

NATO MISSION TABLES

WARHAMMER 40,000

NATO MISSIONS

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DETERMINE MISSION TO PLAY

Mutually agree on a Mission or roll 2D6 and play Mission indicated on the Mission Table below. The first die is the 10's and the second die is the ones. Missions published in the Rulebook or from any other source may be used if both players agree, but it is recommended to use a mission from Mission Table below.

Note that the *optional* Strategy Ratings system is not in use for choosing League Missions. All dice rolls are unmodified.

Mission Table			
11	Training Mission (#17)	41	Rescue Mission (Page 143 of Main Rulebook)
12	Advance & Secure (#14)	42	Hostage Grab (#16)
13	League Dawn Assault Mission (#3)	43	League Night Fight Mission (#2)
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15	League Night Fight Mission (#2)	45	League Night Recon Mission (#5)
16	All or Nothing (#8)	46	The Messengers (#10)
21	League Recon Mission (#4)	51	League Dawn Assault Mission (#3)
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23	League Night Recon Mission (#5)	53	League Cleanse Mission (#1) <i>Add DS rule</i>
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31	League Cleanse Mission (#1) <i>Add Deep Strike rule</i>	61	League Cleanse Mission (#1)
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33	League Recon Mission (#4) <i>Add Deep Strike rule</i>	63	Take & Hold Mission (Page 145 of Rulebook)
34	Front Offensive (#15)	64	Rescue Mission (Page 143 of Main Rulebook)
35	Suicide Squads (#9)	65	Advance & Secure (#14)
36	Patrol Mission (Page 141 of Main Rulebook)	66	League Dawn Assault Mission (#3)

League Missions are detailed on the following pages.

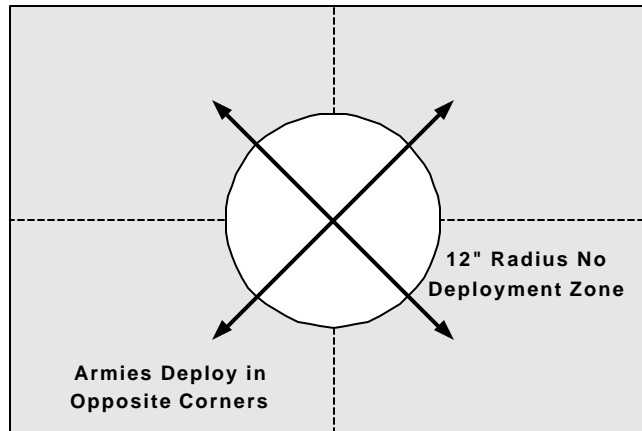
1. LEAGUE CLEANSE MISSION

OVERVIEW

Both sides are attempting to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemy they encounter.

SCENARIO SPECIAL RULES

League Cleanse missions use Random Game Length and Victory Points scenario special rules.



SET-UP

1. Divide the board into four quarters. Both players roll a die and the player with the highest score may pick which quarter to deploy in. The other player deploys in the opposite quarter. Observe the 12" Radius No Deployment Zone.
2. The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
3. No unit may be deployed within 18" of an enemy unit. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
4. Roll for who gets first turn. Highest score may choose to go first or second.

MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. Victory points are computed. Each uncontested quarter is worth 400 bonus points.

To claim a table quarter there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit of troops, bike or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in bonus points.

RESERVES

None.

GAME LENGTH

Game lasts for a variable number of turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

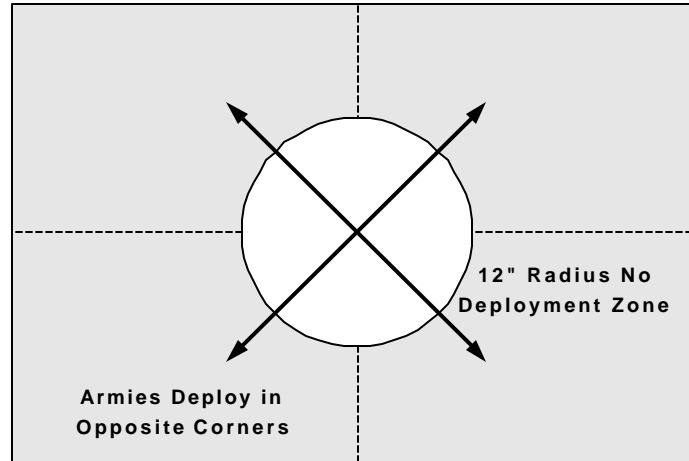
2. LEAGUE NIGHT FIGHT MISSION

OVERVIEW

Both sides have unexpectedly collided with an enemy force whilst moving forward at night. This is a variation of the Cleanse mission with a special rule to represent darkness.

