

# WARHAMMER

40,000



# GOONHAMMER

2023 US OPEN NARRATIVE MISSIONS

# CAPTURE THE SPACEPORT

## MISSION BRIEFING

*Arender Spaceport is a location of strategic importance in this campaign, a forward base from which to launch air strikes and receive supplies from orbit.*

## THE BATTLEFIELD

Before the battle begins, place one objective marker on each Skyshield Landing pad, and a third on the Comms tower. Then, starting with the Defender, each team places one Objective marker in their Deployment Zone. This Objective Marker must be more than 6" from any table edge.

## MISSION RULES

This mission takes place on the Arender Spaceport Battlezone. See the relevant Battlezone rules for details.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## CAPTURE AND HOLD DROP SITES

### *Progressive and End Game Objective*

At the end of each team's Command phase, that team scores 5 VP for each objective marker they control in No Man's Land. This objective cannot be scored in the first battle round.

At the end of the battle, each team scores 5 VP for each objective marker they control.

## THE BURNING SKIES

### *End Game Objective*

At the end of the game, each team scores 2 VP for each enemy unit they destroyed with the **FLY** keyword. They score an additional 2 VP for each enemy **VEHICLE** unit they destroyed with the **FLY** keyword.

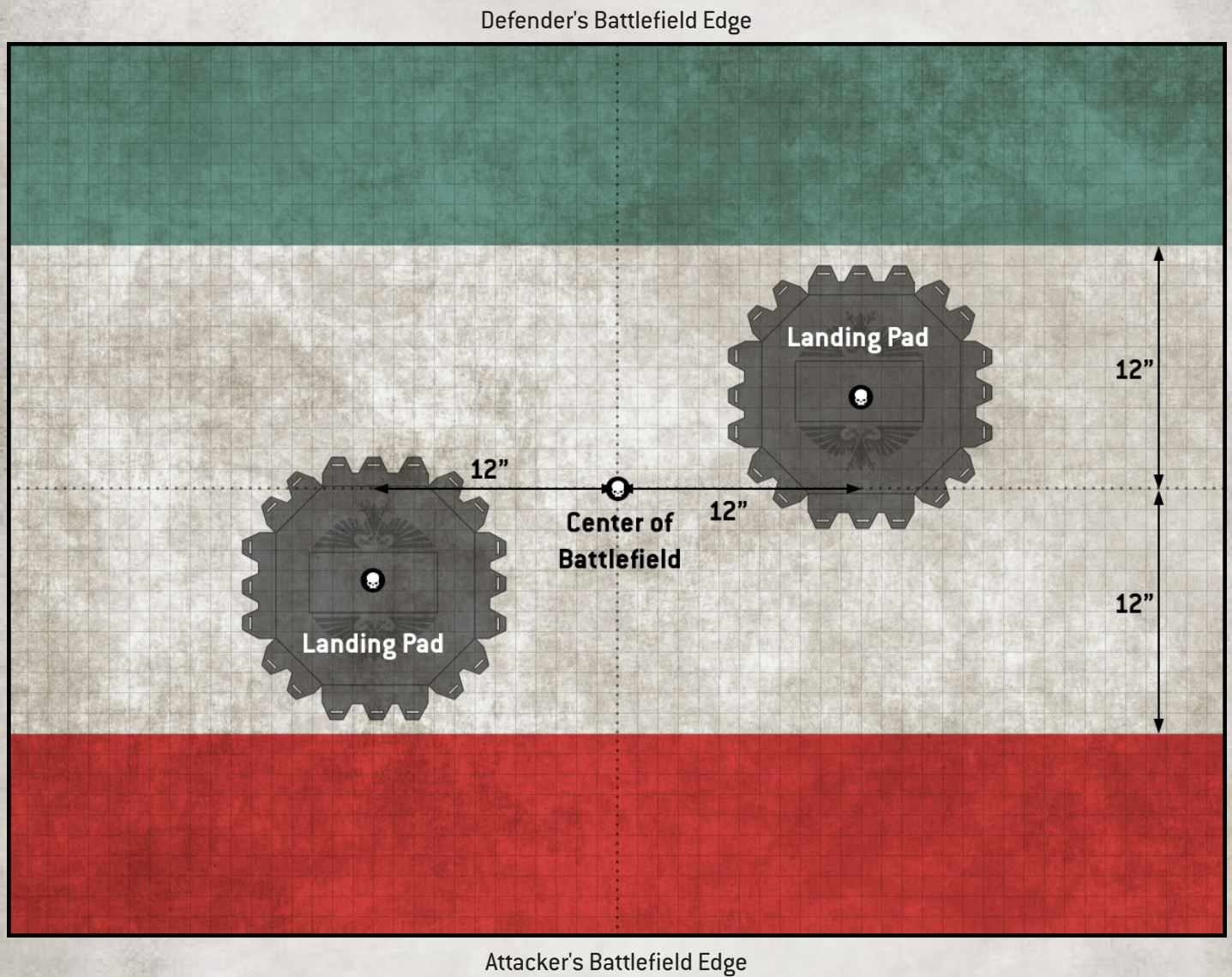
## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each **AIRCRAFT** unit that survives this battle gains the **AERIAL ACES** keyword.

# CAPTURE THE SPACEPORT



# STORM THE GATES

## MISSION BRIEFING

*The Main Gate of Attos Hive Primus represents a critical point of entry to the city. Controlling it means controlling the flow of troops and materiel in and out of the city. But capturing it is no mean feat.*

## MISSION RULES

**The Hive Walls:** The entrance to hive Primus is protected by a series of massive walls. These walls are broken into sections, and are destructible. Each wall section has 13 Toughness, 40 wounds, and a 2+ save. While the void-shield generators are operation, the wall sections have a 5+ invulnerable save. Walls have the **VEHICLE**, **FORTIFICATION**, and **UNALIGNED** keywords.

Units standing on a section of wall have the benefit of cover and a 5+ invulnerable save. When a section of wall is destroyed, any units on top of the wall are treated as though they were disembarking from a destroyed transport.

**Holding the Gates:** The team which controls the Main Gate territory is the Defender.

**Laying Siege:** The Attacker has the first turn.

## MISSION OBJECTIVES

Victory points are awarded as follows:

### BRING DOWN THE WALLS

*Progressive Objective (Max 20 points)*

At the end of the battle the Attacker scores 5 victory points for each section of wall they destroyed.

