

CUSTOM MISSION - ESCORT

Our mission is not to merely end all opposition in the galaxy. If the Emperor wanted that, he would have created twenty legions of Angrons scum.

Our mission is to protect humanity. And if needs be, we will do this one mortal at a time until all are save or we are but ashes.

- Go'Ran, Captain of the XVIII Legion, Salamanders

THE ARMIES

Both forces should number between 1500 and 2500 points.

THE BATTLEFIELD

Deploy as per the map presented below and set up terrain fitting for some landscape with a main street running from one short edge to the other if possible.

In this mission both long board edges are treated as the board edge of the Attacker, while both short board edges are treated as the board edge of the Defender, representing reinforcements arriving from the destination base as well as from the road behind.

MISSION SPECIAL RULES

Reserves

Night Fighting

Important Personell & Precious Cargo

The Sudden Death rule does not apply to the Defender. Instead, when no more units under the control of the Defender are on the table, the game immediately ends and victory points are tallied as per the victory conditions.

DEPLOYMENT

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

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 zones. The player's entire force, except for any units held in reserve, is deployed into their deployment zone.

FIRST TURN

The Defender has the first turn. The Attacker 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

For every objective escorted off the table via the mission special rules, the Defender earns 3 victory points.

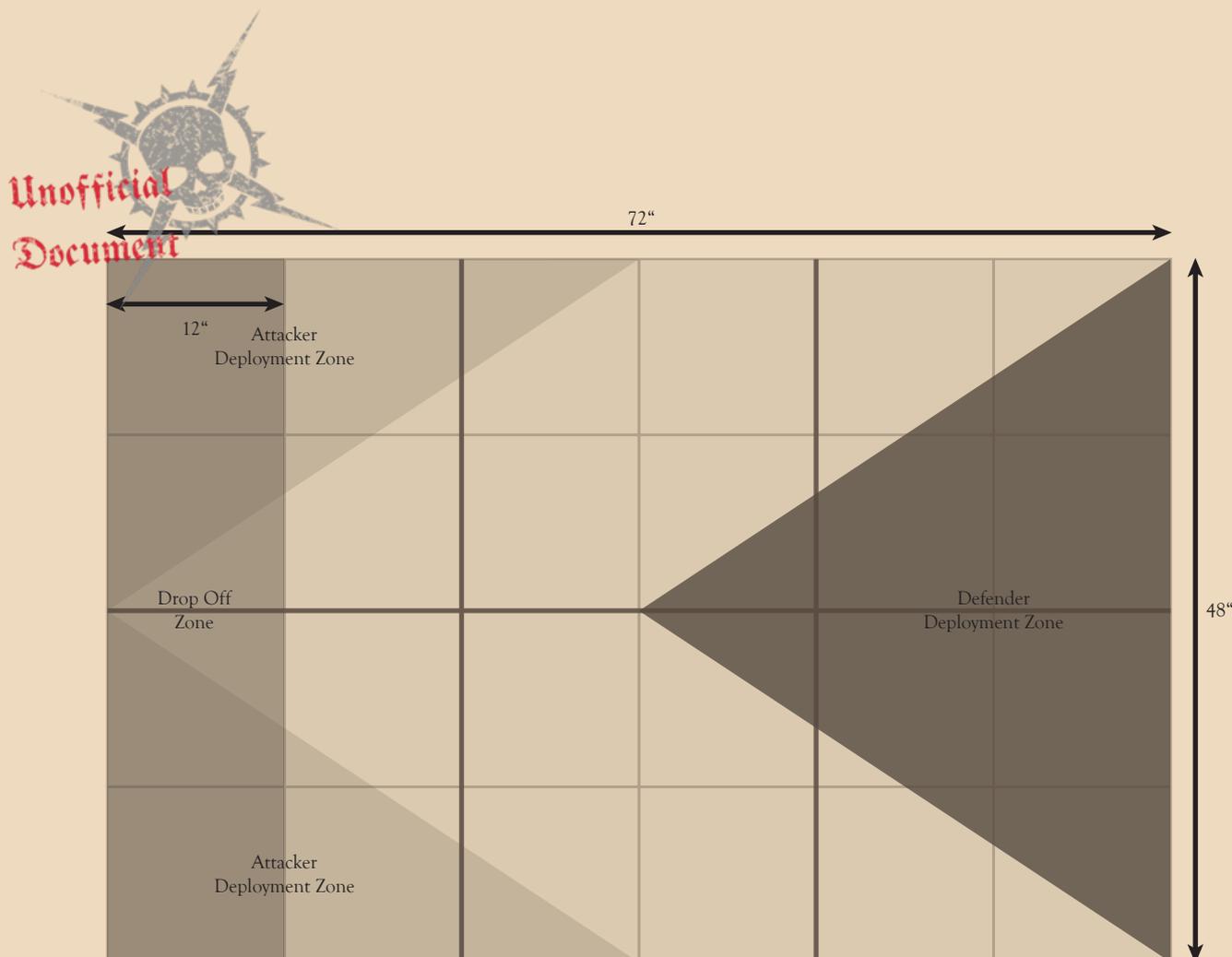
For every objective in the Drop Off Zone at the end of the game, the Defender earns 1 victory point.