SCENARIO SPECIAL RULES

League Night Fight missions use Night Fight, Infiltrators, Random Game Length and Victory Points scenario special rules.



SET-UP

1. Divide the board into four quarters. Both players roll a die and the player with the highest score may pick which quarter to deploy in. The other player deploys in the opposite quarter. Observe the 12" Radius No Deployment Zone.
2. The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
3. No unit may be deployed within 24" of an enemy unit. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
4. Roll for who gets first turn. Highest score may choose to go first or second.

MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. Victory points are computed. Each uncontested quarter is worth 400 points.

To claim a table quarter there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit of troops, bike or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in bonus points.

RESERVES

None.

GAME LENGTH

Game lasts for a variable number of turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

3. LEAGUE DAWN ASSAULT MISSION

OVERVIEW

Opposing forces encounter each other just before dawn, with the battlefield still shrouded in darkness.

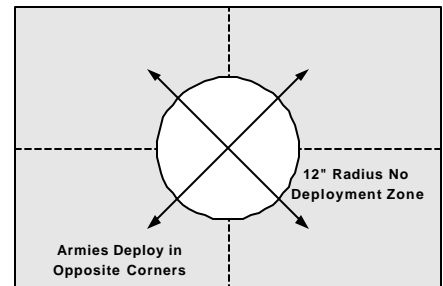
SCENARIO SPECIAL RULES

League Dawn Assault missions use Deep Strike, Infiltrators, Random Game Length and Victory Points scenario special rules.

The NIGHT FIGHT scenario special rule is used for the first game turn only, with the sun rising after that. Note that this is the first player turn, so the army that moves second will not be restricted by this rule.

SET-UP

1. Divide the board into four quarters. Both players roll a die and the player with the highest score may pick which quarter to deploy in. The other player deploys in the opposite quarter. Observe the 12" Radius No Deployment Zone.
2. The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
3. No unit may be deployed within 24" of an enemy unit. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units. Infiltrators are placed anywhere on the table after the armies have been set up, so long as they are at least 18" away from any enemy models. If both players have Infiltrators, dice off to see who deploys his first.
4. Roll for who gets first turn. Highest score may choose to go first or second.



MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. Victory points are computed. Each uncontested quarter is worth 400 points.

To claim a table quarter there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit of troops, bike or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in bonus points.

RESERVES

None.

GAME LENGTH

Game lasts for a variable number of turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

4. LEAGUE RECON MISSION

OVERVIEW

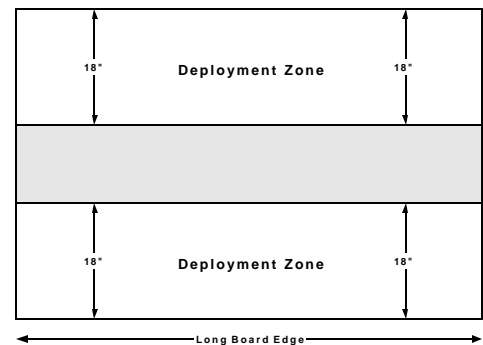
Both sides are attempting to punch through the enemy lines to establish forward positions and probe the enemy's strength in preparation for a major attack.

SCENARIO SPECIAL RULES

League Recon Missions use Random Game Length, Infiltrators and Victory Points scenario special rules.

SET-UP

1. Both players roll a die and the winner gets to choose which of the long board edges will be his deployment zone. Units may deploy up to 18" onto the board. The opponent gets the opposite board edge.
2. Both players roll a die and the loser deploys one of his units first. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
3. No unit may be deployed within 24" of an enemy unit. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
4. If either side has troops which can infiltrate they may deploy these units after all other units have been placed. They may be placed anywhere on the battlefield which is 18" or more from an enemy unit. If both sides have infiltrators, roll a die and the winner may choose to deploy first or second.
5. Roll for who gets first turn. Highest score may choose to go first or second.



MISSION OBJECTIVE

Each player gets bonus points for each unit that he has in the enemy deployment zone at the end of the game.

Each undamaged vehicle or infantry unit, bikes, or cavalry with half or more of its original number of models in the enemy deployment zone is worth 200 bonus points. Each damaged vehicle or infantry unit, bikes, or cavalry with less than half its original number of models in the enemy deployment zone is worth 100 bonus points.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in bonus points.

RESERVES

None.

