



THE ITEM

Two forces are in a desperate struggle to possess an item vital to the war effort. Unfortunately, neither side is entirely sure which item on the battlefield is the one vital to the war.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Next, determine your Deployment Map (see page 118) and then set-up terrain (see page 120). Place tokens.

PLACE TOKENS

Six tokens numbered '1' through '6' will be placed (you can use distinctive spare dice). All tokens must be 6" away from any board edge, deployment zone, or other token, and must not be placed in or on a building, impassable or lethal terrain.

Roll off, and the player with the highest result places token number '1' on the table. Continue by alternating tokens in their consecutive order with the person who placed token '1' also placing '3','5' and her/his opponent placing '2', '4', '6'.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE - The Item

At the end of game turn 2, the player who went first rolls a D6. The result determines which numbered token is the Primary Objective. Remove all other tokens. The Primary Objective, the Item, is now a Dynamic Objective for the rest of the game (see Mission Special Rules).

At the end of game, the Primary Objective awards 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Reserves, Dynamic Objective.

Dynamic Objective: The following rules cover seizing, moving and dropping the Item following Turn 2.

Seizing the Item

A model in a scoring unit can seize the Item by moving into base contact during the Movement phase - that model then automatically picks it up at the end of the phase. From that point, the Item remains with the model (move the token with the model to show this) thereby awarding control to the model's player until the Item is dropped, which can happen voluntarily, but happens automatically if the model is slain.

Moving the Item

The Item is fragile, swift movement will likely damage it, so the model carrying the Item cannot Run and can never move more than 6" in any phase (including Deep Strike). If it is forced to do so, the Item is immediately dropped. A model with the Item can embark on a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Relic is on board (so don't put it on a Flyer, as the Flyer will automatically crash the next time it Zooms).

A model carrying the Item can transfer it to any friendly model that is part of a scoring unit if the two models end their Movement phase in base contact. Move the token to the new bearer to show who is currently holding the Item. The Item can only be passed to a friendly model once per Movement phase.

Dropping the Item

The controlling player can choose to have her/his model drop the Item at any time, in which case she/he places the token 1" away from the model. If the model falls back or is removed as a casualty, the Item is dropped automatically.

Note that the Item can only be brought aboard a Transport vehicle if it is carried by a model that can embark upon the Transport. If the Item is dropped whilst the bearer is embarked within a Transport vehicle, place it 1" away from a randomly determined access point, or for open-topped vehicles the center of a randomly determined facing.

If the Relic is dropped in impassable terrain, place it as close as possible to the point where it was dropped that is not impassable terrain.

