

# CUSTOM MISSION - DISRUPTION

*This is not about cutting of the head. I have seen enough creatures to survive this.  
This is about breaking the neck, crushing the heart, ripping out the spine and then some disembowling just to be sure.*

*- Anton Zorg, Iron Father of the X Legion, Iron Hands*

## THE ARMIES

Both forces should number between 1500 and 2500 points.

## THE BATTLEFIELD

Deploy as per the map presented below.

## MISSION SPECIAL RULES

Reserves

Night Fighting

## DEPLOYMENT

Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where necessary.

The Defender chooses one table quarter to be his deployment zone.

Set up any player-owned fortifications.

The Defender must deploy first and does so in the Defender Deployment zone. The player's entire force, except for any units held in reserve, is deployed into their deployment zone.

The Attacker must deploy second and does so in the Attacker Deployment zone. The player's entire force, except for any units held in reserve, is deployed into their deployment zone.

## FIRST TURN

The Attacker can choose to take the first turn. If he does, the Defender may try to seize the Initiative.

## GAME LENGTH

After the fifth turn, a d6 is rolled. On a 4+, a sixth and final turn is played.

## VICTORY CONDITIONS

The player with the most victory points wins the game.

## Primary Objectives

The Attacker earns victory points by removing specific models of the defender as a casualty, while the Defender earns victory points by having those models on the table at the end of the game. The actual value in victory points is different for both of them, whereby the first value represents the value for the Attacker and the second the value for the Defender:

Warlord: 5/4

Character from HQ (not Warlord): 4/3

Character from Elites: 3/2

Dreadnought (of any kind): 2/2

Any other Character: 1/1

If a model was moved in the force organization chart (for example by a Rite of War or Primarch ability), it's original designation is taken to determine its worth.

If a model can be played in multiple different roles (without applying special rules such as Rites of War or Primarch abilities), the lower value is taken.

## Secondary Objectives

Slay the Warlord (Defender only), Attrition, Price of Failure