GAME LENGTH

Game lasts for a variable number of turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

5. LEAGUE NIGHT RECON MISSION

OVERVIEW

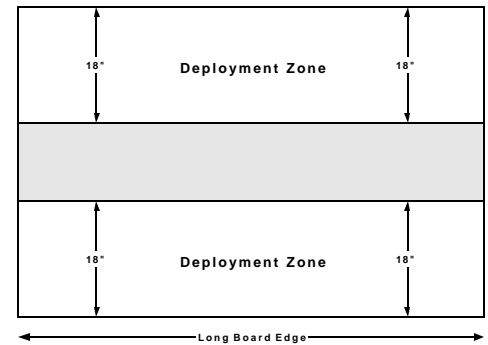
Both sides are attempting to punch through the enemy lines at night to establish forward positions and probe the enemy's strength in preparation for a major attack.

SCENARIO SPECIAL RULES

League Night Recon Missions use Night Fighting, Random Game Length, Infiltrators and Victory Points scenario special rules.

SET-UP

1. Both players roll a die and the winner gets to choose which of the long board edges will be his deployment zone. Units may deploy up to 18" onto the board. The opponent gets the opposite board edge.
2. Both players roll a die and the loser deploys one of his units first. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
3. No unit may be deployed within 24" of an enemy unit. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
4. If either side has troops which can infiltrate they may deploy these units after all other units have been placed. They may be placed anywhere on the battlefield which is 18" or more from an enemy unit. If both sides have infiltrators, roll a die and the winner may choose to deploy first or second.
5. Roll for who gets first turn. Highest score may choose to go first or second.



MISSION OBJECTIVE

Each player gets bonus points for each unit that he has in the enemy deployment zone at the end of the game.

Each undamaged vehicle or infantry unit, bikes, or cavalry with half or more of its original number of models in the enemy deployment zone is worth 200 bonus points. Each damaged vehicle or infantry unit, bikes, or cavalry with less than half its original number of models in the enemy deployment zone is worth 100 bonus points.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in bonus points.

RESERVES

None.

GAME LENGTH

Game lasts for a variable number of turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

6. LEAGUE SUNDOWN SHOWDOWN MISSION

OVERVIEW

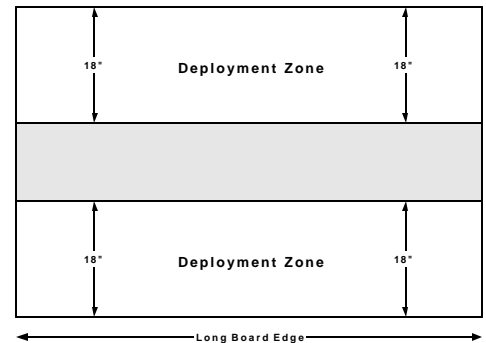
Both sides are attempting to punch through the enemy lines as night approaches. Roll 1D6 at beginning of each turn, on a 5+ night falls fight remainder of game as night battle.

SCENARIO SPECIAL RULES

League Sundown Showdown Missions use Night Fighting, Random Game Length, Infiltrators and Victory Points scenario special rules.

SET-UP

1. Both players roll a die and the winner gets to choose which of the long board edges will be his deployment zone. Units may deploy up to 18" onto the board. The opponent gets the opposite board edge.
2. Both players roll a die and the loser deploys one of his units first. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
3. No unit may be deployed within 24" of an enemy unit. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
4. If either side has troops which can infiltrate they may deploy these units after all other units have been placed. They may be placed anywhere on the battlefield which is 18" or more from an enemy unit. If both sides have infiltrators, roll a die and the winner may choose to deploy first or second.
5. Roll for who gets first turn. Highest score may choose to go first or second.



MISSION OBJECTIVE

Each player gets bonus points for each unit that he has in the enemy deployment zone at the end of the game.

Each undamaged vehicle or infantry unit, bikes, or cavalry with half or more of its original number of models in the enemy deployment zone is worth 200 bonus points. Each damaged vehicle or infantry unit, bikes, or cavalry with less than half its original number of models in the enemy deployment zone is worth 100 bonus points.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in bonus points.

RESERVES

None.

GAME LENGTH

Game lasts for a variable number of turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

7. CLEAR & CONSOLIDATE

OVERVIEW

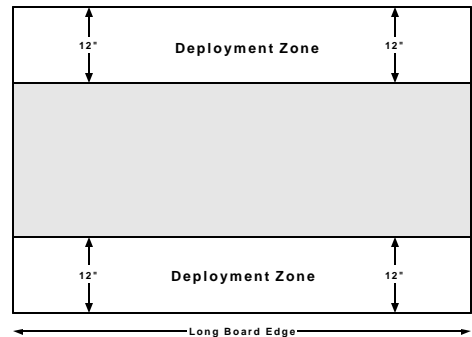
Both Armies are trying to gain territory without enduring too many casualties.

