

## INTRODUCTION

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# OPEN WAR

Open War is a mission generator that uses decks of cards to determine your game of Warhammer 40,000. The Objective and Sudden Death decks tell you what you must do in order to win the battle, the Deployment deck shows you where to deploy your models and the Twist and Ruse decks apply special rules to your battle. To generate an Open War mission, follow the instructions below.

### THE ARMIES

Each player musters an army from the miniatures in their collection. They can either discuss amongst themselves which models would work best, or they can use Power Ratings or points values as guidance.

### THE BATTLEFIELD

Create the battlefield. If both players have smaller armies (equal to or less than 50 Power Level or 1,000 points), the minimum recommended battlefield size is 44"x30". If at least one player has a medium army (up to 100 Power Level or 2,000 points), the minimum recommended battlefield size is 44"x60". If at least one player has a large army (more than 100 Power Level or 2,000 points), the minimum recommended battlefield size is 44"x90". Then set up terrain features.

The players alternate setting up units from their army 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.

### **FIRST TURN**

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

### **BATTLE LENGTH**

Unless otherwise specified, the battle automatically ends at the end of battle round 5.

### **VICTORY CONDITIONS**

Each Objective card specifies how to determine the winner of the battle.

## OPEN WAR CARDS

Separate the Open War cards into the following five decks: Objective deck, Deployment deck, Twist deck, Ruse deck, Sudden Death deck. Then draw cards as follows:

**Objective:** One player draws one card from the Objective deck. This card specifies what you must do to achieve victory in the battle. Most objectives will require players to set up one or more objective markers – this is explained later.

**Deployment:** One player draws one card from the Deployment deck. This card determines the available deployment zones for the battle.

**Twist:** One player draws one card from the Twist deck. This card presents a special rule that applies to both armies for the duration of the battle. It adds unusual circumstances and variety to your games that will require you to adapt your battle plan accordingly.

**Ruse:** If the players used Power Ratings or points values to muster their army, they compare the total for all the units in their army. If one player has a total that is greater, their opponent draws one card from the Ruse deck and keeps the card secret. This card details a cunning ploy that player can use during the battle. This card is only revealed if that player uses it.

**Sudden Death:** If the players used Power Ratings or points values to muster their army, they compare the total for all the units in their army. If one player has a total that is double or more, their opponent draws one card from the Sudden Death deck and keeps the card secret. This card outlines an additional victory condition available to that player that supersedes all other victory conditions. This card is only revealed if that player achieves its victory condition.

**Designer's Note:** *Open War offers a wide variety of missions through near endless combinations of cards. If players draw a particular combination they have played before, or if they feel the combination doesn't suit their intended battle, they should feel free to redraw any of the cards.*

## OBJECTIVE MARKERS

The players should now set up any objective markers as specified on their Objective card, other than those for which there are instructions to set them up at a later point (e.g. after determining deployment zones).

## DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender selects one of the deployment zones from the Deployment card for their army. The Attacker uses the other deployment zone.