For every destroyed objective, the Attacker earns 3 victory points.

For every objective still on the table at the end of the game, the Attacker earns 1 victory point.

Secondary Objectives

Slay the Warlord, Attrition, Price of Failure



Important Personell & Precious Cargo

During the civil war several recources were of high value to both sides of the conflict. These included important personell, as well as strange artifacts and pieces of intelligence or even prisoners to important to be killed by their former comrades but still more then uncooperative in any attempt to keep them alive.

In this mission it is the objective of the Defender to transport multiple of those objects or persons to safety. However while en route, the Attacker ambushes the convoy and a desperat push through the enemy lines is the only option left for the Defender to still deliver his cargo.

There are two kinds of objectives to be escorted: Cargo and Personell (also described as ,objective-model')

For every 500 points of game size, the defender has one piece of cargo or one person of interest to escort.

This means there would be 1 for games of 1-500 points, 2 for games of 501-1000 points, 3 for 1001-1500 and so on.

The nature of the transported objective can be determined by a number of ways. One is to adhere to the models that are available to the players.

Another is to roll off for each objective, the winner of the roll decides what kind of objective it is. Finally 2d6 might be rolled for each objective:

2: Cult Leader (Defender is Traitor)/Prisoner (Defender is Loyalist)

3: Navigator

4 - 5: Fleet Admiral

6 - 8: Precious Cargo

9 - 10: Knight Pilot

11: Astropath

12: High Administrator (Defender is Loyalist)/Prisoner (Defender is Traitor)

If at the end of the movement phase a model carrying cargo or a objective-model touches the short board edge of the Drop Off Zone, the entire unit can immediately leave the table to bring the objective to safety. If a objective-model or a model carrying cargo is embarked upon a transport vehicle touching the short board edge of the Drop Off Zone, the transport and all its occupants can immediately leave the table. Units leaving the table in this manner cannot return to the game and do not count as destroyed.

One piece of cargo can be carried by any modell of the defenders army, including vehicles. At the start of the game, the Defender must choose a model that is on the table to carry the cargo. If the Defender is forced to start the game without a model on the table (for example by an *Orbital Assault Rite of War*, using only Drop Pods and Flyers) or does not have enough units to carry all cargo, the remaining cargo instead is placed in the middle of the board. No unit can carry more then one cargo, this includes Independent Characters carrying one piece of cargo that want to join a unit that already carries one. It is also not possible for a unit carrying cargo to embark upon a transport that already carries cargo itself. In addition no objective-model can carry cargo.

If at the end of the movement phase a model carrying cargo is in base contact with another friendly model, it can give the cargo to that model.

If the modell carrying the cargo is a vehicle and receives a penetrating hit, roll a d6. On a roll of 4+ the cargo is immediately destroyed. This does not include a cargo carried by a model inside of a transport.

If the modell carrying the cargo is removed from play, roll a d6. On a roll of 5+, the cargo is immediately destroyed. On any other result, the cargo is dropped to the ground, represented by a marker.

If a model of the Defender is in base contact with the marker after its movement phase, it can pick up the cargo.

If a model of the Attacker is in base contact with the marker after its movement phase, the cargo is destroyed.

Personell and Prisoners on the other hand are always a model under the controll of the Defender. It is treated as per the normal rules with the following differences:

It does not take up any transport capacity and even though it has the Independent Character special rule, there never may be more then one of these models attached to any unit. An objective of this type only counts as destroyed, when it is removed from play by any way a normal model would be. It must start the game deployed on the table or inside of a transport that is deployed on the table.

They have the following profiles and special rules:

	WS	BS	S	T	W	I	A	Ld	Sv
Cult Leader	3	3	3	3	1	3	2	10	5+
High Administrator	2	2	3	3	1	3	1	6	-
Navigator	2	2	2	3	1	3	1	8	-
Astropath	2	2	3	3	1	3	1	8	-
Fleet Admiral	3	3	3	3	1	3	2	8	-
Knight Pilot	4	4	3	3	2	3	2	8	4+
Prisoner	1	0	3	3	1	3	1	6	-

Unit Type (All): Infantry (Character)

Wargear (Cult Leader): Tainted Weapon

Wargear (Fleet Admiral): Blast Pistol, Refractor Field

Special Rules (All): Independent Character

Special Rules (High Administrator): As long as the High Administrator is on the table, the Defender must reroll a single failed reserve roll every turn.

Special Rules (Navigator): Psyker (Mastery Level 1) - The Navigator only knows the Psychic Shriek Psychic Power.

Special Rules (Astropath): Psyker (Mastery Level 1) - The Astropath only knows the Prescience Psychic Power.

Special Rules (Prisoner): Unwilling

Unwilling

A unit containing at least one model with this special rule may never run or make sweeping advances. In addition a unit containing only models with this special rule does not move normally. Instead roll a scatter dice and a d6. The unit moves this amount of inches in the direction indicated by the scatter dice.