SCENARIO SPECIAL RULES

Infiltrators, Deep Strike, and Victory Points.

SET-UP

1. Both players roll a die; the winner picks deployment zone. Units will be placed up to 12" along the long table edge. The opponent gets the opposite table edge.
2. Both players roll a die again; the loser deploys his units first. Both players take turns deploying their units in order of Heavy Support, Troops, Elite, HQ and Fast Attack. Any units that can Deep Strike may be held in reserve to deploy under the Deep Strike rules.
3. Infiltrators are deployed after all other units have been deployed. If both sides have infiltrators roll off to see who deploys theirs first.
4. Both players roll a dice, the player who rolls the highest chooses whether to go first or second.



MISSION OBJECTIVE

Both players are seeking to clear the area of all enemy models while keeping as many of his units alive as possible. At the end of the battle divide the table into quarters. To control a quarter there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle or at least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Characters do not count as units so they may not control areas.

Point values

For each quarter controlled +200 points

Use standard victory point rules for surviving units (vehicles, troops, HQs, etc.) Note you **only** receive victory points for what is left in your own army. You do NOT gain points for killing enemy units.

RESERVES

Deep Strike units only.

GAME LENGTH

Game lasts for six turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

8. ALL OR NOTHING

OVERVIEW

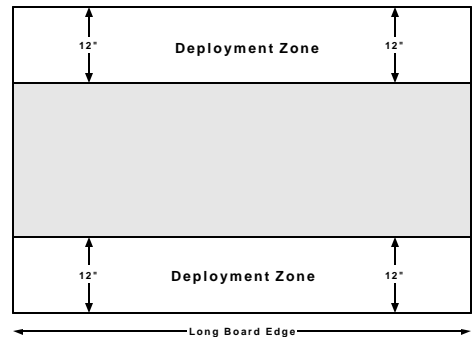
All of your forces have been committed to the front line in an all out attack against the enemy. Additional units are moving to reinforce your position. Your orders are simple: annihilate the enemy force, crush them entirely.

SCENARIO SPECIAL RULES

The first infantry unit to be entirely destroyed will be brought back into the game as reinforcements on the owning player's next movement phase. These reinforcements must move on from the table edge in the player's deployment zone. Characters and vehicles may not return.

SET-UP

1. Each player rolls a D6, the player with the highest score choosing a long table edge for deployment.
2. Both players roll a D6, the player with the lowest score deploying a unit first. Players take turns to place units within 12" of their table edge. (Heavy, Troop, Elite, HQ, Fast Attack). Units that can infiltrate may deploy anywhere on the table, at least 18" from the enemy. If both players have infiltrators, roll a die to see who sets up first.
3. Roll for who gets the first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Both players must attempt to eliminate as much of the enemy before the battle is through. Quite simply, the army responsible for the greatest amount of carnage is the victor!

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook.

RESERVES

Deep Strike units only.

GAME LENGTH

Game lasts for six turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

9. SUICIDE SQUAD

OVERVIEW

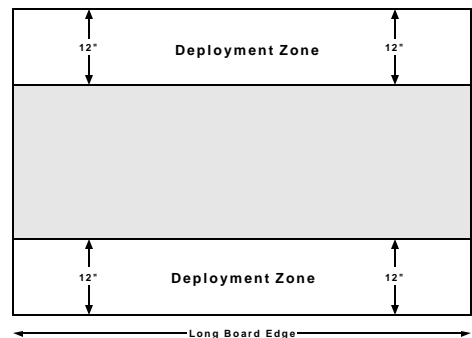
A fierce series of battles have been raging for generations and finally the time has come to make a decisive counter-attack to conquer the planet.

SCENARIO SPECIAL RULES

Suicide Squad uses the Infiltrators and Victory Points special rules from the Warhammer 40,000 rulebook. Some units have their orders to literally destroy the enemy at all costs and will stop at nothing to see the destruction of the enemy. Choose one infantry squad from your Elite or Troop selections and inform your opponent that they are your suicide squad. This squad hates the enemy and will always strike the enemy in hand to hand combat on a 3+. In addition, they will automatically pass any Morale checks they have to take, even in a situation that would normally cause them to automatically fail. (They will NEVER FALL BACK because they are too much crazed. e.g. they won't run from an Inferno Cannon, however they CAN be pinned.) Independent Characters may NOT attach to a suicide squad, as they are just too crazy.

