

## Mission 1 - Seize the Rift Tech

### Setup

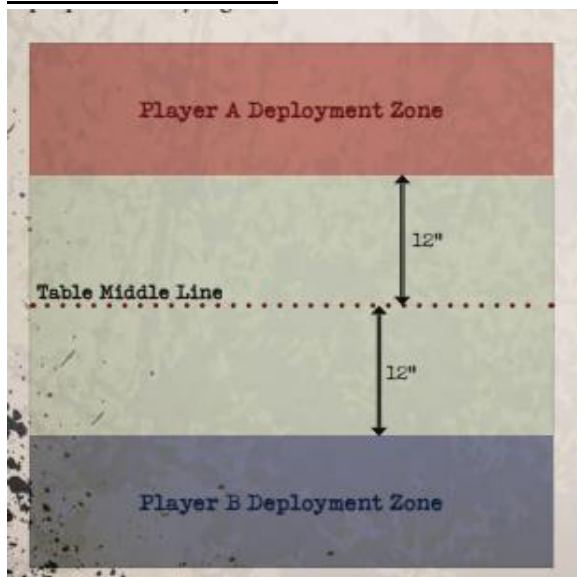
Place one objective in the center of the table. Before rolling for sides, discuss terrain and align with your opponent  
Deployment Both players roll a die, the player who rolls highest chooses a side to arrive from. The other player will deploy on the opposite side.

Starting with the player that chose sides, pick which units (if any) will be left in Reserve. This may be up to half your units (rounding down). Reserves can Outflank. All units not in Reserve, including Infiltrators, will arrive via First Wave.

### Deployment

As per Meeting Engagement (Page 149).

Exception: Infiltrators are not deployed on the table and are forced to deploy in the first wave or as reserves.



### Rift Tech (Center Objective)

The Rift Tech is of immense power and affects the world around it.

Units and Vehicles within 12 inches of the Rift Tech are affected in the following ways:

- If possible, gain 1 pin at the end of the turn.
- All attacks against these units are pen +1. Including Close Combat.
- Exhausted rift dice for these units may be set to surging at the end of the turn.

### Scoring

At the end of each **turn** players score the following points:

- 1 Point for each infantry, artillery, or vehicle unit within 12 inches of the rift tech
- +1 Point for each walker within 12 inches of the rift tech

### Length of Game

The game will end under either of the following conditions:

- The end of turn 6
- The destruction of all units of one player
- The end of the round (Time).

### Victory

At the end of the game the player with the most points wins. If the point totals are the same there is a tie.

## Mission 2 - Narrow Slaughter

### Pre - Deployment

Rift energies have shattered the battlefield. Your forces meet on narrow isthmus of safety and must take the field.

Measure twelve inches from each narrow side of the table. That part of the table is gone.

The battlefield is reduced to a 4-foot by 4-foot square.

### Deployment

Both players roll a die. The player who rolls highest picks a table side and can place up to three non-vehicle units on the table within 6 inches of their board edge. Their opponent then does the same.

Both sides must nominate at least half of their remaining units to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in Reserve (see Reserves p150) although units may NOT outflank during this mission.

In addition, **infiltrators** are deployed as regular units in mission and may not be deployed more than 6 inches from their table edge.

*Optional - If you and your opponent both agree, you may choose to exclude order and rift dice from units in reserve during the first turn of the game. This is in contradiction to Reserves rules on page 150, but may expedite game play.*

### Scoring

At the end of the game players score the following points:

- 1 victory point for every enemy unit destroyed.
- 1 victory point for every non-transport vehicle, infantry and artillery unit they have in their opponent's deployment zone. Immobilised vehicles and pinned units in that deployment zone DO count towards this total.

### Length of Game

The game will end under either of the following conditions:

- The end of turn 6
- The destruction of all units of one player
- The end of the round (Time).