### HOLD THE GATES

*End Game Objective*

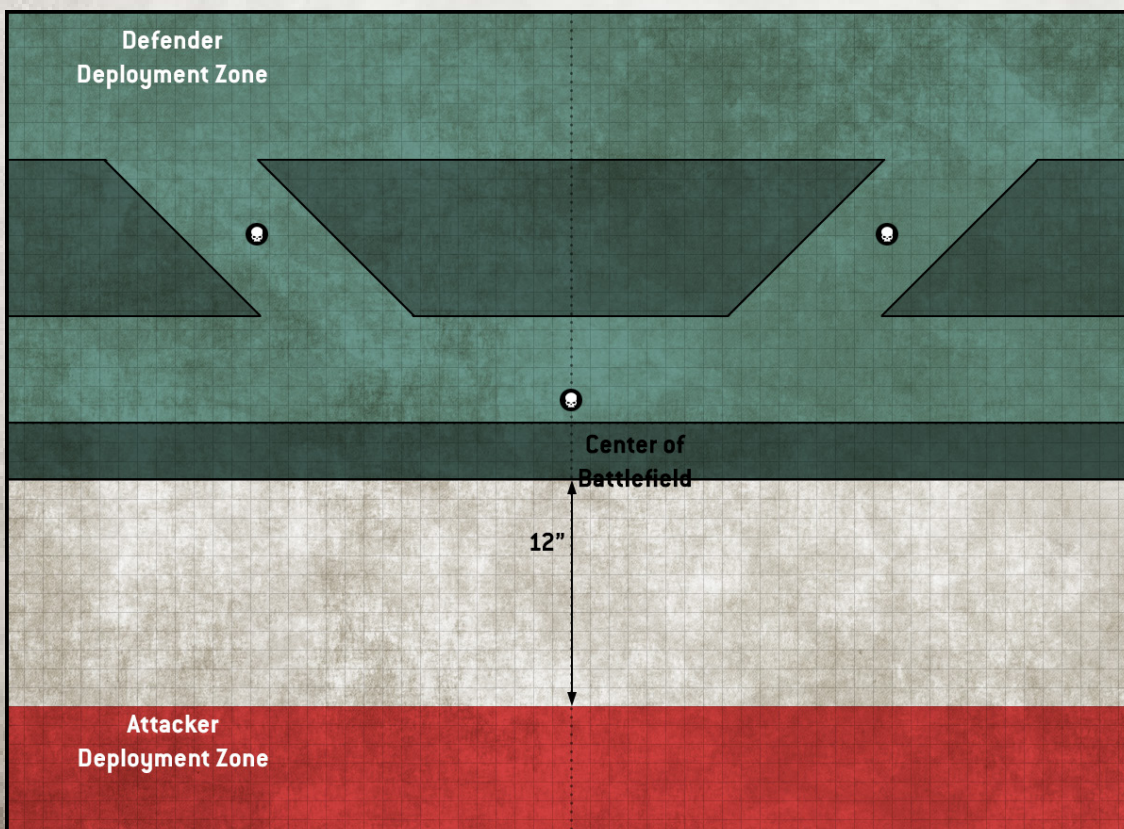
At the end of the battle each team scores 15 Victory Points for each objective marker they control. If there's a tie, the team holding the gate objective marker wins a minor victory.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **SIEGE SPECIALIST** keyword.



# SECURE THE STATION

## MISSION BRIEFING

*Bantavera Station is an important mining facility housed in the debris fields that used to be one of Attos' moons. The asteroids here are broken and mined for resources to ship to the planet's surface for further refining.*

## DEPLOYMENT

Randomly determine the deployment zones for this mission using the Leviathan Missions Pack.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## SEIZE GROUND

### *Progressive Objective*

During the Second, Third, and Fourth battle rounds, at the end of each team's Command phase, that team scores 4 VP for each of the following:

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than the opposing team.

In the fifth battle round, the team with the first turn scores VP as described above. The team with the second turn scores VP as described above, but does so at the end of their turn instead of the end of their Command phase.

## PURGE THE FOE

### *Progressive Objective*

At the end of each battle round, each team scores 4 VP if more enemy units than friendly units were destroyed that battle round.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each **AIRCRAFT** unit that survives this battle gains the **AERIAL ACES** keyword. .

# ATTACK THE CONVOY

## MISSION BRIEFING

*Manufactorum Arys-Lyri is a vital industrial facility deep in the deserts of Attos. There, important raw materials are refined into key weapons and equipment. The Manufactorum itself is heavily guarded, protected with impenetrable gates and automated defenses. Convoys carrying supplies to the facility are equipped with ID tags which allow them to bypass these defenses.*

## MISSION RULES

**The Rolling Road:** At the end of each battle round, move each unit and terrain feature on the battlefield directly backward 10". Any models moved off the back of the battlefield this way are added to Strategic Reserves. Remove any terrain features which touch the back of the table. Then, add new terrain to the front 10" of the battlefield.

**ID Tags:** Before the battle, randomly determine up to two trucks to be carrying ID tags. When these vehicles are destroyed, place an objective marker where they were to represent that vehicle's ID tag. At the end of any turn, if a unit controls that objective marker, it picks up the tag. When that unit is destroyed, repeat this process.

**Road Ambush:** The Attacker has the first turn. No more than half of the Attacker's units, rounded up, may be deployed on the battlefield; the rest must be placed into Strategic Reserves.

## MISSION OBJECTIVES

Victory points are awarded as follows:

### CAPTURE THE TAGS

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#### *End Game Objective*

At the end of the battle, a team scores 15 VP for each ID tag it controls.

### DESTROY THE CONVOY

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#### *End Game Objective*

At the end of the battle, the Attacker scores 5 VP for each destroyed truck in the convoy. The Defender scores 10 VP for each truck still on the battlefield.

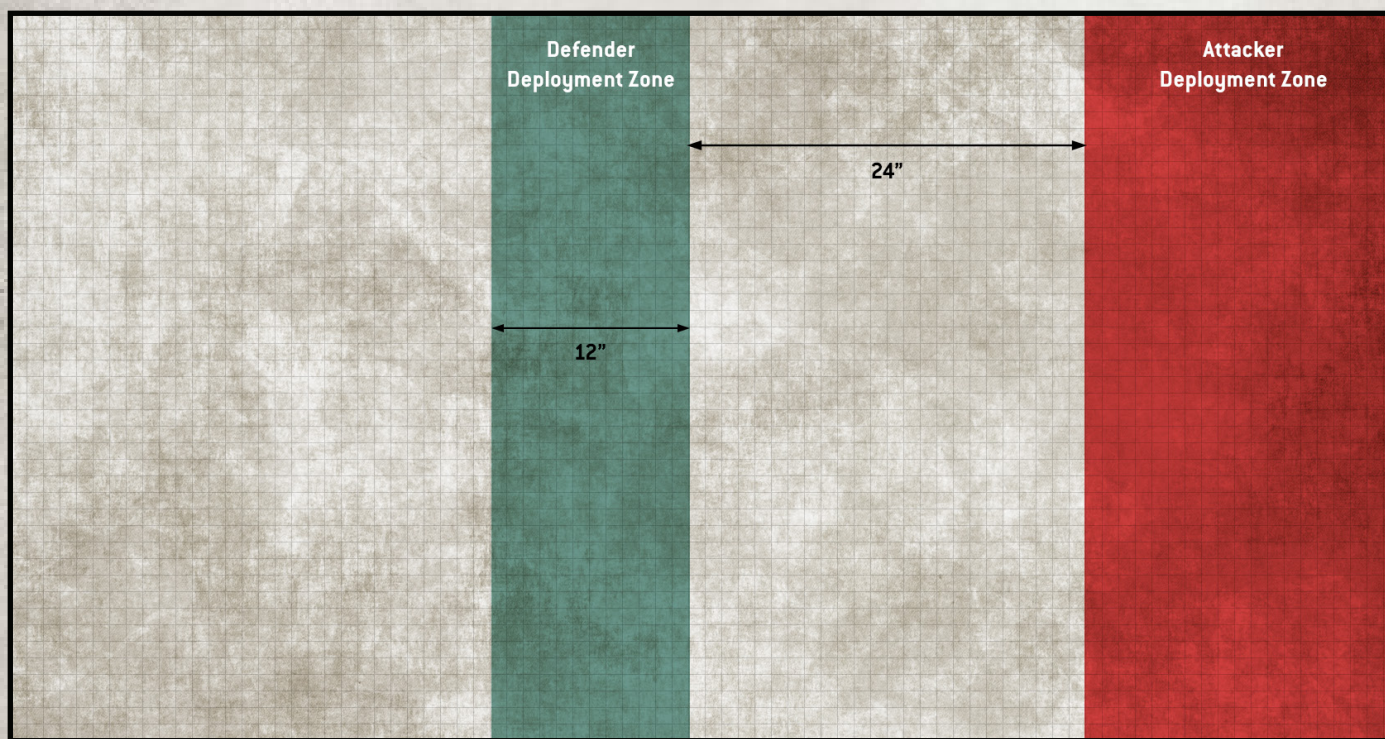
## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **RECON SPECIALIST** keyword.