SET-UP

1. Each player rolls a D6, the player with the highest score choosing a long table edge for deployment.
2. Both players roll a D6, the player with the lowest score deploying a unit first. Players take turns to place units within 12" of their table edge. (Heavy, Troop, Elite, HQ, Fast Attack). Units that can infiltrate may deploy anywhere on the table, at least 18" from the enemy. If both players have infiltrators, roll a die to see who sets up first.
3. Roll for who gets the first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

As the special rules dictate, the winner is the player who accumulates the most victory points throughout the course of the game. Units killed by the suicide squad in hand-to-hand combat are worth double points.

If your suicide squad is entirely wiped out then you receive an additional 100 points. If you have at least one model in the squad at the end of the game, then your opponent receives an additional 100 points. They are the suicide squad after all!

RESERVES

None.

GAME LENGTH

Game lasts for six turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

10. THE MESSENGERS

OVERVIEW

Electromagnetic interference is preventing your army from communicating with its superiors. Messengers have been sent to inform the superior officers that contact has been made and reinforcements should be sent.

SCENARIO SPECIAL RULES

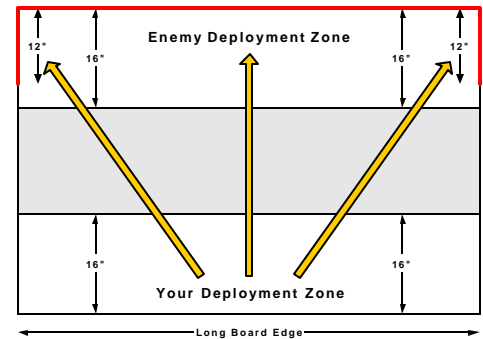
Before the battle begins, both sides must nominate three models to be their messengers. These models must be Troop selections from three different units. The messengers are removed from their units and are treated as independent characters for the rest of the game. Note that the following profile is in effect for all messenger models. M-8, WS-4, BS-4, S-4, T-4, W-2, I-4, A-2, LD-9, and Save 4+, Invulnerable. Messengers may always ignore terrain penalties. In addition, they will automatically pass any Morale checks they have to take, even if faced with a situation that would normally cause them to automatically fail (that's why they've been chosen to be messengers).

Your messengers must try to escape the battlefield via any table edge but your own (that's where your fourth messenger went!) Each messenger is duty bound to go in a different direction, so each one must leave the table via a different table edge.

Escaping on the side edges: The messengers may escape on the side edges in the 12" furthest away from your deployment zone (see the set up map).

SET-UP

1. Each player rolls a D6, the player with the highest score choosing a long table edge for deployment.
2. Both players roll a D6, the player with the lowest score deploying a unit first. Players take turns to place units within 16" of their table edge. (Heavy, Troop, Elite, HQ, Fast Attack).
3. Roll for who gets the first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Each messenger which successfully escapes off the table is worth 200 bonus points.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in bonus points.

RESERVES

None.

GAME LENGTH

Game lasts for six turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

11. HOLD THAT OBJECTIVE

OVERVIEW

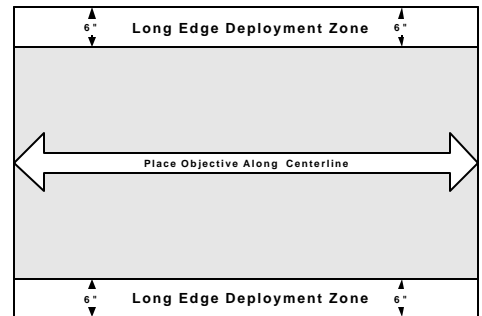
There it is, right out in the open! We must secure it before the enemy can.

SCENARIO SPECIAL RULES

Hold That Objective uses the *Deep Strike* special rules.

SET-UP

1. Have an impartial person (arbitrator if available) place a small object (barrel, crate, etc.) down along the long centerline of the table. This object should be placed on the most open area available, and not in terrain if it can be avoided. The object is the "objective". The object is considered "Impassible" terrain. (note: Skimmers may not "park" on the objective)
2. Both players roll dice, the player with the highest score chooses a long table edge. His opponent gets the other long edge. The deployment zones are 6" from the long table edge.
3. Both players rolls dice again, the player with the lowest die roll must deploy a unit. Then his opponent deploys a unit and both players alternate until all units are deployed. The players must deploy their units in the following order: Heavy Support, Troops, Elite, HQ and then Fast Attack.
4. Units that can Deep Strike may be held in reserve and deep strike later as per the Deep Strike rules.
5. Roll for who gets the first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Both forces are seeking to secure the "objective." At the end of the game whichever side has the closest model to the objective within 6 inches is awarded 1000 bonus victory points. If no models are within 6" then no bonus points are awarded. Note that any model counts for this purpose as long as it is not dead or destroyed.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in the bonus victory points for the final result.

