over models and terrain, but they cannot end the move on top of models, and cannot leave the battlefield – if they would, reduce the distance they are moved by the minimum amount necessary). If the results are tied, that marker is not moved this battle round. The players should

then repeat this process for each of the other objective markers.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Secure Supplies: Starting from the second battle round, each player scores 1 victory point for each objective marker they control at the start of their turn. A player controls an objective marker if they have more models within 3" of it than their opponent does. However, if only one player has models that can FLY (excluding those with the Flyer Battlefield Role) within 3" of the objective marker, they control it, regardless of the number of nearby enemy models.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
WE SEEK NOT PROGRESS
OR UNDERSTANDING, BUT
ONLY VICTORY IN THE
NAME OF THE EMPEROR.
+++

ETERNAL WAR BEACHHEAD

You must capture a key point in enemy territory while securing your own borders against their attacks. If you seize the enemy's territory but lose your own, there is no advantage gained.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players place one objective marker in the centre of the battlefield.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13), then picks one of the deployment zones for their army and sets up an additional objective marker within it. Their opponent uses the other deployment zone, and likewise sets up an additional objective marker within it. Neither of these objective markers can be set up within 8" of any battlefield edge or within 12" of any other objective marker.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.



FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Push Them Back: Starting from the second battle round, each player scores a number of victory points for each objective marker they control at the start of their turn. A player scores 1 victory point if they control the objective marker in their own deployment zone, 2 victory points if they control the objective marker in the centre of the battlefield, and 3 victory points if they control the objective marker in their opponent's deployment zone. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



MAELSTROM OF WAR

CLEANSE AND CAPTURE

The evidence of war can be clearly seen all across the battlefield as the wounded cry for aid and vital resources are at risk of falling into enemy hands. Search for and recover these artefacts at all costs and eliminate any enemy forces that dare oppose you.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed in the Tactical Objectives section of the Warhammer 40,000 rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.



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. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++
BETWEEN THE STARS
THE ANCIENT UNSEEN
ENEMIES OF MANKIND
WAIT AND HUNGER.
EVERY VOYAGE INTO
THE NOTHING IS A
CONFRONTATION WITH
HORROR, WITH THE
IMPLACABLE THINGS OF
THE WARP, AND WITH
MAN'S INNERMOST FEAR.
+++

MAELSTROM OF WAR

CONTACT LOST

All contact with command has been lost and the enemy are doubtless advancing towards your position. Secure sites of tactical import to re-establish communications with all due haste and engage any hostile forces encountered with extreme prejudice.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed in the Tactical Objectives section of the Warhammer 40,000 rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. Each player generates 1 Tactical Objective at the start of their first turn. In subsequent turns, if a player has fewer than 6 active Tactical Objectives, they must generate 1 Tactical Objective for each objective marker they control (to a maximum of 6 active Tactical Objectives).

STRATAGEMS

In this mission, players can use Command Points (CPs) to use the following Stratagem:

3CP

TEMPORARY COMMS UPLINK

Stratagem

Provided you have fewer than 6 active Tactical Objectives, you can use this Stratagem to immediately generate 1 extra Tactical Objective.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++
IN AN HOUR OF
DARKNESS A BLIND MAN
IS THE BEST GUIDE. IN
AN AGE OF INSANITY
LOOK TO THE MADMAN
TO SHOW THE WAY
+++

MAELSTROM OF WAR

TACTICAL ESCALATION

What began as a simple raid has long since escalated into full-blown battle, as both sides commit more and more forces to the fray. With every moment that passes, more combatants engage the enemy and another mission-critical target is identified.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed in the Tactical Objectives section of the Warhammer 40,000 rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer active Tactical Objectives than the current battle round number, they must generate Tactical Objectives until they have a number equal to the current battle round number.

TACTICAL PRIORITY

At the start of the first battle round, but before the first turn begins, each player nominates a single Tactical Objective type (e.g. Take and Hold). You score an additional victory point for each Tactical Objective of that type you achieve. However, you lose a victory point each time you discard a Tactical Objective of that type.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. In addition to achieving Tactical Objectives, victory points are achieved for the following:

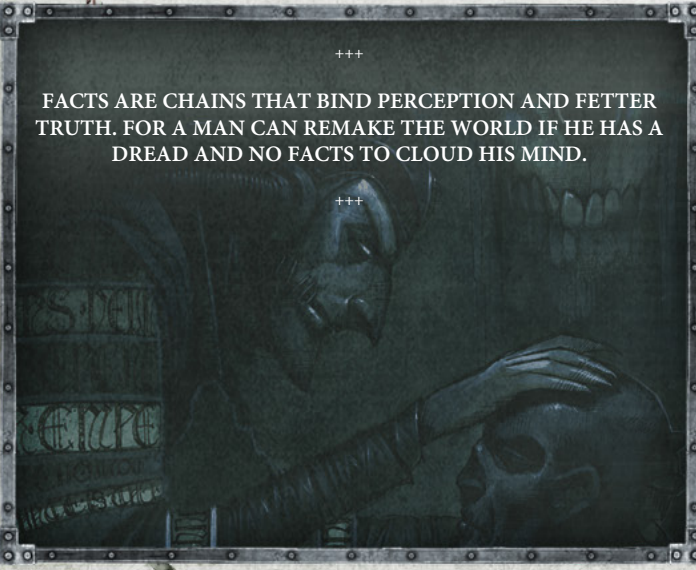
Mission Priorities: If, at the end of the game, one player has achieved more Tactical Objectives of their nominated type (see Tactical Priority, above) than their opponent has of their own nominated type, that player receives 1 additional victory point.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
FACTS ARE CHAINS THAT BIND PERCEPTION AND FETTER TRUTH. FOR A MAN CAN REMAKE THE WORLD IF HE HAS A DREAD AND NO FACTS TO CLOUD HIS MIND.
+++



MAELSTROM OF WAR

SPOILS OF WAR

A vital resupply convoy has been intercepted and its cargo lost in the deserted ground of no man's land. You must reclaim these spoils of war before the enemy can reach them, whilst inflicting as much damage upon the foe as possible.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed in the Tactical Objectives section of the Warhammer 40,000 rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

PRECIOUS CARGO

In this mission, both players can achieve any active Tactical Objective titled 'Secure Objective X', where X is a number between 1 and 6, regardless of which player generated it. In addition, these Tactical Objectives can only be discarded when achieved.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Steal the Loot: If, at the end of the game, one player has achieved more 'Secure Objective X' Tactical Objectives (see Precious Cargo, above) than their opponent has, that player receives 1 additional victory point.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++
WE DO NOT HATE THE
ALIEN BECAUSE HE IS
DIFFERENT, WE HATE
THE ALIEN BECAUSE HE
HAS NAUGHT BUT HATE
IN HIS HEART FOR US.
+++

MAELSTROM OF WAR

CLOAK AND SHADOWS

Enemy patrols are operating in this area, searching the battlefield for some critical objectives. Scout the area under cover of darkness and discover their plans, but be sure not to reveal your own goals. If you can deny the enemy's objectives whilst achieving yours, victory will be assured.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed in the Tactical Objectives section of the Warhammer 40,000 rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

SECRET ORDERS

In this mission, players keep their Tactical Objectives secret from each other. Only reveal Tactical Objectives when achieving them.

COVER OF DARKNESS

When rolling to hit in the Shooting phase, subtract 1 from the roll if the target is more than 18" away.

STRATAGEMS

In this mission, players can use Command Points (CPs) to use the following additional Stratagem:

1CP

FLARES

Stratagem

Select an enemy unit. For the duration of your turn, your units can shoot at that unit without penalty from Cover of Darkness.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

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. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR DEADLOCK

Months of bitter fighting have ended in a deadlock, but a fleeting opportunity has arisen for you to strike a devastating blow against the enemy to tip the balance of the war. Strike hard and fast, for with every moment you delay, your tactical options dwindle and the chance for victory slips away.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed in the Tactical Objectives section of the Warhammer 40,000 rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. Each player generates 6 Tactical Objectives at the start of their first turn. In the second battle round, players may have 5 active Tactical Objectives, in the third battle round they may have 4, and so on. If a player has too many active Tactical Objectives at the start of their turn, they must discard Tactical Objectives until they have the correct number. If a player has fewer than the correct number of Tactical Objectives at the start of their turn, they must generate Tactical Objectives until they have the correct number.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

STRATEGIC DEADLOCK

From the start of the third battle round, the Command Point cost of all Stratagems used by players is doubled.

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. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



TO A SPACE MARINE
THE BOLTGUN IS FAR
MORE THAN A WEAPON,
IT IS AN INSTRUMENT
OF MANKIND'S
DIVINITY, THE BRINGER
OF DEATH TO HIS FOES,
WHOSE HOWLING
BLAST IS A PRAYER TO
THE GODS OF BATTLE.

MAELSTROM OF WAR

KILL CONFIRMED

Amidst the madness of battle, the order comes through: the enemy's forces must be eliminated at all costs. You must spare no effort in neutralising your foe's warriors as quickly as you can, for they are trying to do the same thing to you.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

KILL ORDER

In this mission, Tactical Objectives that are achieved when an enemy unit is destroyed can only be discarded when they are achieved, unless they are impossible to achieve (e.g. if you generated 'Witch Hunter', but your opponent no longer has any **PSYKERS** left in their army, you can choose to discard it at the end of your turn in the usual way).

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. This is in addition to the 1 victory point you score for each destroyed enemy unit.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
EVERY BULLET YOU
FIRE, EVERY BLADE
YOU SWING THAT
SLICES THE ENEMY'S
FLESH, IS A PRAYER TO
THE GODS OF WAR.
+++



MAELSTROM OF WAR

TARGETS OF OPPORTUNITY

At the battle's bleeding edge, you alone can seize the split-second opportunities that make the difference between victory and defeat. You must out-manoeuvre and out-think your enemy, and snatch victory out of their very hands.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone. The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. At the start of a player's turn, after discarding all active Tactical Objectives as described in the Opportunity Lost rule below, they generate 3 new Tactical Objectives.

OPPORTUNITY LOST

At the start of each player's turn, before generating new Tactical Objectives, all of their remaining active Tactical Objectives are discarded – the window of opportunity to achieve these has been lost. This essentially means that a player only has a single turn to achieve any Tactical Objective they generate.

STRATAGEM

In this mission, players can spend Command Points (CPs) to use the following Stratagem:

2CP

SECOND CHANCE

Maelstrom of War Stratagem

Use this Stratagem at the start of your turn, before discarding your Tactical Objectives. Select one active Tactical Objective; that one will not be discarded due to the Opportunity Lost rule. You still generate 3 new ones after the others have been discarded (for a total of 4).

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++

HOPE IS THE OPIATE
OF THE WEAKLING
AND THE FOOL.
THE FAITHFUL MAN
NEEDS NO SUCH
EMPTY PROMISES.

+++

MAELSTROM OF WAR

TACTICAL GAMBIT

Sometimes, victory goes to the commander most willing to take a big risk, and most able to see it through to a successful conclusion. You must now do both, while ensuring that you sabotage your enemy's attempts to do the same.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone. The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

THE GAMBIT

At the start of each player's turn, before generating new Tactical Objectives (see below), the player must declare how many they think they can achieve before the start of their next turn: 1, 2, 3 or 4 (you cannot declare 0).

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4. Players must not generate new Tactical Objectives until after they have declared their gambit for this turn, as described above.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Bold Gamble: At the end of each player's turn, that player must count how many Tactical Objectives they achieved during their turn and compare it to the number they declared they would achieve at the start of the turn. If they have achieved at least that many Tactical Objectives, they score a number of victory points equal to the number they declared. If they achieved less, however, their opponent scores that many victory points. Note that Tactical Objectives achieved during your opponent's turn do not count towards the total for your turn (you still score the Victory Points awarded by the Tactical Objective itself, but they can't help you achieve your gambit for the turn).

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
THE IMPOSSIBILITY
OF VICTORY IS
NO EXCUSE FOR
THE DERELICTION
OF DUTY.
+++

MAELSTROM OF WAR

RACE TO VICTORY

Doom approaches, and you must seize victory before it descends. A plummeting meteorite, an onrushing swarm or the detonation of a viral warhead; whatever the threat, you must beat it – and your opponent – to the punch.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

BATTLE LENGTH

In this mission, the players are attempting to achieving 10 Tactical Objectives before their opponent. The game ends at the end of the battle round in which either player has achieved 10 or more Tactical Objectives.

Otherwise, at the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over, even if neither player has achieved 10 Tactical Objectives. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over, even if neither player has achieved 10 Tactical Objectives. The battle automatically ends at the end of battle round 7, regardless of how many Tactical Objectives have been achieved.

Designer's Note: *The target of 10 Tactical Objectives assumes that players are using armies with a points limit between 1,001 and 2,000. If the points limit is less than this, reduce the target to 8 Tactical Objectives. If it is more, increase it to 12.*

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Glory to the First: The first player to achieve their tenth Tactical Objective scores 3 victory points.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++

NO AMOUNT OF
PLANNING AND
FORETHOUGHT CAN
COUNTER SUFFICIENT
BELLIGERENT ZEAL.

+++

MAELSTROM OF WAR SEALED ORDERS

You face a true strategic challenge. With your orders filtering through in coded parcels, and only your success unlocking the next part of the plan, you must achieve your objectives at all costs or be left as a failure in the dust of the battlefield.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone. The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up their army.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. At the start of each player's first turn, they generate 6 Tactical Objectives. If, at the start of a player's subsequent turn, they have no active Tactical Objectives remaining, they must generate new Tactical Objectives. The first time a player runs out of Tactical Objectives they generate 5 new ones. The second time they run out they generate 4 new ones, and so on.

SECRET ORDERS

In this mission, players keep their Tactical Objectives secret from each other. Only reveal Tactical Objectives when achieving them.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

STRATAGEM

In this mission, players can spend Command Points (CPs) to use the following Stratagem:

1CP

ACCEPTABLE LOSSES

Maelstrom of War Stratagem

Use this Stratagem at the end of your turn to discard up to 3 of your active Tactical Objectives.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ASK NOT WHY YOU
MUST SERVE. ASK NOT
HOW. ASK ONLY FOR
THE CHANCE TO DO
SO, AND TO DIE AT
DUTY'S END.

MAELSTROM OF WAR RECON

While moving through no-man's-land, you have located a site of surprising strategic importance. Reinforcements are rushing to help you claim this prize for yourself, but your enemy is striving just as hard to rip it from your grasp.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit. Each then divides their army into three forces, with as equal a number of units in each as possible, before rolling a D3 to randomly select one. This is the player's Starting Force. If a player has less than three units, randomly select a unit to be the Starting Force.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players alternate deploying their Starting Force units, one at a time, starting with the player who did not pick their deployment zone. Their other units are not set up at the start of the battle. A player's models must be set up wholly within their deployment zone. Continue setting up units until both sides have set up.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

RESERVE FORCES

Any unit not set up at the start of the battle starts the game in Reserve. At the end of your first Movement phase, roll a D6 for each of your units in Reserve. On a 3+ that unit is set up wholly within your deployment zone and wholly within 6" of any battlefield edge (units with abilities such as 'Teleport Strike' that allow them to arrive elsewhere may use these). If a unit is embarked within a **TRANSPORT**, they will arrive when their transport does (make one roll for the transport and the units inside). At the end of your second Movement phase, all of your units still in Reserve automatically arrive, and are set up as described above.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



MAELSTROM OF WAR

DISRUPTIVE SIGNALS

In the chaos of battle, orders will often be disrupted by the enemy, misinterpreted, or undelivered, leaving even the soundest strategy at risk of failure – an experienced commander knows never to rely on a single plan.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives (inform your opponent of your choice). If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

STRATAGEM

Players can use the following Stratagem:

1CP

SIGNAL INTERRUPT

Maelstrom of War Stratagem

Use this Stratagem after your opponent generates Tactical Objectives. Select one of their active Tactical Objectives – it can't be achieved this turn.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
THERE WILL ALWAYS
BE SHADOWS, BUT NO
DARKNESS CAN SURVIVE
THE BLINDING LIGHT OF
THE EMPEROR'S HATE.
+++

MAELSTROM OF WAR

DECAPITATION STRIKE

If you want to disrupt your opponent's plans, kill their leaders. For each commander you slay, a portion of the enemy's strategy crumbles away, until your forces sweep them aside.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. At the start of a player's turn, they must generate 3 Tactical Objectives. A player cannot have more than 6 active Tactical Objectives at any one time (stop generating new Tactical Objectives if a player reaches this limit).

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives (inform your opponent of your choice). If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling

dice, they must immediately generate a new Tactical Objective to replace it.

HIGH VALUE TARGETS

Each time a CHARACTER is slain, the controlling player must randomly select one of their active Tactical Objectives and discard it. If a Warlord is slain, the controlling player must instead randomly select D3 of their active Tactical Objectives and discard all of them.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



MAELSTROM OF WAR

STRATEGIC GAMBLE

Often success in battle will come down to being in the right place at the right time, and hardened veterans know well that a daring manoeuvre can turn the tide of an entire war.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives (inform your opponent of your choice). If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

TAKE A CHANCE

At the start of each player's turn, after they have generated new Tactical Objectives (if any), that player can choose to discard 2 of their Tactical Objectives to generate a new one. If that player is able to achieve the newly generated Tactical Objective by the end of this turn, they score double the number of victory points for that Tactical Objective.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
HOPE IS WORTHLESS.
WHAT IS REQUIRED IS
RESOLUTION.
+++

MAELSTROM OF WAR

TACTICAL CASCADE

Victories can often lead to overconfidence. For every success, more responsibility will be placed upon your shoulders. You will need to adapt to this greater responsibility, or be buried by it.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives (inform your opponent of your choice). If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. At the start of a player's first turn, they must choose 2 Tactical Objectives – they automatically generate these Tactical Objectives. At the start of each of their turns after their first,

they must generate 2 Tactical Objectives for each Tactical Objective they achieved in the previous battle round; a player cannot generate more than 6 a turn.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

The battle ends immediately once a player has achieved their 25th Tactical Objective. Otherwise, at the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Burden of Command: Each player loses 1 victory point for every 3 active Tactical Objectives they still have (rounding down) at the end of the battle.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++

WITHOUT PURPOSE
AND DIRECTION, ZEAL
IS WASTED. LET THE
EMPEROR'S HATE BE
YOUR GUIDE.

+++

MAELSTROM OF WAR

VISIONS OF VICTORY

Communications have broken down. Unable to reach any higher authority, you must rely on the advice of your ambitious subordinates to best direct your forces. You can only hope that their advice is well informed.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives. If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

UNRELIABLE ADVICE

Whenever a player is required to generate a Tactical Objective, they must instead generate two Tactical Objectives and their opponent selects which one they must keep. The other one is discarded, but can potentially be generated again later in the battle.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
IN AN HOUR OF
DARKNESS A BLIND MAN
IS THE BEST GUIDE. IN AN
AGE OF INSANITY LOOK
TO THE MADMAN TO
SHOW THE WAY.
+++

MAELSTROM OF WAR

SCARS OF BATTLE

The battle has raged long and hard. Your communications are unreliable, vital equipment has been lost and even the warriors under your command are fatigued beyond measure. Despite this, a vital opportunity to defeat the foe has arisen. Seize it!

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place six objective markers, as detailed in the Tactical Objectives section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

The players roll off and the winner determines which of the standard deployment maps is used in the battle (pg 13) and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

LOST COMMUNICATIONS

At the start of the first battle round, but before the first turn begins, each player rolls a D6. On a 1, that player cannot generate Tactical Objectives numbered 11-16 in this mission, on a 2 that player cannot generate Tactical Objectives numbered 21-26, and so on. If a player is using Tactical Objective cards, remove these cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle

by rolling dice, immediately generate a new Tactical Objective to replace it.

REFINED STRATEGY

Before the battle begins, each player selects up to 6 of their Tactical Objectives. If they are using Tactical Objective cards, remove the selected cards from their deck; otherwise, if that player generates one of the selected Tactical Objectives during the battle by rolling dice, they must immediately generate a new Tactical Objective to replace it.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
THE EMPEROR WILL NOT
JUDGE YOU BY YOUR
MEDALS AND DIPLOMAS;
HE WILL JUDGE YOU BY
YOUR SCARS.
+++



BATTLE-FORGED ARMIES

All armies, from the contingents of the T'au to the warbands of the Orks, are – to a greater or lesser extent – structured forces. This section explains how you can organise your units into **Detachments**; a group of units that fight together and gain a strategic or tactical bonus for doing so.

If a mission you are playing instructs you to select a Battle-forged army, it means that you must organise all the units in your army into **Detachments**.

An army can include any number of **Detachments** and you can mix them together however you like. On the following pages you will find several **Detachments** that can be used with any army, and more will be published in other sources.

To include a particular **Detachment** in your army, simply organise some or all of your units so that they fit within the restrictions and limitations detailed for that particular **Detachment**. A unit cannot belong to more than one **Detachment**, and you will often need to use additional information found on a unit's datasheet, such as **Faction** and **Battlefield Role** (see below and right) to determine where it fits in a **Detachment**.

Each **Detachment** may contain the following information:

Battlefield Role Slots: These show the number of units of each **Battlefield Role** (see right) that you must, or may, include in the **Detachment**.

Dedicated Transports: This details how many **Dedicated Transport** units the **Detachment** can include (if any).

Restrictions: This lists any restrictions that apply to the types of units you may include in the **Detachment**.

Command Benefits: This lists any bonuses that apply if you include this **Detachment** in your army.

FACTIONS

All units belong to one or more **Factions** that fight across the galaxy. A unit's **Faction** is important when building a Battle-forged army because all units in a given army must share at least one **Faction**. Further, this **Faction** cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI**, or **TYRANID**. A unit's **Factions** will be listed in the keywords section of its datasheet.

For example, a Space Marine Captain has the **IMPERIUM**, **ADEPTUS ASTARTES**, and **<CHAPTER>** keywords. This means that if a Space Marine Captain was part of a Battle-forged army, all other units in that army must be from the **Adeptus Astartes** or **Chapter Factions**.



BATTLEFIELD ROLE

However you choose your army, all units have a Battlefield Role, which is typically shown as a symbol. Apart from providing a useful overview of the types of duties a unit is meant to perform, the role is also of importance when it comes to using Detachments. The most common Battlefield Roles are shown here.



HQ



Troops



Elites



Fast Attack



Heavy Support



Dedicated Transport



Flyer



Fortification



Lord of War



BATTLEFIELD ROLE SLOTS

This section of a Detachment's rules lists the minimum and maximum number of units in each Battlefield Role that you must or may include in the Detachment.

The icons on a Detachment are referred to as slots. Each slot will typically specify a single Battlefield Role. Each slot allows you to take one unit. Red icons are compulsory selections – you must take at least this many units of the appropriate Battlefield Role to include the Detachment in your army. Grey icons are optional selections – you can include up to this number of units with the appropriate Battlefield Role when including the Detachment in your army. Any further units of the same Battlefield Role will need to be taken in a different Detachment. For example, in order to take a Battalion Detachment – which you can see on the facing page – you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.

Occasionally, a Detachment slot will specify two or more Battlefield Roles, in which case any unit that has one of the specified roles may be taken in that slot. Rarely, a slot will not specify a Battlefield Role, in which case any type of unit can be taken, or it will specify a particular unit or units, in which case only those may be taken.

UNDERSTRENGTH UNITS

Each unit's datasheet will describe how many models make up that unit. Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in your army with as many models as you have available.

If you are using points, you must still pay the points cost as if you had a minimum-sized unit, even though it contains fewer models. An understrength unit still takes up the appropriate slot in a Detachment.

RESTRICTIONS

This section of a Detachment's rules lists any additional restrictions that apply to the units you can include as part of the Detachment. If a datasheet does not adhere to a particular restriction, it cannot be included as part of the Detachment. The most common restriction is that all of the units included in a Detachment must be from the same Faction.

COMMAND BENEFITS

This section of a Detachment's rules lists any bonuses that apply if you include the Detachment in your army. Typically, the inclusion of a Detachment will increase the total number of Command Points your army has available to spend on Stratagems.

COMMAND POINTS

When you build a Battle-forged army, it will have a number of Command Points. These can be spent to utilise Stratagems – each of which represents a strategic or tactical asset available to your army.

All Battle-forged armies start with 3 Command Points. The simplest way to accrue more Command Points is to take more Detachments – many of which increase your total number of Command Points.

You can spend Command Points to use a Stratagem before or during a battle. Each time you use a Stratagem, reduce your Command Points total by the appropriate amount. If you do not have enough Command Points for a specific Stratagem, you cannot use it. Unless otherwise noted, you can use the same Stratagem multiple times during the course of a battle.

The different Stratagems available to players depend on the mission they are playing. Players can always use the three Stratagems presented below, but some missions, battlezones and expansions may introduce additional Stratagems to your battles.

STRATAGEMS

If a player has a Battle-forged army, they may spend Command Points (CPs) to use the following Stratagems in any mission they play.

1CP

COMMAND RE-ROLL

Stratagem

You can re-roll any single dice.

2CP

COUNTER-OFFENSIVE

Stratagem

This Stratagem is used right after an enemy unit that charged has fought. Select one of your own eligible units and fight with it next.

2CP

INSANE BRAVERY

Stratagem

You can automatically pass a single Morale test (this Stratagem must be used before taking the test).

PATROL DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: None.

BATTALION DETACHMENT

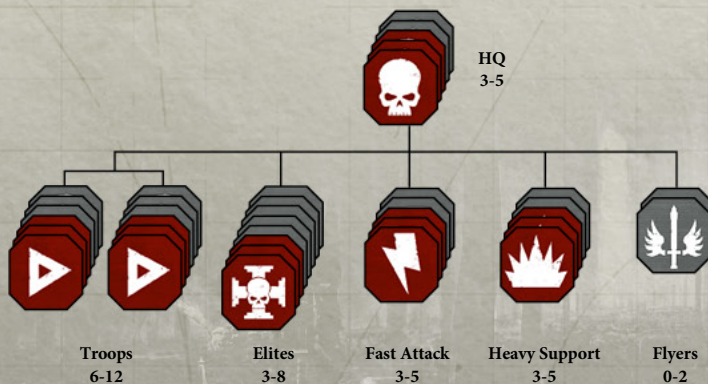


Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +5 Command Points.

BRIGADE DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +12 Command Points.

STRATAGEMS

If the mission uses Tactical Objectives, a player can use Command Points (CPs) to use the following bonus Stratagem:

2CP

NEW ORDERS

Stratagem

Use this Stratagem after generating your Tactical Objectives at the start of your turn. Immediately discard a Tactical Objective and generate a new one.

VANGUARD DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SPEARHEAD DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

OUTRIDER DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPREME COMMAND DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPER-HEAVY DETACHMENT



3-5 Lords of War

Restrictions: All units must be from the same Faction.

Command Benefits: +3 Command Points.

AIR WING DETACHMENT



3-5 Flyers

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPER-HEAVY AUXILIARY DETACHMENT



1 Lord of War

Restrictions: None.

Command Benefits: None.

FORTIFICATION NETWORK



1-3 Fortifications

Restrictions: None.

Command Benefits: None.

AUXILIARY SUPPORT DETACHMENT



Restrictions: This Detachment can only include a single unit.

Command Benefits: -1 Command Point. Note that unlike other Detachments, you lose 1 Command Point for each Auxiliary Support Detachment in your army. These are deducted from your total after adding up the bonuses from all other sources.