

//missionnamehere

[Put a bunch of fluff and background about the mission here. Not too long, not too short.]

THE ARMIES: Super-Heavies, Gargantuan Creatures, Flyers, and Flying Monstrous Creatures of any kind may not be taken. All detachments, including formations, are required to have a minimal of 1 HQ and 1 Troop Choice, other than this; you may take what you please. There is one defender with a set value of points, and 2 attackers with half of the defender's points limit +200 each. E.g The limit is 2000 points, player C is defending. Player A and B have 1200 points each to spend ($2000/2 + 200$). If you play with more than the number of players listed for this mission, divide the number of points between each player evenly. (2 defenders would get half the points each, whereas the attackers would get points/attackers +200.

THE BATTLEFIELD: Use the deployment map included in this mission. Set up terrain as described in this mission (if possible). This mission requires 1 objective marker which is placed in the defender's Deployment Zone. This "objective" marker is worth 5 victory points to the attacker who deals the most wounds to it.

DEPLOYMENT: Players should first roll for Warlord Traits, generate Psychic Powers and then deploy forces using Hammer and Anvil. Decide which armies are the attackers. **The attackers may target and attack each other if they wish, even if they are Battle Brothers.** They count as one army for the purpose of Relics, Unique Characters, etc.,.

TERRAIN: For terrain, try to set up a miniature "fortress" or camp of some sort for the defender(s). If possible, place a landing zone for each attacker as shown on the deployment map. If there is no suitable terrain for this, then leave a 12" x 12"

FIRST TURN: The first turn goes to the attackers, with no chance to steal the initiative. The attackers take it in turns, player by player, rolling off for who deploys first.

GAME LENGTH: This scenario uses Variable Game Length as described in the Warhammer 40,000 rulebook.

VICTORY CONDITIONS: At the end of the game the player who has scored the most Victory Points wins the game.

PRIMARY OBJECTIVE: At the end of the game, each attacker receives 1 Victory Point for each enemy unit that they have destroyed (determined by whomever caused the most wounds. If it is a tie, it goes to the first person who got the half-way point first). Units that are falling back at the end of the game and units that are not on the board at the end of the game count as destroyed for the purposes of this mission (Units falling back use the above method. Units off of the board only count if they have been damaged, again using the above method) Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

The Defending player gains 1 Victory Point for each unit they have killed, including units that are falling back and units that are in reserves.

SECONDARY OBJECTIVES:

Slay the Warlord*, First Blood, Linebreaker*, Target Priority

* Slay the Warlord may only be claimed by the Defender (twice) and deducts 2 Victory Points from each Attacker for each Warlord destroyed as well as giving the Defender 2 Victory Points for each (This accounts for the model and the Slay the Warlord Secondary Objective).

*Linebreaker may only be claimed by the attackers.

Target Priority: If the Generator is destroyed, it awards 5 Victory Points to the player who caused the most damage, or the player that got "half-way" first. If it has not been destroyed by the end of the game, it awards 10 Victory Points to the defender. The generator counts as a friendly unit for the defender for all rules purposes.

MISSION SPECIAL RULES: Generator, Reserves, Well Prepared

Generator: At the beginning of the game, the defender rolls a D6 and consults the Random Effect Table, gaining the effect rolled. Only the defender is affected by these unless stated otherwise. The Generator has 10 Hull Points, is AV 15, is WS 5, rolls on the damage chart provided in this mission (using the rules for modifiers from the Vehicle Damage Chart).

Generator Damage Table (Roll a D6)

1. Roll on the Random Effect table.
2. Ignore the Hull Point caused by this penetrating hit.
3. You cause an additional Hull point, this is a Glancing hit.
4. Roll on the Random Effect table.
5. Roll a D6: on a 6, add D3 Hull Points to the generator.
- 6+ All enemy units within 6" of the generator take 3D6 Str5 automatic hits.

Generator Random Effect Table (Roll a D6)

1. All enemy models treat all terrain within 12" of the generator as Dangerous Terrain (even open ground).
2. Friendly models within 24" of the generator have +1 Ballistic Skill.
3. Enemy models charging a unit within 18" of the generator have a -3" penalty to charging. (Stacks with ruins, but not itself)
4. Enemy models in combat with the generator take a Blind test at the beginning of their turn.
5. Enemy models within 12" of the Generator have -1 Weapon Skill.
6. Friendly models within 12" of the Generator have a 6+ invulnerable save.

Well Prepared: All characters in the Attacker's Primary Detachment have Melta-Bombs for free. When making Armour Saves, the defender adds 1 to their saving throw if they roll a 3+. *E.g, A Space Marine Scout has a 4+ Armour save, but if the player were to roll a 3, they would pass the armour save.* **(Note: This does NOT mean that your Scout is now immune to AP 4 weapons!)**

Furthermore, all Characters in the defender's army have the Blessing of the Omnissiah rule. If a character already had a similar rule, they may shoot a single weapon or run in addition to repairing the Hull Point. They may not use BotO or equivalent again in that turn.

Optional Mission Rules For Fun

The following is a list of rules made for fun. They are not necessarily balanced, and as such are entirely optional. They are designed to be silly in some ways.

THE FOOLS HIDE IN METAL BAWKSES: Nominate one of your Chaos Lords to be "Lord Carron", He loses the Fearless and Champion of Chaos Special Rules, but keeps access to any upgrades a normal Chaos Lord has. Lord Carron adds 1 to his Armour Penetration rolls against vehicles (+2 against Rhino base transports) because of his hatred towards METAL BAWKSES! Lord Carron may never embark upon Rhino based transports. If Lord Carron embarks a vehicle, roll 2D6 at the beginning of your turn and consult the table:

2 - 4: Lord Carron loses his ****! Lord Carron flips out and damages the transport, causing an automatic glancing hit with no saves allowed. Lord Carron gains +2 attacks for that turn.

5 - 11: Lord Carron is okay for now, but you can see him getting very close to snapping!

12: OH ****! RUN. RUN NOW. OH GOD! Lord Carron has gone batshit crazy. He gains +2 attacks, causes a penetrating hit on the transport he is embarked on, using the highest AP weapon he has. He and his unit treat the vehicle as an assault vehicle. If he destroys his own transport this way, he has fleet and you gain a Victory point (in addition to any your opponent would score).

F-F-F-FUCKING GENESTEALERS! Genestealer units ignores all saves a Terminator has. After all, the armour is as effective as wrapping your dick in a napkin and fucking a Chainsword.

Terminators re-roll all failed to hit and to wound rolls, and fire overwatch at full Ballistic Skill against those F-F-F-FUCKING GENESTEALERS! If you choose to use the Zael! rule, you must use this rule too, and vice versa.

ZAEL! All Terminator models with template weapons can place them when firing in the shooting phase, even if it would cover the firer's own unit. This model is clearly thinking the same way as Zael: M-M-MUST B-B-BUURN. Templates placed in this manner score wounds on their own models.

My... Holy Passage...? EMPRAH NOOO! Daemonettes of Slaanesh (and any model similar, such as Seekers) wound models in Terminator Armour on a 3+ in combat, unless they would wound on anything better. Grey Knight Terminator Armour users are always wounded on a 2+ in combat. The reason Terminators are so easy to wound for a Daemonette is because a Space Marine's unmentionables may or may not work, so they decide to use their "Holy Passage"...

Terminators do not get a Feel No Pain against Daemonette's close combat attacks.