RESERVES

Deep Strike units only.

GAME LENGTH

Game lasts for six turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

12. ACROSS ENEMY LINES

OVERVIEW

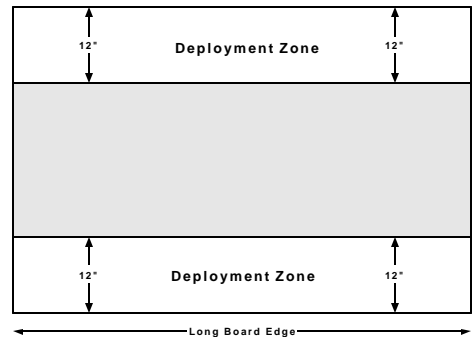
Both armies have a clear mission – completely overwhelm their opponents with a massive display of offensive power along the front lines.

SCENARIO SPECIAL RULES

Both sides use the rules for *Infiltrators & Deepstrike*.

SET-UP

1. Each player rolls a D6, the player with the highest score choosing a long table edge for deployment.
2. Both players roll a D6, the player with the lowest score deploying a unit first. Players take turns to place units within 12" of their table edge. (Heavy, Troops, Elite, HQ, Fast Attack). Infiltrating units deploy last, anywhere not within 18" of the enemy. If both players have infiltrators, roll a die to see who sets up first.
3. Players roll a D6 to see who goes first. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Both players are attempting to make their way past enemy defenses and take control of their ground. For each squad of 5 or more models in the enemy deployment zone 500 bonus victory points are awarded.

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in the bonus victory points for a final result.

RESERVES

Deep Strike units only.

GAME LENGTH

Game lasts for six turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

13. SUICIDE MISSION

OVERVIEW

Attacker: You've lost many scouts searching for the enemy, but you've finally located the entrance to their secret underground base. It must be destroyed at all costs. Simply destroying the entrance won't be sufficient. A specially designed charge must detonate over the opening to cause a chain reaction that will destroy the installation.

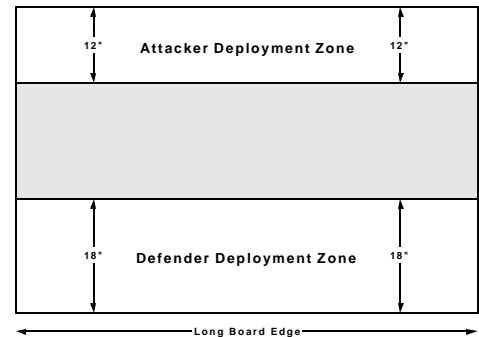
Defender: Alert! Alert! Incoming enemies. We believe our location has been compromised. Prevent the destruction of this base.

SCENARIO SPECIAL RULES

Attacker and Defender: Deep Strike, Infiltrators, and Victory points. Defender: One bunker. Attacker: One HED (Highly Explosive Device)

SET-UP

- Both players roll a die. Winner chooses to be defender or attacker. Defending player picks deployment zone: long board edge 18 inches from the long table edge. Attacker gets opposite board edge 12 inches from the long table edge. Defender also sets up one bunker in his deployment zone **at least** 6 inches from any board edges.
- Before deployment the attacker secretly writes down which Character or Individual has the HED (Highly Explosive Device). As long as the HED is not dropped or passed (see below) to another model, he does not have to reveal which model is carrying it. Once the HED location is known, use some sort of marker to indicate where it is which model is carrying it. After the LAST assault phase of the game is over center the LARGE blast marker over the HED or the model carrying it. Anything **touching** by the template is hit by a str. 10 AP 1 attack. After this is resolved take break checks as normal.
- The two players each roll a die. Winner decides to deploy a unit first or second. Players alternate placing units one at a time starting with Heavy, Troops, Elite, HQ and finally Fast Attack. Units that infiltrate are deployed after both sides have set up anywhere not within 18 inches of an enemy unit. If both sides have infiltrators, each roll a die, winner places all his infiltrators first then his opponent places their infiltrators.
- Attacker gets first turn.
 - If the model carrying the HED is killed or is forced to Fall Back then the HED is dropped and remains on the board (use a marker to indicate its position). Any model that ends its move in contact with it may pick it up.
 - The model carrying the HED may pass it to another model by moving into base contact. Neither model may move after they have come into contact until their next turn, and the HED can only be handed off once per turn.
 - Any model carrying the HED can opt to drop it. Simply place a marker to represent the HED in base to base with the model that was carrying it when it **ends** its movement.



Note that with the exception of Walkers, vehicles (anything with an armor facing) may **not** pick up or carry the HED. Models carrying the HED may board transports, however. Also note that vehicles may **not** end their movement on top of the HED (although they may pass over it during movement).

MISSION OBJECTIVE

The attacker scores 200 bonus points **if** the defender's bunker is destroyed **and** was hit by the HED **large** blast marker after the last assault phase of the game. The defender scores 200 bonus points if his bunker has not been destroyed at the end of the game.

Note that if the bunker is destroyed before turn six **leave it on the table**. The attacker must still manage to get the HED to detonate on it to achieve his objective.

RESERVES

Deep Strike units only.

GAME LENGTH

Game lasts for six turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

14. ADVANCE AND SECURE

OVERVIEW

Two armies are ordered to secure a communications point before mounting a cleanse operation to wipe out their opponents.

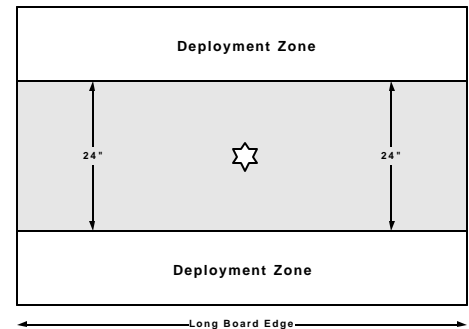
SCENARIO SPECIAL RULES

Deep Strike and *Reserves* are used.

Each player divides his or her army into a main force (up to 2/3 of the total points) and a reserve force.

SET-UP

1. Place a central feature on the board. This can be a building, wood or simply a clearly defined area. Place all other scenery as normal.
2. Players roll D6s to see who chooses a board edge. That player must place a unit first. Players then take turns to deploy their main forces within their respective deployment zones (Heavy Support, Troops, Elite, HQ, and Fast Attack). The deployment zones are 24" apart.
3. Roll D6s to see who gets the first turn.



MISSION OBJECTIVE

It is important that players keep track of the turn number. The player with the most Victory Points at the end of the game wins. Victory Points are gained as follows:

PRIMARY OBJECTIVE: Players gain 200 bonus points per board quarter they control at the end of the game. (See the Cleanse Mission Objectives in the 40K book for more details).

SECONDARY OBJECTIVE: The player in control of the central feature **at the end of turn three** gains 200 bonus points. (See the Take and Hold Mission Objectives in the 40K book for more details).

Determine victory points using the rules found on page 137 of the Warhammer 40,000 rulebook and add in the bonus points for a final result.

RESERVES

Reserve forces are brought on at the start of turn four. These troops may enter via a player's own board edge, or up to half the length of each adjacent board edge. Deep Striking units enter on the start of turn four as well, using the *Deep Strike* rules.

GAME LENGTH

The game lasts a total of 7 turns. Determine the secondary objective at the end of turn 3. Bring on reserve forces at the start of turn 4.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

15. FRONT OFFENSIVE

OVERVIEW

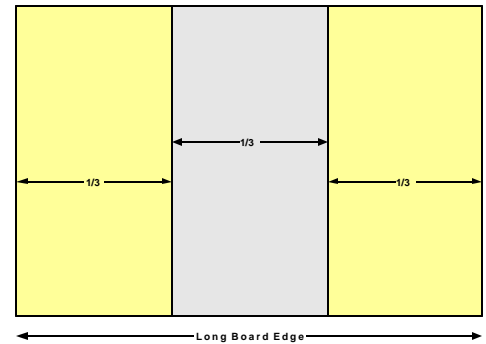
Both sides are attempting to advance their front line past their entrenchments and into No Man's Land. This represents a small section of a much larger push across several miles of the battlefield.

SCENARIO SPECIAL RULES

Deep Strike, Fortifications, Infiltrators, Obstacles, Random Game Length and Reserves are used. See below for special clarifications.

SET-UP

1. The game is played along the table's long axis. Each player sets up along a short table edge in a deployment zone equal to 1/3 of the table length. The center section is No Man's Land. Both players should roll a die and the winner chooses which short edge he wants.
2. Players should take turns placing up to $d3+1$ Obstacles in No Man's Land. These can include tank traps, razorwire, craters and minefields. Each player is given the option of placing a single Bunker in his deployment zone. Note that if your Bunker is destroyed, you may be penalized under the victory conditions.
3. Both players roll a die. The loser is the first to deploy one of his units. Deploy in the following order: Bunker, Heavy Support, Troops, Elites, HQ and Fast Attack. Units which Deep Strike may be kept in Reserve. You may deploy anywhere in your own deployment zone.
4. After all other units are placed, players may place Infiltrators. Infiltrators may be placed as far forward as No Man's Land, but not in the enemy deployment zone and not within 18" of an enemy unit. If both players have Infiltrators, roll a die to see who must place first.
5. Both players roll a die. The player who rolls highest may choose to go first or second.



MISSION OBJECTIVE

Both players are attempting to push forward into No Man's Land. The winner is the player who has advanced the farthest distance into No Man's Land without any intervening enemy troops behind—you may only count territory that is completely controlled by your own troops. Immobilized/unarmed vehicles, characters and units under 50% strength are not "controlling" troops, and are not counted either for advance or counter-advance purposes.

In case of a draw, where neither player has any controlling units in No Man's Land, then you may compare the status of Bunkers as it relates to the shift of power in the area. A player who has lost his bunker *loses* to a player who still controls his own bunker, or who has no bunker of his own. If both player's bunkers are destroyed, or neither had a bunker to begin with, the game ends in a draw.

This Mission produces a result of Win-Lose-Draw.

RESERVES

Deep Strike units only.

GAME LENGTH

Game lasts for a variable number of turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

16. HOSTAGE GRAB

OVERVIEW

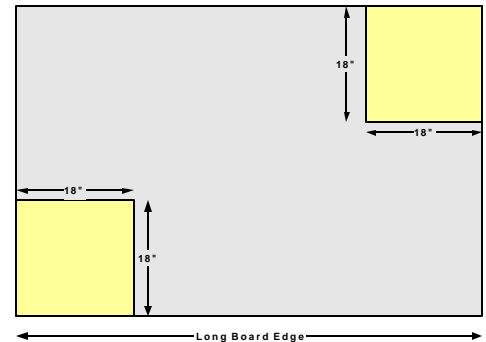
In this mission, both sides are attempting to capture or grab helpless hostages, while also attempting to control the battlefield. The mission plays very much like a combination of Cleanse and Rescue.

SCENARIO SPECIAL RULES

Deep Strike, Infiltrators and Random Game Length are used. See below for special clarifications.

SET-UP

- Both players roll a die. The player who rolls highest can choose whether to deploy first or second. The player who deploys first chooses a corner and places a unit first. Players then take turns to deploy their main forces within their respective deployment zones (Heavy Support, Troops, Elite, HQ, and Fast Attack). The deployment zone is a square in opposing corners, 18" on a side. Units which may Deep Strike may be held in Reserve. Infiltrators should be held until both sides have set up all units.
- Players then take turns placing d3 "hostages" on the board. All hostages should be placed within 18" of the center of the table and not within 18" of any players unit. Infiltrators may now be placed anywhere on the table as long as they are not within 18" of any enemy models or hostages.
- Both players roll a die. The high roll may choose to go first or second.
- At the beginning of each turn, before any other models are moved, all uncontrolled hostages move 2d6" in a random direction as they desperately attempt to flee their fate.



MISSION OBJECTIVE

Both players are attempting to control table quarters as well as hostages. Each table quarter and hostage is worth 200 VP. The player with the most VP's at the end of the game wins.

Immobilized vehicles, Independent characters and units under 50% strength are not "controlling" troops, and may not hold table quarters—but they may hold hostages as below.

In order to seize a hostage, you must have a model in base-to-base contact with the hostage. Hostages may not be "charged" during the assault phase. Once a hostage is controlled, it will become part of the unit and can not move more than 2" away (unless transferred to another unit by moving into base contact)

Hostages may not be targeted normally during shooting. They will be killed instantly by any blast or template marker that touches them—however if the hostage is in possession of a unit, the controlling player has the option of sacrificing one of his own models to save the hostage.

Hostages can be captured in close combat. At the end of each combat, "ownership" of the hostage will transfer to the winning side. If the combat is a draw, ownership does not change. It is possible for the hostage to switch back and forth several times as the battle rages.

RESERVES

Deep Strike units only.

GAME LENGTH

Game lasts for a variable number of turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

17. LEAGUE TRAINING MISSION

OVERVIEW

The best way to defeat your enemies is to *know* your enemies. Have fun and be careful with your friend's models!

SCENARIO SPECIAL RULES

Both players swap armies and roll again on the Mission Table, ignoring any further Training Mission results.