### Victory

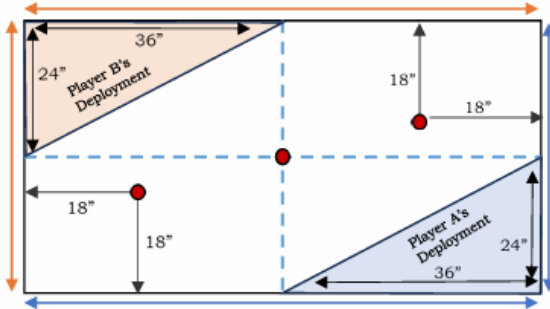
At the end of the game the player with the most points wins. If the point totals are the same there is a tie.

## Mission 3 - Take the Line

### Setup

The Mission uses three 40mm objectives.

One objective is placed in the center of the table. The other two objectives are placed as shown.



Each player rolls a die, the highest roll picks their deployment zone. The other player gets the other deployment zone.

Each player will divide their forces into 3 equal parts (rounding up if needed). The first  $\frac{1}{3}$  of your force will be deployed in your deployment zone.

The 2nd  $\frac{1}{3}$  of your force will be your 1st wave.

### Deployment

The final 3rd of your force will be held in Reserve. There is no outflanking.

Put the Order Dice in the bag for all units deploying in your Deployment Zone and pull an Order Die. That player deploys a unit in their Deployment Zone. (As per Prepared Positions page 149)

Infiltrators must be included in the first third of your force and may be deployed anywhere on the board at least 18" from an objective.

### Turn 1 -

The battle begins. Players place all Dice in the bag EXCEPT for the units declared in Reserve. Units coming on in the first wave enter anywhere on the 48" of the short table side of the player's deployment zone (the 24" side of the deployment triangle)

### Turn 2

Starting with Turn 2, the Dice for units held in reserve are put in the bag. Reserves may enter anywhere on the 72" of the long table side of the player's deployment zone (the 36" side of the deployment triangle)

### Scoring

The player that holds the most objectives at the end of the game wins. A player must have one of their infantry or artillery units within 3" of an objective; and there must be no enemy infantry or artillery models within 3" of that objective.

If no one wins it is a draw.

### Length of Game

The game will end under either of the following conditions:

- The end of turn 6
- The destruction of all units of one player
- The end of the round (Time).

## **Mission 4 - The End**

### **Deployment**

Before rolling for sides, discuss terrain and align with your opponent. Both players roll a die, the player who rolls highest chooses a side to deploy from. The other player will deploy on the opposite side.

Starting with the player that picked sides, choose what units (if any) will be put into Reserve. Units in Reserve may Outflank. You may place up to half your units in Reserve. Put the Order Dice in the bag for all units deploying in your Deployment Zone and pull an Order Die. That player deploys a unit in their Deployment Zone. (As per Prepared Positions page 149)

Infiltrators deploy normally per rules on page 151.

### **Scoring**

After a unit is destroyed, place its order and rift dice to the side.

At the end of the game players score the following points:

- 1 point for every 3 order dice from the opponent's destroyed units.
- 1 point for every rift dice from the opponent's destroyed units.

### **Length of Game**

The game will end under either of the following conditions:

- The end of turn 6
- The destruction of all units of one player
- The end of the round (Time).

### **Victory**

The player with the most points wins. Otherwise it is a draw.

## **Mission 4 Score Sheet**

Player Name:

Opponent Name:

Result:                      WIN                      Lose                      Draw

Units destroyed in an Assault/Close Combat:

Opponent's Order Dice Removed:

Opponent's Rift Dice Removed:

## **Mission 3 Score Sheet**

Player Name:

Opponent Name:

Result:                    WIN                    Lose                    Draw

Units destroyed in an Assault/Close Combat:

Opponent's Order Dice Removed:

Opponent's Rift Dice Removed:

## **Mission 2 Score Sheet**

Player Name:

Opponent Name:

Tally Points Each Turn:

Result:                      WIN                      Lose                      Draw

Units destroyed in an Assault/Close Combat:

Opponent's Order Dice Removed:

Opponent's Rift Dice Removed:

## **Mission 1 Score Sheet**

Player Name:

Opponent Name:

Tally Points Each Turn:

Result:                      WIN                      Lose                      Draw

Units destroyed in an Assault/Close Combat:

Opponent's Order Dice Removed:

Opponent's Rift Dice Removed: