

MAELSTROM OF WAR

During the heat of battle, mission objectives can change in the blink of an eye. Troops once held in defensive positions are ordered to attack. Objectives once deemed inconsequential are now high priority. These new rules let you experience the ever-changing face of war.

Maelstrom of War games are another way to enjoy matched play games of Warhammer 40,000. They offer varied and dynamic gameplay experiences with the players' objectives changing regularly throughout the battle, forcing them to adapt and overcome as they try to best their opponent.

Over the next twelve pages, you will find brand-new beta rules for playing Maelstrom of War games. These rules include six missions, four Stratagems and six sets of Tactical Objectives that will test your tactical acumen to the limit. Good luck, commander – you're going to need it in the Maelstrom of War!

Beta Rules – Maelstrom of War

We are always looking to try out new ideas that we think will make Warhammer 40,000 even better than it is, and the same is true for the Maelstrom of War missions from eighth edition. While it's perfectly possible to use those rules to play a mission in ninth edition, we wanted to try out something that was purposefully different to the previous iteration. Sometimes, when we are exploring new rules possibilities like this, we have found that publishing them first as 'beta' rules has been a very successful part of the development process. So what is a beta rule? These are experimental rules that we believe will improve the overall experience of the game and, to that end, we invite players to provide feedback on them, specifically their impact and ramifications on the games they play. They are a very real and direct way that you can influence the rules for Warhammer 40,000, and the feedback we receive is perhaps the most important part of the beta rules process. There are three outcomes of this feedback:

1. The rules are well received by the community and will likely form the foundation of a brand-new mission pack.
2. The rule is well received by the community but requires some generally accepted modifications before it is ready to appear as final in another publication.
3. The rule receives mixed feedback from the community – some players love it, others don't. In these cases we will go back to the drawing board and develop an alternate solution (or revert to the original version).

We hope that you will play and enjoy this beta mission pack and the changes to Maelstrom of War contained within. But this is a beta rule, so really – what do you think? What worked well? What could be improved? Please get in touch at 40kFAQ@gwplc.com and let us know (please make the subject of your email 'Beta Maelstrom feedback'). This feedback will then inform the final rules that will appear in the future.

TACTICAL OBJECTIVES.....(83-86)

Tactical Objectives are what set Maelstrom of War apart from other methods of play. They offer small, discrete challenges for the player to attempt, and it is only through the successful accomplishment of a wide range of these that any commander will secure victory. This section explains what Tactical Objectives are and how to use them, and it provides a complete list of them for use in play.

MAELSTROM OF WAR GAMES .(87-89)

This section outlines the entire process of playing a Maelstrom of War game, from the second you sit down at the table to the final moment of your magnanimous victory or bitter defeat.

DEPLOYMENT MAPS.....(90)

In Maelstrom of War games, the Deployment Maps are not tied to the missions. This section collates the maps used by all of the different missions into a single place.

STRATAGEMS(91)

When playing a Maelstrom of War game, these Stratagems can be used to interact with the Tactical Objectives mechanic, allowing players to offset a string of bad luck or to capitalise on their earlier successes and push on to victory.

MISSIONS(91-93)

Six missions are provided for playing Maelstrom of War, each usable at any of the supported battle sizes. These missions provide unique twists on the game's mechanics, ensuring a wide amount of variety across battles.

TACTICAL OBJECTIVES

Players score victory points in Maelstrom of War games by completing Tactical Objectives. They are generated dynamically as the game is played and will change over the course of the battle, the specifics of which are determined by the mission being played. At the start of each battle round, both players will generate their Tactical Objectives as described in the mission briefing. A player can only score their own Tactical Objectives, and each Tactical Objective can only be scored by each player once per battle round.

Tactical Objectives are organised into Tactical Objective categories. In most missions, players will be able to select a number of categories for their army to attempt to complete. This choice will be determined by what army they are playing, the opponent's army and other factors, such as the battlefield itself and what mission is being played.

Each time a player is instructed to generate a Tactical Objective from a specific category, that player rolls one D6 and consults the relevant table for that category. The corresponding Tactical

Objective is then generated for that player and they will be able to score it during that battle round. If a player generates a Tactical Objective that they have already generated that battle round, generate another objective from that category instead.

UNACHIEVABLE TACTICAL OBJECTIVES:

If a Tactical Objective mentions a unit with a specific keyword from either your army or your opponent's, and there are no units with that keyword in that army on the battlefield, then that Tactical Objective is considered unachievable.

Any time a player generates an unachievable Tactical Objective, they can instead select a different Tactical Objective from the same category to replace it.

The available categories and their Tactical Objective tables are shown on the following pages.



BROUGHT LOW

The death of every mighty hero and the destruction of every battle tank weakens the foe greatly.

D6	TACTICAL OBJECTIVE
1	Tear Down Their Heroes At the end of the turn, score 8 victory points if the enemy unit that had the highest Power Rating of units in your opponent's army that were on the battlefield that turn was destroyed that turn.
2	The Bigger they are, the Harder they Fall Incursion/Strike Force: At the end of the turn, score 5 victory points if one or more enemy VEHICLE or MONSTER models were destroyed that turn. Onslaught: At the end of the turn, score 5 victory points if two or more enemy VEHICLE or MONSTER models were destroyed that turn.
3	Crippling Blow At the end of any phase, score 5 victory points if a model from your army made any attacks that phase that caused an enemy VEHICLE or MONSTER model with a damage table to move down to a lower row on their damage table. When this Tactical Objective is generated, if there are no enemy VEHICLE or MONSTER models with a damage table that have not already been destroyed, or if all such models are already on the lowest row of their damage table, generate a new Tactical Objective from this category to replace this one.
4	Overwhelm At the end of the battle round, score 5 victory points if you control more objective markers than your opponent.
5	Outmanoeuvre At the end of the battle round, score 5 victory points if you control more objective markers in your opponent's territory than your opponent.
6	Coordinated Strikes Incursion: At the end of any phase, score 5 victory points if an enemy VEHICLE or MONSTER unit was destroyed and it lost one or more wounds as a result of attacks made that phase by models in at least two different units. Strike Force/Onslaught: At the end of any phase, score 5 victory points if an enemy VEHICLE or MONSTER unit was destroyed and it lost one or more wounds as a result of attacks made that phase by models in at least three different units.

RAID

Storm the enemy lines.

D6	TACTICAL OBJECTIVE
1	Overwhelming Assault At the end of the battle round, score 8 victory points if you control two or more of the objective markers within your opponent's territory.
2	Driving Rush At the end of the battle round, score 5 victory points if one or more units from your army (excluding AIRCRAFT units) are wholly within your opponent's territory and are outside Engagement Range of any enemy units (excluding AIRCRAFT units).
3	Slay the Defenders At the end of the turn, score 5 victory points if an enemy unit was destroyed that turn and any models in it had been within your opponent's territory that turn.
4	Push Them Out At the end of the battle round, score 5 victory points if you control objective marker 1 within your opponent's territory.
5	Storm the Line At the end of the battle round, score 5 victory points if you control objective marker 2 within your opponent's territory.
6	Take and Hold Incursion: At the end of the battle round, score 5 victory points if you control either objective marker 1 within your territory or objective marker 2 within your opponent's territory. Strike Force/Onslaught: At the end of the battle round, score 5 victory points if you control objective marker 3 within your opponent's territory.

TERRITORY SEIZURE

Seize ground and deny it to the foe.

D6	TACTICAL OBJECTIVE
1	Take it Back At the end of the turn, score 8 victory points if you control an objective that your opponent controlled at the start of the turn.
2	Make a Stand At the end of the battle round, score 5 victory points if your WARLORD is within 6" of the centre of the battlefield.
3	Area Denial At the end of the battle round, score 5 victory points if there are no enemy models (excluding AIRCRAFT models) within 6" of the centre of the battlefield.
4	Lines Breached At the end of the battle round, score 5 victory points if there are two or more units from your army (excluding AIRCRAFT units) wholly within your opponent's deployment zone.
5	Expelled At the end of the battle round, score 5 victory points if there are two or more quarters of the battlefield that do not have any enemy units (excluding AIRCRAFT units) wholly within them.
6	Dominate Incursion: At the end of the battle round, score 5 victory points if there are two or more quarters of the battlefield that each have one or more units from your army (excluding AIRCRAFT units) wholly within them and those units are outside Engagement Range of any enemy units. Strike Force/Onslaught: At the end of the battle round, score 5 victory points if there are three or more quarters of the battlefield that each have one or more units from your army (excluding AIRCRAFT units) wholly within them and those units are outside Engagement Range of any enemy units.

HOLDING THE LINE

A successful defence yields no ground to the enemy.

D6	TACTICAL OBJECTIVE
1	Targets Held At the end of the battle round, score 8 victory points if your opponent does not control any of the objective markers within your territory.
2	Enemy Repulsed At the end of the battle round, score 5 victory points if there are no enemy units (excluding AIRCRAFT units) wholly within your territory that are outside Engagement Range of any units from your army (excluding AIRCRAFT units).
3	Push Them Back At the end of the turn, score 5 victory points if an enemy unit was destroyed that turn and any models in it had been within your territory that turn.
4	Never Give In At the end of the battle round, score 5 victory points if you control objective marker 1 within your territory.
5	Hold Your Ground At the end of the battle round, score 5 victory points if you control objective marker 2 within your territory.
6	Fall Back Position Incursion: At the end of the battle round, score 5 victory points if you control either objective marker 1 within your territory or objective marker 2 within your territory. Strike Force/Onslaught: At the end of the battle round, score 5 victory points if you control objective marker 3 within your territory.

HEROIC DEEDS

The greatest warriors perform deeds that change the face of the battle.

D6	TACTICAL OBJECTIVE
1	Cut Off The Head At the end of the turn, score 8 victory points if the enemy WARLORD was destroyed that turn.
2	Trading Blows At the end of any phase, score 5 victory points if a CHARACTER model from your army made any attacks that phase that destroyed a CHARACTER unit.
3	Savage Duel At the end of any phase, score 5 victory points if a CHARACTER model from your army made any attacks that phase that caused the enemy WARLORD to lose one or more wounds.
4	Leading the Charge At the end of the turn, score 5 victory points if a CHARACTER model from your army made any attacks that turn that destroyed an enemy unit and that CHARACTER model had made a charge move or performed a Heroic Intervention that turn.
5	Burn Them Out Incursion/Strike Force: At the end of your Psychic phase, score 5 victory points if psychic powers manifested by PSYKER units from your army caused enemy units to suffer a combined total five or more mortal wounds that phase. Onslaught: At the end of your Psychic phase, score 5 victory points if psychic powers manifested by PSYKER units from your army caused enemy units to suffer a combined total eight or more mortal wounds that phase.
6	Applied Tactics At the end of any phase, score 5 victory points if a model from your army made any attacks that phase that destroyed an enemy unit and that model, or its unit, had been affected by a Stratagem (for example, it was selected for a Stratagem or a Stratagem was used when that unit was selected to fight or shoot) you used earlier in the turn.

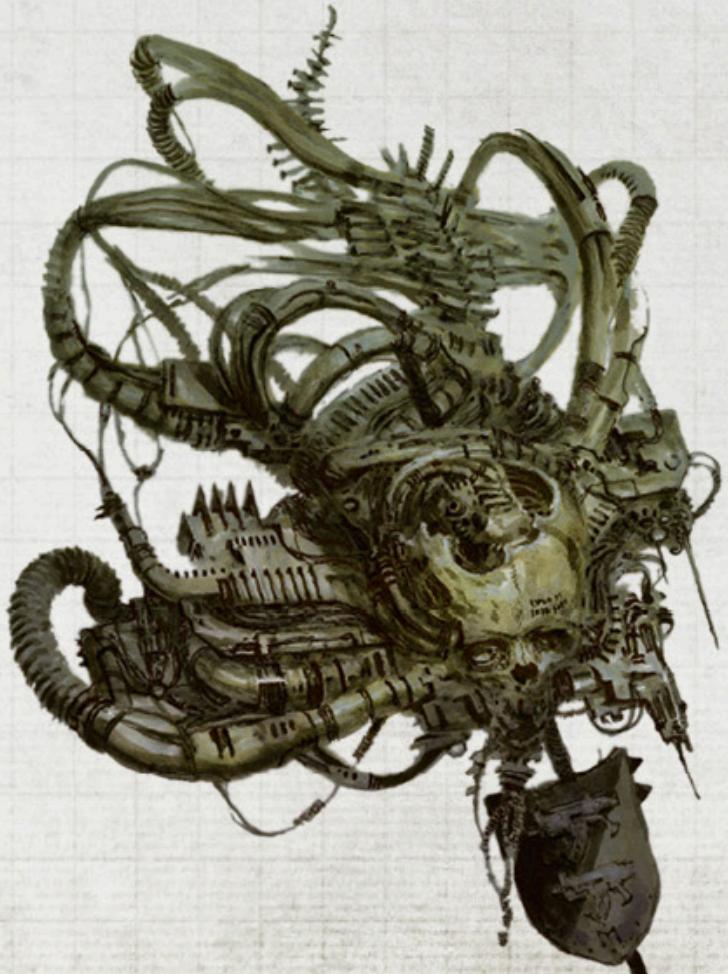
ERADICATION

The enemy's numbers are overwhelming – they must be slaughtered.

D6

TACTICAL OBJECTIVE

	Hit Them Hard Incursion: At the end of the turn, score 8 victory points if two or more enemy units were destroyed that turn. Strike Force/Onslaught: At the end of the turn, score 8 victory points if three or more enemy units were destroyed that turn.
1	Cut the Head From the Serpent At the end of the turn, score 5 victory points if an enemy CHARACTER unit was destroyed that turn.
2	Expunge the Witch At the end of the turn, score 5 victory points if an enemy PSYKER unit was destroyed that turn.
3	Break Their Will Incursion: At the end of the Morale phase, score 5 victory points if three or more enemy models were destroyed during that phase. Strike Force: At the end of the Morale phase, score 5 victory points if six or more enemy models were destroyed during that phase. Onslaught: At the end of the Morale phase, score 5 victory points if nine or more enemy models were destroyed during that phase.
4	Decimation Incursion: At the end of any phase, score 5 victory points if attacks made by models from your army destroyed ten or more enemy models that phase. Strike Force: At the end of any phase, score 5 victory points if attacks made by models from your army destroyed twenty or more enemy models that phase. Onslaught: At the end of any phase, score 5 victory points if attacks made by models from your army destroyed thirty or more enemy models that phase. If your opponent's army does not have enough models to be able to score this objective, generate a new Tactical Objective from this category to replace this one.
5	Crushing Strike Incursion/Strike Force: At the end of any phase, score 5 victory points if attacks made by VEHICLE or MONSTER models from your army destroyed one or more enemy units that phase. Onslaught: At the end of any phase, score 5 victory points if attacks made by VEHICLE or MONSTER models from your army destroyed two or more enemy units that phase.
6	



MAELSTROM OF WAR GAMES

A Maelstrom of War game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Incursion, Strike Force or Onslaught. The table below gives a rough guide of how long each should take.

BATTLE SIZE	BATTLE DURATION
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. MUSTER ARMIES

Each player must then select a Battle-forged army. The points limit of each player's army and the number of Command Points each player starts with when they begin mustering their army are shown in the table below:

BATTLE SIZE	POINTS LIMIT	COMMAND POINTS
Incursion	1000	6
Strike Force	2000	12
Onslaught	3000	18

Details of how to Battle-forg an army, how to use a points limit, how to select a Warlord and what information your army roster must contain can be found in the *Warhammer 40,000 Core Book*. You cannot include any Understrength units in your army. All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common, and 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).

If either player has access to any Stratagems that are used before the battle to upgrade units, these must be used now and the details of the upgrades noted on the player's army roster. Each player must then provide a copy of their army roster for their opponent to read through.

3. DETERMINE MISSION

The players determine which mission will be used for the game by either agreeing between themselves or rolling one D6 and consulting the following table:

D6 MISSION
1 Territorial Control (pg 91)
2 Ambitious Surge (pg 92)
3 Complex Front (pg 92)
4 Subterfuge and Interference (pg 92)
5 Chaotic Engagement (pg 93)
6 Never Surrender (pg 93)

4. DETERMINE DEPLOYMENT MAP

The players determine which deployment map (pg 90) will be used for the game by either agreeing between themselves or rolling one D3 and consulting the table below:

With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to your army during the battle that cost Reinforcement points, each player can only include the same datasheet in their army two times (if you are playing an Incursion battle) or three times (if you are playing a Strike Force or Onslaught battle).

For the purposes of this restriction, the Daemon Prince, Daemon Prince of Chaos, Daemon Prince of Nurgle and Daemon Prince of Tzeentch datasheets are all considered to be the same datasheet. In addition, if by deleting the word 'Cult' or 'Brood Brothers' from a datasheet's title in *Codex: Genestealer Cults* it would match the title of a datasheet from *Codex: Astra Militarum*, then for the purposes of this restriction, those datasheets are considered to be the same.



D3 DEPLOYMENT MAP

- 1 Dawn of War
- 2 Hammer and Anvil
- 3 Search and Destroy

5. READ MISSION BRIEFING

Each mission has a mission briefing that will detail how many Tactical Objective categories players must select in the Select Tactical Objectives Categories step. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your battlefield depends on the battle size you have selected, as shown in the table below (the table shows the minimum size of battlefields):

BATTLE SIZE	BATTLEFIELD SIZE
Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines detailed in the *Warhammer 40,000 Core Book*.

7. DETERMINE ATTACKER AND DEFENDER

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

8. PLACE OBJECTIVE MARKERS

Starting with the Defender, players alternate placing objective markers on the battlefield one at a time, until each has placed the number of objective markers shown in the table below:

BATTLE SIZE	OBJECTIVES PER PLAYER
Incursion	2
Strike Force/Onslaught	3

Each time a player places an objective marker, that objective marker must:

- Be wholly within a player's territory.
- Not be within that player's deployment zone.
- Not be within 3" of any battlefield edge.
- Not be within 12" of any other objective marker.

No more than half the objective markers can be set up within either player's territory.

9. CHOOSE DEPLOYMENT ZONE

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

Each player then numbers the objective markers in their territory, starting at 1. So, for example, in an Incursion game, each player will end up with one objective marker numbered 1 within their territory and another numbered 2 within their territory. In a Strike Force game, each player will also have an objective marker numbered 3 within their territory.

10. SELECT TACTICAL OBJECTIVE CATEGORIES

Each player then secretly selects their Tactical Objective categories for the game as specified in the Mission Briefing and writes them down on their army roster. Once both players have selected their Tactical Objective categories, they reveal their selections to their opponent.

11. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules as detailed in the *Warhammer 40,000 Core Book*. Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now) and which of their units will start the battle embarked within Transport models (they must declare what units are embarked on what model). When both players have done so, they declare their selections to their opponent.

No more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined points value of all your Strategic Reserve and Reinforcement units (including those embarked within Transport models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In Maelstrom of War missions, Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does

not apply to units that are placed into Strategic Reserves after the first battle round has started).

12. DEPLOY ARMIES

The players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention, perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

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

13. DETERMINE FIRST TURN

The players roll off. The winner declares whether they will take the first or second turn.

14. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have and resolving any Stratagems that are used before the battle (excluding those that upgrade their units or those that enable them to set up a unit in a location other than the battlefield), starting with the player who will take the first turn.

15. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

ENDING THE BATTLE EARLY OR CONCEDING

Ideally, a battle should always be played until the end. On occasion, though, one or both players may not be able, or may not wish, to complete the battle.

If you and your opponent both agree to end the battle early, then you can end the battle at a mutually agreed point (we suggest at the end of a battle round). You and your opponent can then calculate your final victory points totals, taking into account any objectives achieved, to determine the victor.

If only one player wants to end the battle early then that player must concede and remove all their models from the battlefield. A player who concedes scores 0 victory points for that battle and their opponent is automatically the victor (even if they scored 0 victory points during the battle). The other player may continue to play out their turns until the battle ends if they wish, perhaps to accrue a few more victory points, or they can choose to end the battle now.

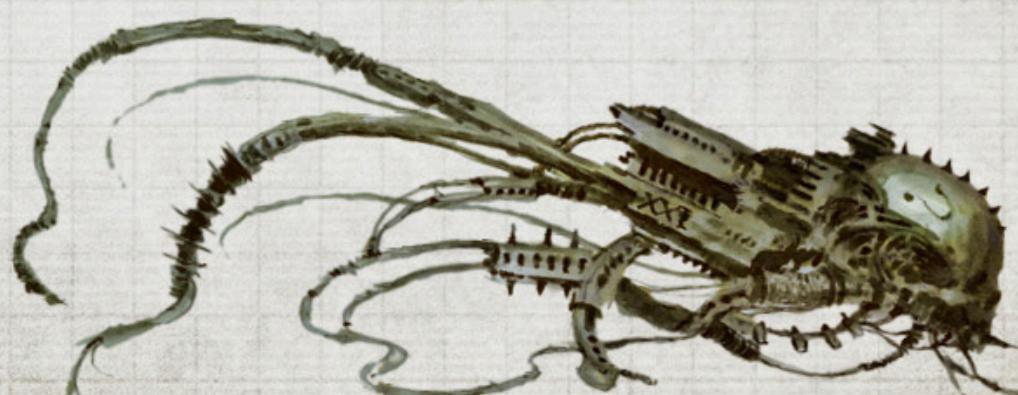
16. ENDING THE BATTLE

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

17. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Each player can score a maximum of 90 victory points from Tactical Objectives (any excess victory points awarded are discounted). If every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.

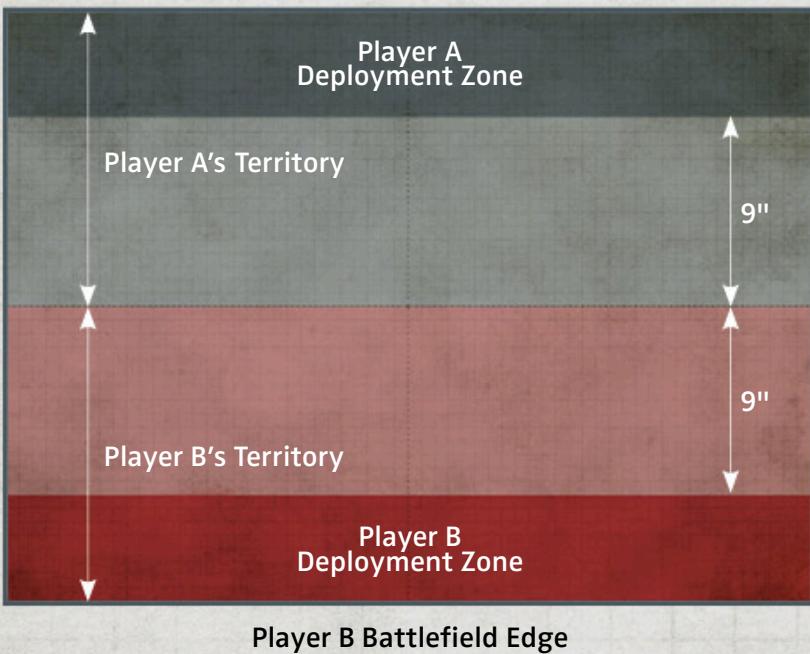


DEPLOYMENT MAP

1. DAWN OF WAR

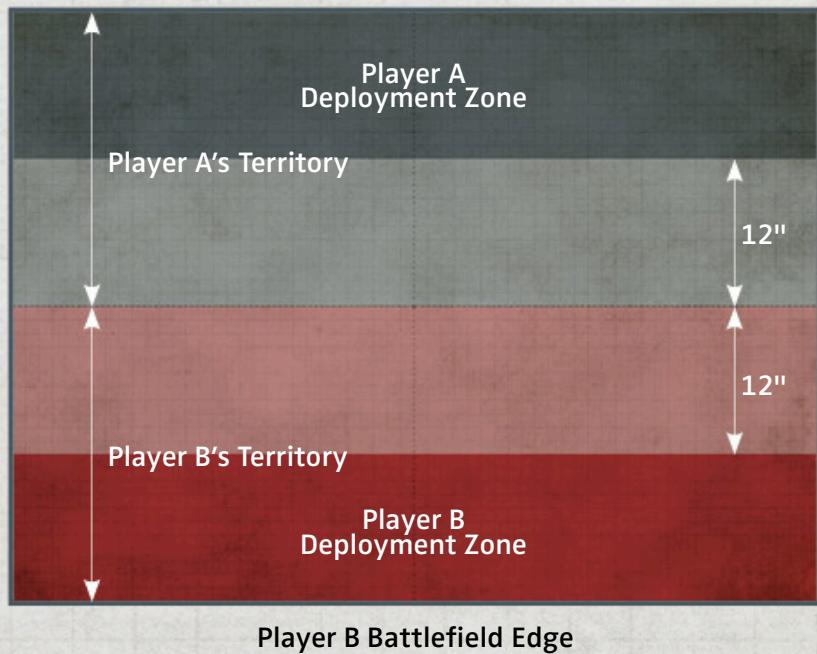
INCURSION:

Player A Battlefield Edge



STRIKE FORCE/ONSLAUGHT:

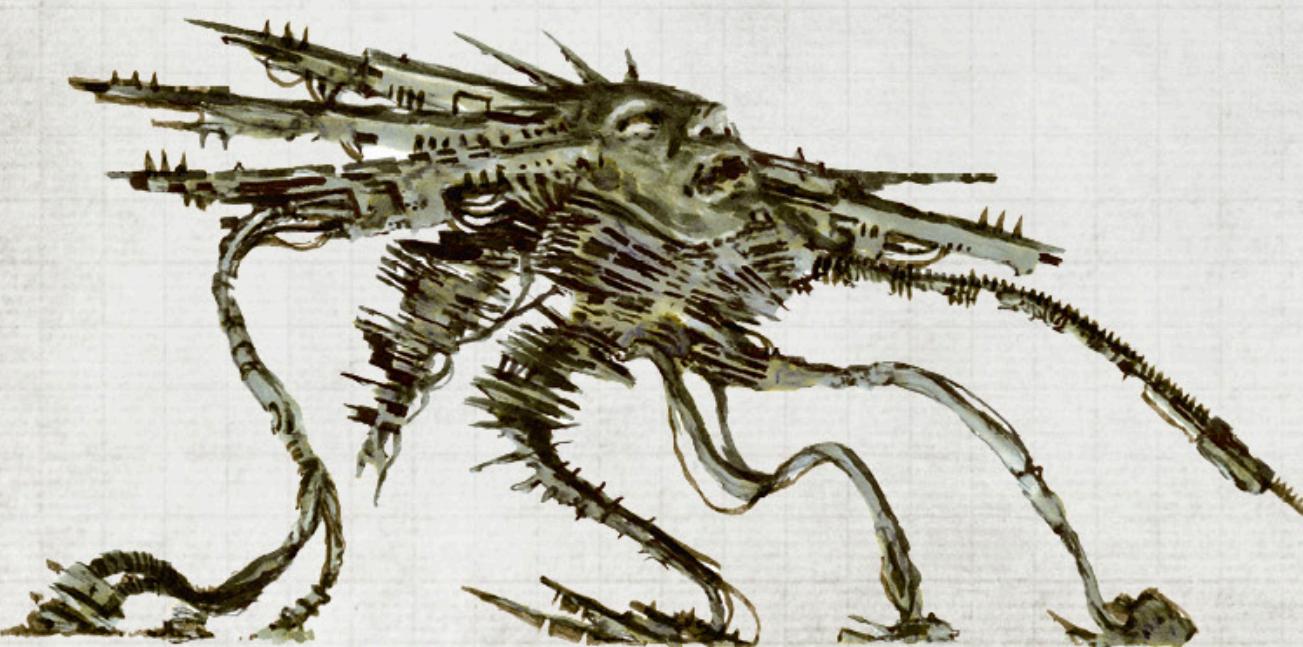
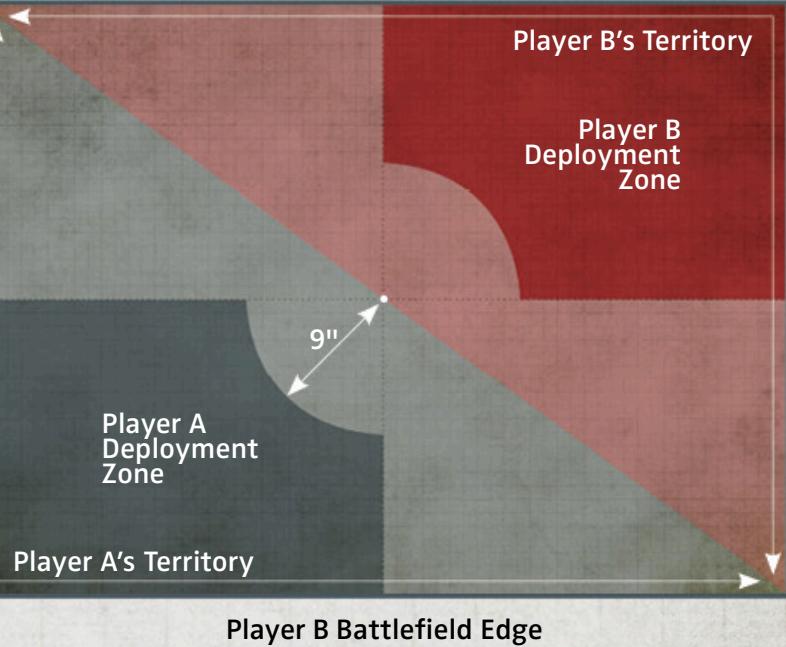
Player A Battlefield Edge



2. HAMMER AND ANVIL

3. SEARCH AND DESTROY

Player A Battlefield Edge



STRATEGEMS

When playing a Maelstrom of War game, both players have access to the following Stratagems:

FIXED DETERMINATION

[1CP]

Maelstrom of War – Strategic Ploy Stratagem

Despite the chaotic nature of battle, your forces push on, refusing to fail in their duty.

Use this Stratagem at the start of the battle round, before generating Tactical Objectives. Select one of the Tactical Objectives that you generated in the previous battle round but did not score. That Tactical Objective is treated as having been generated by you for this battle round and counts towards the limit of how many Tactical Objectives you generate in this battle round (if playing the Complex Front mission (pg 92), do not generate another Tactical Objective from the selected Tactical Objective's category).

NEW INTEL

[1CP]

Maelstrom of War – Strategic Ploy Stratagem

In light of new intelligence, the demands of the operation have changed completely.

Use this Stratagem at the end of the battle round. Select one of the Tactical Objective categories that you selected for your army at the start of the battle. You can replace it with one of the categories that you did not select. You can only use this Stratagem once per battle.

QUICK THINKING

[1CP]

Maelstrom of War – Strategic Ploy Stratagem

Identifying a unique opportunity, the commanders in the field adapt their orders to better exploit the situation.

Use this Stratagem at the start of the battle round, when you have rolled to generate a Tactical Objective. Add 1 to the roll or subtract 1 from the roll. You cannot use this Stratagem to change the roll to a Tactical Objective that you have already generated this battle round. You can only use this Stratagem once per battle round.

STANDING ORDERS

[1CP]

Maelstrom of War – Strategic Ploy Stratagem

In the swirling confusion of battle, the forces fall back to standing orders until clarity is gained.

Use this Stratagem at the start of the battle round, when you have rolled to generate a Tactical Objective. Change the roll to a 1. You cannot use this Stratagem if you have already rolled a 1 when generating a Tactical Objective for that category this battle round. You can only use this Stratagem once per battle round.

MISSIONS

1. TERRITORIAL CONTROL

MISSION BRIEFING

The warlord who dominates the battlefield will force the enemy to fight on their terms, in locations of their choosing. If they can surround their foe, their foe's hopes can be crushed.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories, assigning one to each of the following:

- Objective Category Alpha
- Objective Category Beta
- Objective Category Gamma

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D3 to see which of that player's selected categories it is generated from, as shown in the table below:

D3	TACTICAL OBJECTIVE CATEGORY
1	Objective Category Alpha
2	Objective Category Beta
3	Objective Category Gamma

MISSION RULES

Territorial Control: From the second battle round onwards, at the start of each battle round, if one player controls more objective markers than their opponent, that player generates a fourth Tactical Objective that battle round.

2. AMBITIOUS SURGE

MISSION BRIEFING

By careful anticipation of the enemy's moves, you can prepare for them and exploit any weaknesses.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories, assigning one to each of the following:

- Objective Category Alpha
- Objective Category Beta
- Objective Category Gamma

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D3 to see which of that player's selected categories it is generated from, as shown in the table below:

D3	TACTICAL OBJECTIVE CATEGORY
1	Objective Category Alpha
2	Objective Category Beta
3	Objective Category Gamma

MISSION RULES

Ambitious Surge: At the start of each battle round, after Tactical Objectives have been generated, the players attempt to guess each other's battle plans. Starting with the player who had the first turn, each player selects one of the objectives generated by their opponent. If their opponent scores that Tactical Objective this battle round, they score twice as many victory points for it.

3. COMPLEX FRONT

MISSION BRIEFING

The battlefield is a nightmare of confusion, both sides attempting to fulfil a number of tasks that contribute to a larger overarching strategy.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories.

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who

had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives, one from each of their three selected categories.

MISSION RULES

Overriding Orders: At the start of the battle, each player secretly selects one of their Tactical Objective categories and makes a note of it on their army roster. Each time they score a Tactical Objective from that category, they score an additional 5 victory points. The first time they do so, they must reveal their selection to their opponent.

4. SUBTERFUGE AND INTERFERENCE

MISSION BRIEFING

Both sides are seeking to interfere with the orders of the foe, whether that be with planted operatives, disruptive technologies or other means.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories, assigning one to each of the following:

- Objective Category Alpha
- Objective Category Beta
- Objective Category Gamma

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated four Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D3 to see which of that player's selected categories it is generated from, as shown in the table below:

D3	TACTICAL OBJECTIVE CATEGORY
1	Objective Category Alpha
2	Objective Category Beta
3	Objective Category Gamma

MISSION RULES

Subterfuge and Sabotage: At the start of each battle round, after Tactical Objectives have been generated, players sabotage each other's orders. Starting with the player who had the first turn, each player selects one of the objectives generated by their opponent. Their opponent cannot score that objective this battle round.

5. CHAOTIC ENGAGEMENT

MISSION BRIEFING

War has raged for many weeks between two enemies. Both seek any advantage they can over the other in the quagmire of horrendous conflict, launching raids and assaults and making fraught defensive actions.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Players do not select Tactical Objective categories in this mission; all of the categories are used instead.

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D6 to see which category it is generated from, as shown in the table below:

D6 TACTICAL OBJECTIVE CATEGORY	
1	Holding the Line
2	Raid
3	Territory Seizure
4	Eradication
5	Brought Low
6	Heroic Deeds

MISSION RULES

Stubborn Conviction: Players can use the Fixed Determination Stratagem (pg 91) for 0CP.

6. NEVER SURRENDER

MISSION BRIEFING

Neither side is willing to give an inch of ground to the enemy, fighting back all the harder whenever battle turns against them.

SELECTING TACTICAL OBJECTIVE CATEGORIES

Each player must select three Tactical Objective categories, assigning one to each of the following:

- Objective Category Alpha
- Objective Category Beta
- Objective Category Gamma

GENERATING TACTICAL OBJECTIVES

At the start of the battle round, starting with the player who had the first turn, players alternate generating one Tactical Objective each until each has generated three Tactical Objectives.

Each time the player generates a Tactical Objective, roll one D3 to see which of that player's selected categories it is generated from, as shown in the table below:

D3 TACTICAL OBJECTIVE CATEGORY	
1	Objective Category Alpha
2	Objective Category Beta
3	Objective Category Gamma

MISSION RULES

Never Give Up: From the second battle round onwards, at the start of each battle round, if one player has fewer victory points than their opponent, that player generates a fourth Tactical Objective that battle round.