# ATTACK THE CONVOY



# WEAKEN THE DEFENCES

## MISSION BRIEFING

*Manufactorium Arys-Lyri is a vital industrial facility deep in the deserts of Attos. There, important raw materials are refined into key weapons and equipment. The Manufactorium itself is heavily guarded, protected with impenetrable gates and automated defenses. The defenses use an ID tag system to identify intruders.*

## MISSION RULES

**Defender Deployment Zones:** In the Deploy Armies step, Defender deployment zones A, B, and C all count as the Defender's deployment zone for the purpose of setting models up on the battlefield.

**Obfuscation Generators:** All the Obfuscation Generator objective markers start the battle turned on. At the end of each player's Movement phase if that player has a unit within range of an objective marker they control and that unit is eligible to shoot, they can choose to turn that objective marker on or off. If they do so, that unit cannot shoot or Charge this turn.

- If an Attacker unit without an ID tag attempts this action, then at the start of that player's next Command Phase, the Obfuscation generator is turned on or off, provided that unit is still in range of the marker.
- Otherwise, the generator is turned on or off at the end of the turn.

While an Obfuscation Generator objective marker is turned on, each time a ranged attack is allocated to a model that is within the corresponding deployment zone of the Defender (e.g. Obfuscation Generator A corresponds to Defender deployment zone A), that model receives the benefit of cover against that attack.

**Ready and Waiting:** The Defender has the first turn.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## TRADING BLOWS

### *Progressive Objective*

At the end of each battle round, each team scores 4 VP for each of the following:

- One enemy unit was destroyed during the battle round.
- Two or more enemy units were destroyed during the battle round.
- More enemy units than friendly units were destroyed during the battle round.

## DEFENCES COMPROMISED

### *Progressive Objective*

At the end of each battle round, the Attacker scores 5 victory points for each of the following conditions they satisfy:

- One or more objective markers are turned off.
- Two or more objective markers are turned off.

This mission objective cannot be scored in the first battle round.

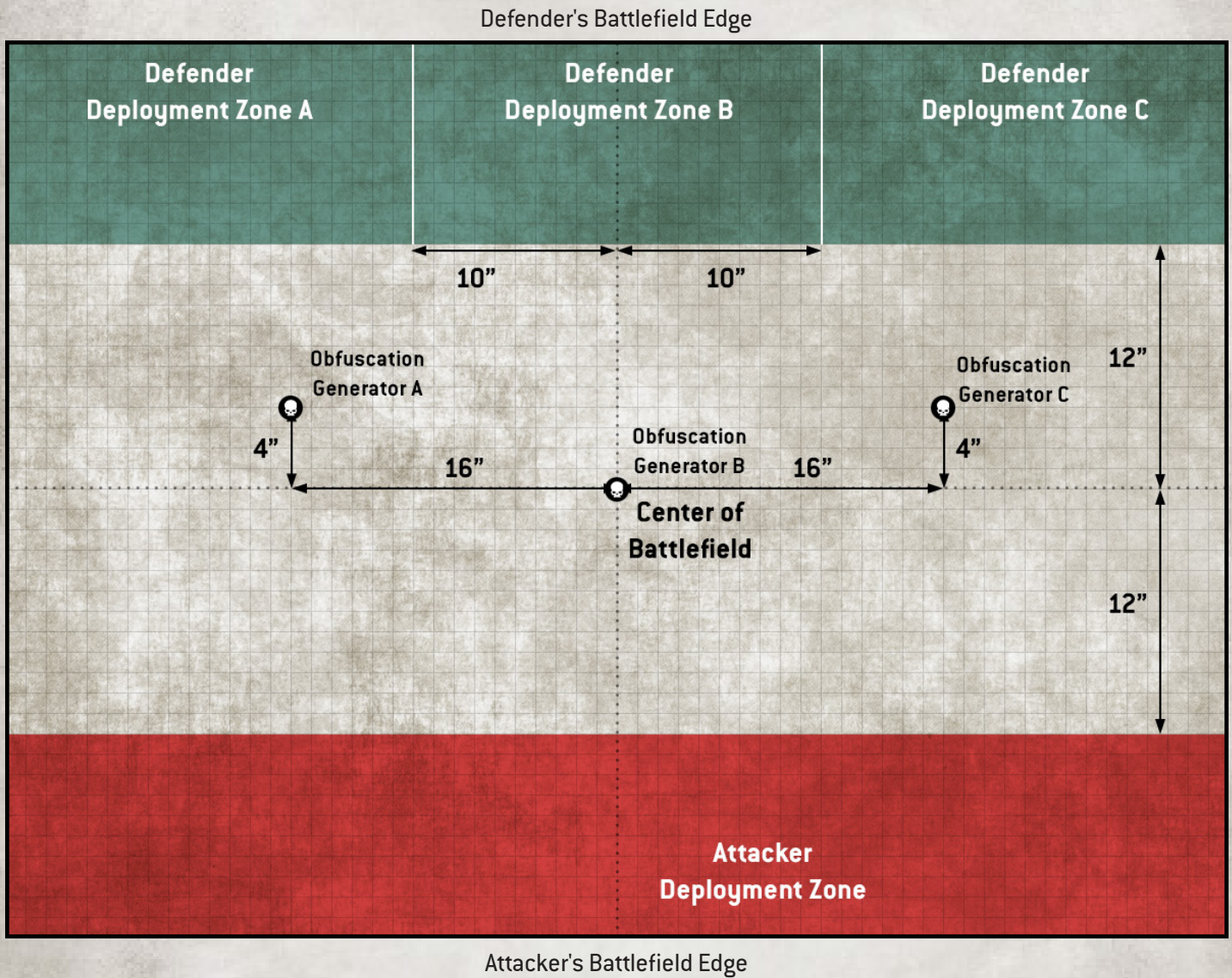
## VICTOR BONUS

The winning team gains one Agenda Point and one ID tag.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **RECON SPECIALIST** keyword.

# WEAKEN THE DEFENCES



# HOLD THE MANUFACTORUM

## MISSION BRIEFING

*Manufactorum Arys-Lyri is a vital industrial facility deep in the deserts of Attos. There, important raw materials are refined into key weapons and equipment. The Manufactorum itself is heavily guarded, protected with impenetrable gates and automated defenses. The defenses use an ID tag system to identify intruders.*

## MISSION OBJECTIVES

Victory points are awarded as follows:

## TAKE AND HOLD

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### *Progressive and End Game Objective*

During the Second, Third, and Fourth battle rounds, at the end of each team's Command phase, that team scores 4 VP for each of the following:

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than the opposing team.

In the fifth battle round, the team with the first turn scores VP as described above. The team with the second turn scores VP as described above, but does so at the end of their turn instead of the end of their Command phase.

## VICTOR BONUS

The winning team gains one Agenda Point and one ID tag.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **RECON SPECIALIST** keyword.

# ASSAULT ON THE CANNON

## MISSION BRIEFING

*Outpost Bravo-Foxtrot-Golf houses a massive orbital defense cannon capable of downing ships in orbit and obliterating cities from vast distances.*

## MISSION RULES

**Objective Markers:** There are four objective markers in this battle. Place two at the control terminals on the cannon. Then, starting with the Defender, players alternate placing the remaining two objective markers on the battlefield. Objective markers can be placed anywhere on the battlefield that is more than 9" away from any deployment zone and more than 9" away from any other objective marker.

**Control Node:** At the end of your Movement phase, nominate one or more **INFANTRY** units from your army that is eligible to shoot and within range of an objective marker you control. Each unit must be within range of a different objective marker. Until the end of the turn, that unit can't shoot or Charge. At the start of your next Command phase, you activate the control node.

**Shield Generator:** Models have a 5+ invulnerable save against ranged attacks while they are wholly within the gun's footprint.

## MISSION OBJECTIVES

Victory points are awarded as follows. These mission objectives cannot be scored in the first battle round.

## HOLD THE CANNON

### *Progressive Objective*

At the end of each team's Command phase, the team whose turn it is scores 5 VP for each objective marker they control (for a maximum of 15 VP).

## CONTROL NODE

### *Progressive Objective*

Score 5 VP each time a unit from your army successfully activates a control node.

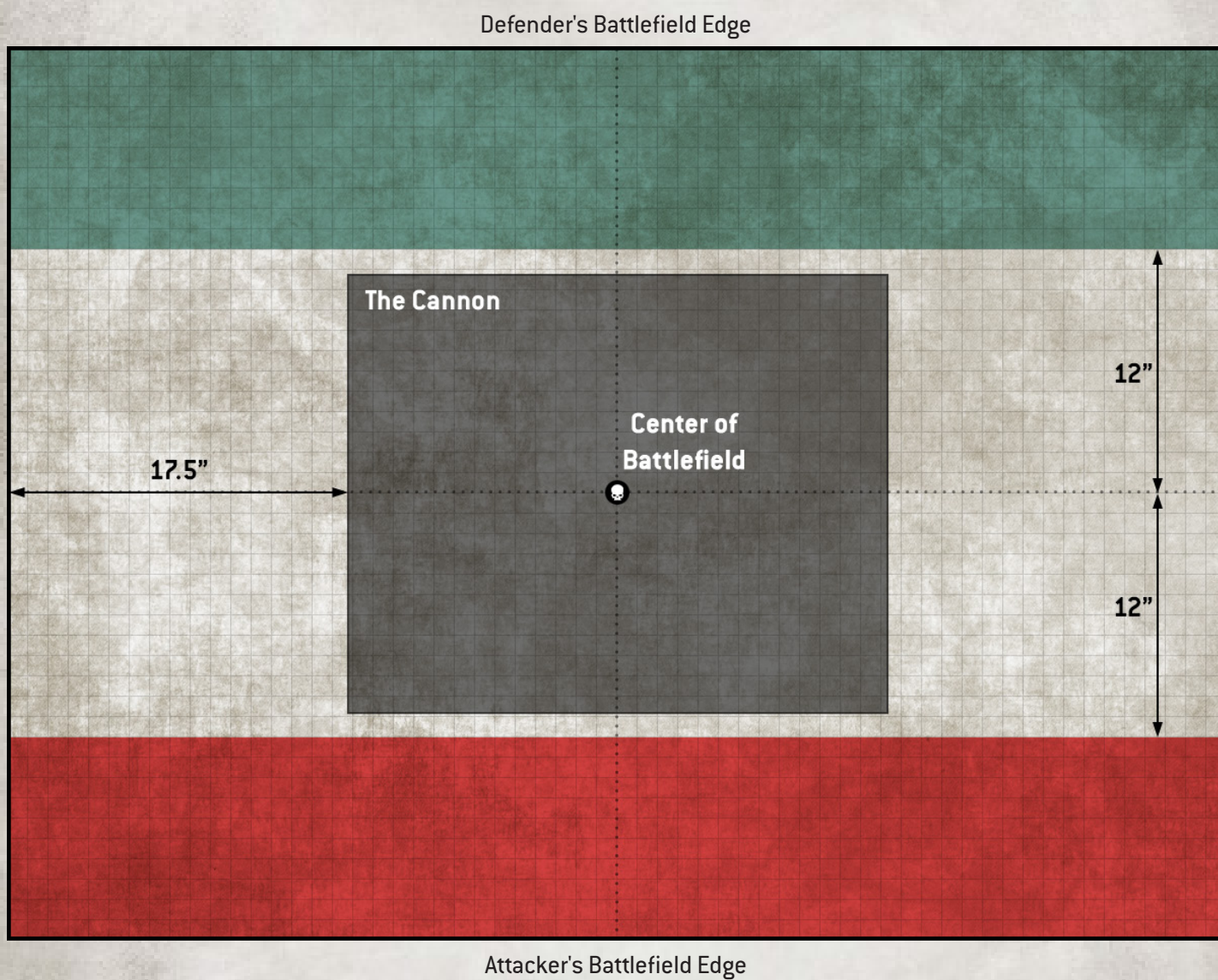
## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **RECON SPECIALIST** keyword.

# ASSAULT ON THE CANNON



# SIEGE AT THE CANNON

## MISSION BRIEFING

*Outpost Bravo-Foxtrot-Golf houses a massive orbital defense cannon capable of downing ships in orbit and obliterating cities from vast distances.*

## MISSION RULES

**Breach the Defenses:** At the end of the Attacker's Movement phase, they can nominate one or more units which are eligible to shoot and within range of an objective marker they control. Each unit must be within range of a different objective marker they control. Those units cannot shoot or declare a Charge this turn. At the end of the turn, if that unit is still in range of the objective marker:

- If that objective marker was labeled A, all objective markers labelled A are destroyed and removed from the battlefield.
- If that objective marker was labeled B, all objective markers labelled B are destroyed and removed from the battlefield.
- If that objective marker was labeled C, all objective markers labelled C are destroyed and removed from the battlefield.

**Ready and Waiting:** The Defender has the first turn.

## MISSION OBJECTIVES

Victory points are awarded as follows. These mission objectives cannot be scored in the first battle round.

## HOLD THE LINE

### *Progressive and End Game Objective*

At the end of each battle round, if the objective markers labelled C were not destroyed that battle round, the Defender scores 15 VP. At the end of the battle, if the objective markers labelled C have not been destroyed, the Defender scores an additional 60 VP.

## VICTORY OR DEATH

### *End Game Objective*

At the end of the battle, if the objective markers labeled C are destroyed, the Attacker scores 50 VP.

## ASSASSINATION

### *End Game Objective*

At the end of the battle, each team scores 10 VP for each enemy **WARLORD** that was destroyed.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **SIEGE SPECIALIST** keyword.

# GRAND DEMOLITION

## MISSION BRIEFING

*The massive cannon is a powerful weapon and controlling it will be an important factor in holding the planet after the campaign. Either secure it or destroy it to prevent it from falling into the wrong hands.*

## MISSION RULES

**Secret Plans:** Before the battle, each player must secretly note down whether they plan to capture or destroy the cannon. Once all players have done so, they must declare to the other players which of these two options they are (note: They do not have to tell the truth!).

**Turn Bidding:** This mission uses strategic bidding rules to determine the turn order.

**Place Explosives:** At the end of your Movement phase, you can nominate one unit from your army that is eligible to shoot and within 1" of an objective marker you control. That unit cannot shoot or declare a Charge this turn. If that unit is still within range of that objective marker at the end of your turn, then place a Demolition marker next to that objective marker.

**Defuse Explosives:** At the end of your Movement phase, you can nominate one unit from your army that is eligible to shoot and within 1" of an objective marker you control. That unit cannot shoot or declare a Charge this turn. If that unit is still within range of that objective marker at the end of your turn, then remove all Demolition markers that are next to that objective marker.

**Demolition Markers:** In each player's Command phase, if that player has any demolition markers on the battlefield, they can add one Countdown counter to each Demolition marker they placed. If a Demolition marker has two Countdown counters on it, that explosive goes off. Each unit within range of that objective suffers D3 mortal wounds. Remove that objective marker from the battlefield.

**Destroy the cannon:** When the third objective marker is destroyed, the cannon is destroyed and its ammunition stores detonate. Each unit within 6" of the cannon suffers D3 mortal wounds, or D6 mortal wounds if it is **TITANIC** or contains 11 or more models.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## DEMOLISH

### *Progressive Objective*

At the end of each player's turn:

- If that player has declared they are a destroyer, that player scores 10 VP for each of the following (to a maximum of 30 VP):
  - One or more objective markers has a demolition counter
  - Two or more objective markers have a demolition counter
  - A unit from their army placed an explosive this turn, or they added one or more countdown markers.
- If that player has declared they are capturing, that player scores 10 VP for each of the following (to a maximum of 30 VP):
  - One or more objective markers does not have a demolition counter
  - Two or more objective markers do not have a demolition counter
  - A unit from their army defused an explosive charge this turn.

## TRUE PURPOSE

### *End Game Objective*

At the end of the battle, each player reveals whether they were really a destroyer or attempting to capture the cannon. Each destroyer scores 20 VP if the cannon was destroyed, and each player attempting to capture scores 20 VP if the cannon was not destroyed.

## VICTOR BONUS

If the gun was destroyed, then each player who chose destroy gains 1 Agenda point, plus an additional Agenda point if they are on either the Allies of Convenience or Raiders & Renegades.

If the cannon was not destroyed, then the player holding it gains 3 Agenda points.

# FLOOD TIDE ON NAUTILUS

## MISSION BRIEFING

*Nautilus Refinery is an important facility for extracting prometheum and shipping it off to Ars-Lyri Manufactorum. The refinery itself is an offshore platform constantly buffeted by the tides, making navigating the structure a challenge.*

## MISSION RULES

**Aqua-Extraction Pump:** At the end of your Movement phase, you can nominate one unit from your army that is eligible to shoot and within range of an objective marker you control. That unit cannot shoot or declare a Charge this turn. Each unit must be within range of a different objective marker you control. At the start of the next battle round, the pump is activated.

**Flooded:** The flooding of the rig at high tide is represented by levels, with level 1 being the lowest. At the start of the first battle round, level 1 is active. At the start of each battle round thereafter, after any aqua-extraction pump actions have been resolved, the flood levels can change as follows:

- If the Attacker completed more actions than the Defender, increase the level by 1.
- If the Defender completed more actions than the Attacker, decrease the level by 1 (to a minimum of 1).

Flood levels are cumulative, and the effects of each flood level last until the level decreases. These effects do not apply to **AIRCRAFT**.

- **Level 1:** Subtract 1" from the Movement characteristic of all models and subtract 1 from Advance and Charge rolls.
- **Level 2:** Subtract 1" from the Strength characteristic of all attacks made with a melee weapon.
- **Level 3:** Each time a ranged attack is made against a unit, add 1 to that attack's wound roll.
- **Level 4:** When the flood level progresses to this level, and at the start of each battle round thereafter, each **CHARACTER** unit suffers D3 mortal wounds. Each other unit suffers D6 mortal wounds.
- **Level 5:** The Range characteristic of all ranged weapons that models are equipped with is halved.

**Shelter from the Floods:** For every 5" of vertical distance between a unit and the battlefield, it treats the flood level as being one level lower. If the flood level is current at 1, that unit is not affected by the Flooded rule.

**Assault on the Rig:** The Attacker has the first turn.

## MISSION OBJECTIVES

Victory points are awarded as follows:

### CAPTURE THE RIG

#### *End Game Objective*

At the end of the game, each team scores 5 VP for each objective marker they control.

### CONTROL THE FLOW

#### *Progressive Objective*

Score 4 VP each time a unit from your team successfully activates an Aqua Extraction pump.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each **CHARACTER** unit that survives this battle gains the **GREAT LEADERS** keyword.

# A FELL TIDE

## MISSION BRIEFING

*Nautilus Refinery is an important facility for extracting prometheum and shipping it off to Ars-Lyri Manufactorum. The refinery itself is an offshore platform constantly buffeted by the tides, making navigating the structure a challenge.*

## MISSION RULES

**Fallen Debris-Splinters:** At the start of the first battle round, starting with the team which has the first turn, players alternate placing objective markers on the battlefield, one at a time, until each has placed three objective markers. Each objective marker must be wholly within 18" of the center line and wholly within that player's territory, must be on the water beneath a walkway or on a walkway, and must be more than 12" from any other objective marker and a battlefield edge.

**Rogue Waves:** From the third battle round onwards, at the start of each battle round, if one player has more VP than the other, roll one D3 to randomly determine one of the objective markers in that player's territory. That objective marker falls beneath the waves and cannot be controlled this battle round.

## MISSION OBJECTIVES

Victory points are awarded as follows:

### SECURE THE RIG

#### *Progressive Objective*

At the end of each battle round, each team scores 5 VP for each of the following conditions they satisfy (to a maximum of 20 VP):

- They control one or more objective marker.
- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponents.

This objective cannot be scored in the first battle round.

### WARLORD ASSASSINATION

#### *End Game Objective*

At the end of the battle, each team scores 5 VP for each enemy **WARLORD** that was destroyed during the battle.

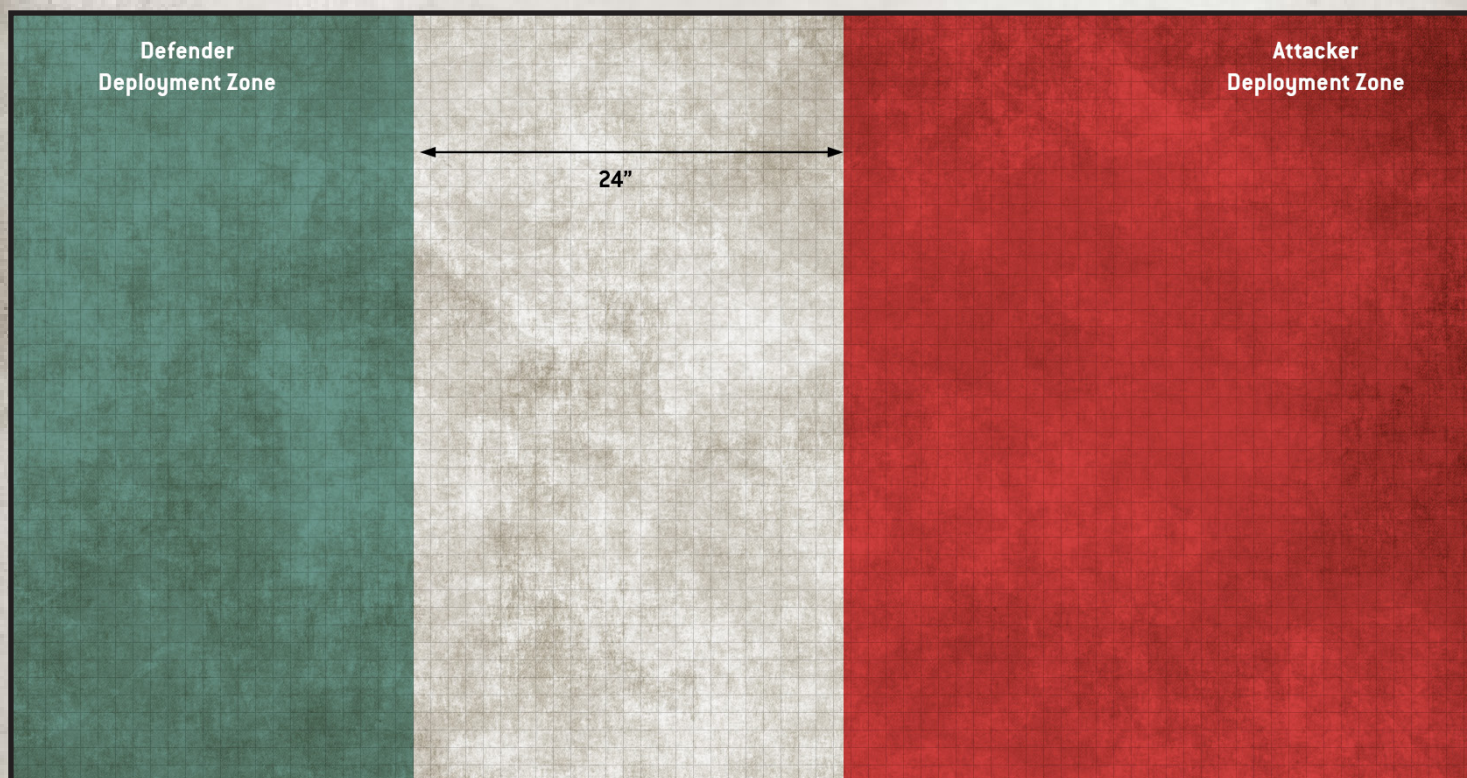
## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each **CHARACTER** unit that survives this battle gains the **GREAT LEADERS** keyword.

# NAUTILUS REFINERY MISSIONS



# DEPLOY THE BEACONS

## MISSION BRIEFING

*The wreckage of the Ten Thousand Lies hides countless riches, from powerful archaeotech to exotic war materiel. However locating that buried wealth will require the use of scanning beacons which can map the wreckage and locate anomalies.*

## MISSION RULES

**Grinding Front Lines:** If a player controls an objective marker at the start of their Command phase, they can move that objective marker up to 6", directly towards their opponent's battlefield edge. An objective marker can never move more than 6" away from the center line.

**War, From Horizon to Horizon:** Strategic Reserve units from your army cannot be set up within your opponent's deployment zone.

## MISSION OBJECTIVES

Victory points are awarded as follows:

### FRONT LINES

#### *Progressive Objective*

At the end of each team's Command Phase, that team scores 5 victory points for each of the following conditions they satisfy (to a maximum of 15 VP):

- Control one or more objective markers
- Two or more objective markers are closer to their opponent's battlefield edge than their own.
- Three or more objective markers are closer to their opponent's battlefield edge than their own.

This objective cannot be scored in the first battle round.

### WAR OF ATTRITION

#### *End Game Objective*

At the end of the battle, each team adds up the total points value of each unit from their army that has been destroyed. The team with the lowest total scores 10 victory points. For the purposes of this objective, a unit below half strength is counted for half its points value.

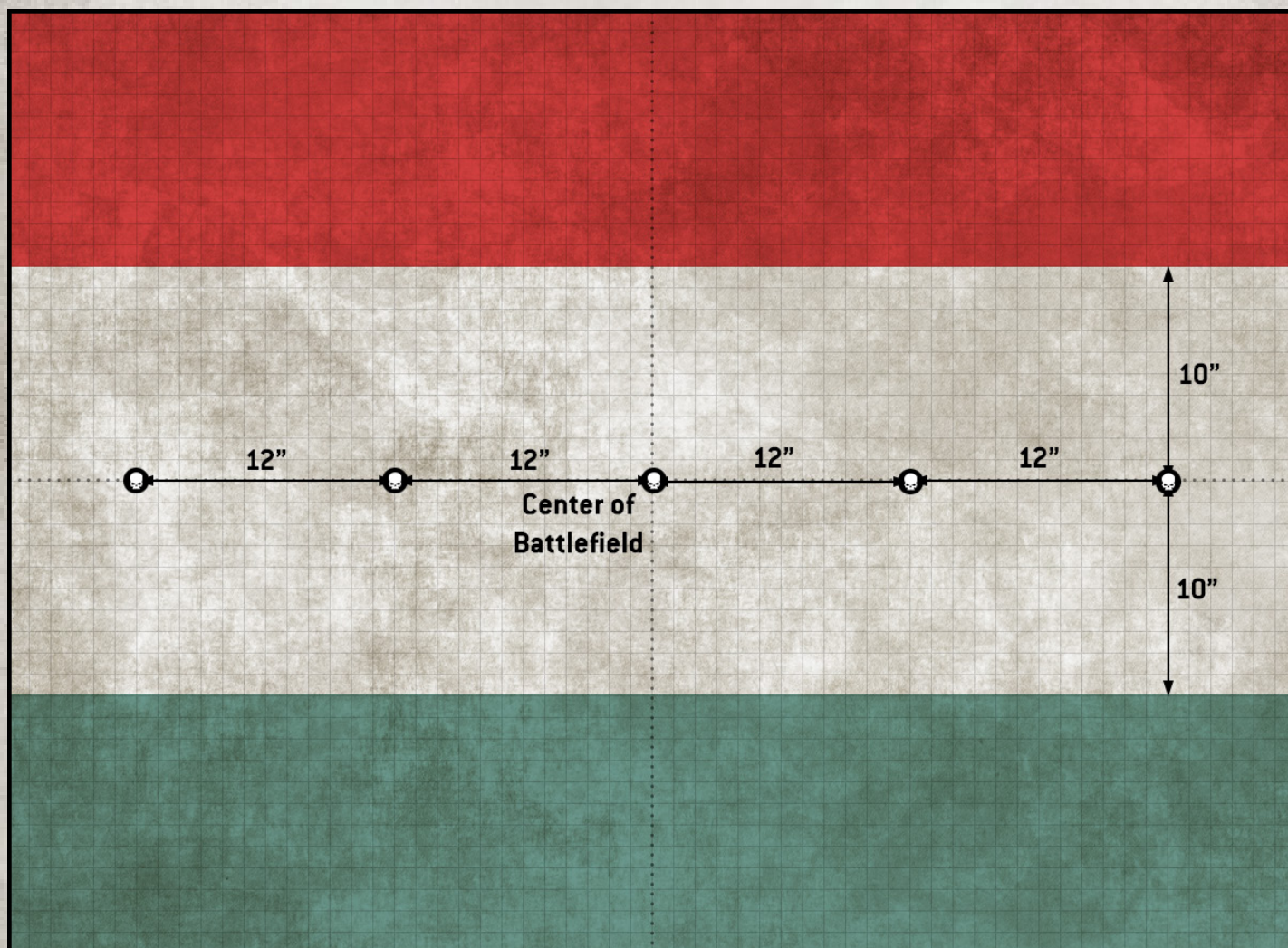
## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **RECON SPECIALIST** keyword. Each **VEHICLE** unit that survives this battle gains the **FORGED IN FLAME** keyword.

# DEPLOY THE BEACONS



# EXTERMINATION SWEEP

## MISSION BRIEFING

*The wastes of Attos' Tranquilis Desert are now littered with the detritus of war and armies, locked in a stalemate, meet to pick it clean, reclaim the position, and exterminate their foes.*

## MISSION RULES

**Sweep and Clear:** Units from both player's armies can perform the following action:

**Sweep and Clear:** At the end of your Movement phase you can select one or more units from your army that is eligible to shoot to perform this action if it is within range of an objective marker you control. That unit cannot shoot or declare a Charge. The action is completed at the end of your turn if the unit performing it is **INFANTRY**, or at the end of your next Command phase otherwise. If this action is completed, that objective marker remains under your control, even if you have no models within range of it, unless your opponent controls it at the start of any subsequent phase.

**Outriders:** Increase the OC characteristic by 1 for units with the **MOUNTED**, **FLY**, and **BIKER** units for this battle.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## SWEEP AND SECURE

### *Progressive Objective*

At the end of each battle round, each player scores 6 victory points for each of the following conditions they satisfy (to a maximum of 18 victory points):

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than their opponent controls

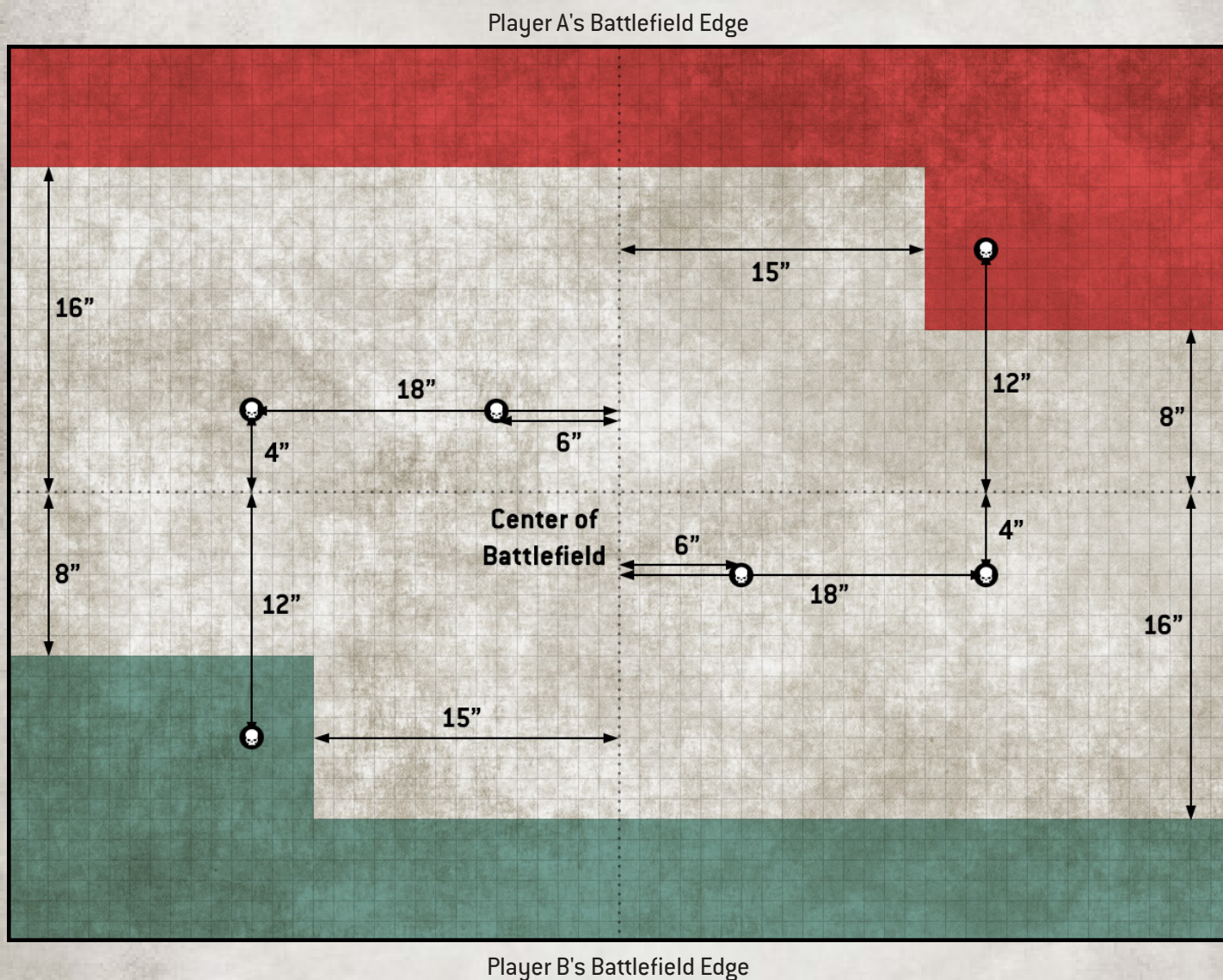
## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **RECON SPECIALIST** keyword. Each **VEHICLE** unit that survives this battle gains the **FORGED IN FLAME** keyword.

# EXTERMINATION SWEEP



# CAPTURE THE COMMS STATION

## MISSION BRIEFING

*In the industrial sector of Attos' Hive Primus lies a massive comms station used for relaying key messages into orbit from the city below. Controlling this structure is vital to relaying information and directing troop movements.*

## MISSION RULES

**Comms Uplink Established:** During this mission players can attempt the following action:

**Broadcast Signal (Action):** Select one **INFANTRY** unit from your army that is eligible to shoot at the end of your Movement phase to perform this action if they are within range of the Auspex Shrine objective marker and you control that objective marker. That unit cannot shoot or Charge this turn. At the start of your next Command phase, if that unit is still within range of the objective marker, this action is completed.

**Comms Guidance:** If you control the Auspex Shrine objective marker at the start of your Command phase, you generate an additional Command Point.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## ESTABLISH A COMMS CHANNEL

### *Progressive Objective*

Each time a player successfully completes the Broadcast Signal Action, they score 10 victory points.

## SECURE THE COMMS STATION

### *Progressive and End Game Objective*

At the end of the each player's Command Phase, that player scores 5 victory points for each of the following conditions they satisfy (to a maximum of 15 victory points):

- Control one or more objective markers
- Control more objective markers than your opponent
- Control the Auspex Shrine objective marker

This objective cannot be scored in the first battle round. At the end of the game, if a player controls the Auspex Shrine objective marker, they score 10 victory points.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **CITYFIGHT SPECIALIST** keyword.

# CAPTURE THE CATHEDRUM

## MISSION BRIEFING

*The massive cathedral near Attos' largest residential sector is a beacon of Imperial faith and an important location for the city population. Its capture could prove devastating for Imperial morale.*

## MISSION RULES

**Sweep and Clear:** Units from both player's armies can perform the following action:

**Sweep and Clear:** At the end of your Movement phase you can select one or more units from your army that is eligible to shoot to perform this action if it is within range of an objective marker you control. That unit cannot shoot or declare a Charge. The action is completed at the end of your turn if the unit performing it is **INFANTRY**, or at the end of your next Command phase otherwise. If this action is completed, that objective marker remains under your control, even if you have no models within range of it, unless your opponent controls it at the start of any subsequent phase.

**A Place of Reverence:** While they are wholly within 3" of the Cathedral, **IMPERIUM** units add 1 to their Leadership tests.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## CAPTURE THE CATHEDRUM

### *Progressive and End Game Objective*

During the Second, Third, and Fourth battle rounds, at the end of each team's Command phase, that team scores 4 VP for each of the following:

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than the opposing team.

At the end of the game, each team scores 5 VP for each objective marker they control.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **CITYFIGHT SPECIALIST** keyword.

# THE POWER STATION

## MISSION BRIEFING

*The main power station of Hive Attos supplies much of the city's nearby hab blocks and industrial centers with power. To hold it is to hold the beating heart of the city.*

## MISSION RULES

**Linked Power Nodes:** Before the battle begins, split the battlefield into three 20"x44" sections. Starting with the Defender, players alternate placing objective six objective markers. Each objective marker must be more than 6" from a battlefield edge and more than 9" from any other objective markers. Only one objective marker may be placed in each deployment zone and no more than two objective markers may be placed in each third of the battlefield.

Each pair of objectives in the same battlefield third are considered Linked Power Nodes for the purposes of this mission.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## TAKE AND HOLD

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### *Progressive and End Game Objective*

During the Second, Third, and Fourth battle rounds, at the end of each team's Command phase, that team scores 4 VP for each of the following:

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than the opposing team.

At the end of the game, each team scores 5 VP for each objective marker they control.

## VITAL NODES

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### *Progressive Objective*

Score 3 VP at the end of the battle round for each pair of Linked Power Nodes you control.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **CITYFIGHT SPECIALIST** keyword.

# TAKE THE HIGH GROUND

## MISSION BRIEFING

*The spires of Hive Attos extend far above the street level, and securing a high vantage point can be critical to dominating the field of battle. Secure these areas and hold them to turn the tide of the conflict.*

## THE BATTLEFIELD

Before deployment, players should place one objective marker each on the highest point on terrain in their territory. Then, players alternate placing the remaining four objective markers, starting with the Defender. These must be more than 12" from a table edge and more than 12" from any other objective markers.

## MISSION OBJECTIVES

Victory points are awarded as follows:

## TAKE AND HOLD

### *Progressive and End Game Objective*

During the Second, Third, and Fourth battle rounds, at the end of each team's Command phase, that team scores 4 VP for each of the following:

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than the opposing team.

In the fifth battle round, the team with the first turn scores VP as described above. The team with the second turn scores VP as described above, but does so at the end of their turn instead of the end of their Command phase.

## THE HIGH GROUND

### *Progressive Objective*

Score 4 VP at the end of the battle round if you control the highest objective marker in your territory and the highest objective marker in your opponent's territory.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **CITYFIGHT SPECIALIST** keyword.

# PROTECT THE PALACE

## MISSION BRIEFING

*The fighting has finally reached the gates of the governor's palace, and the Defenders are mounting a desperate attempt to hold on to the core of the city, fortifying the palace against enemy attacks and turning it into a stronghold.*

## MISSION OBJECTIVES

Victory points are awarded as follows:

## TAKE AND HOLD

### *Progressive and End Game Objective*

During the Second, Third, and Fourth battle rounds, at the end of each team's Command phase, that team scores 4 VP for each of the following:

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than the opposing team.

In the fifth battle round, the team with the first turn scores VP as described above. The team with the second turn scores VP as described above, but does so at the end of their turn instead of the end of their Command phase.

## THE GOVERNOR'S PALACE

### *Progressive Objective and End Game Objective*

Score 2 VP at the end of each battle round if you control the objective marker for the Governor's Palace. Score an additional 10 VP at the end of the battle if you control the objective marker for the Governor's Palace.

## VICTOR BONUS

The winning team gains one Agenda Point.

## BATTLEFIELD BONUS

Each unit that survives this battle gains the **CITYFIGHT SPECIALIST** keyword.