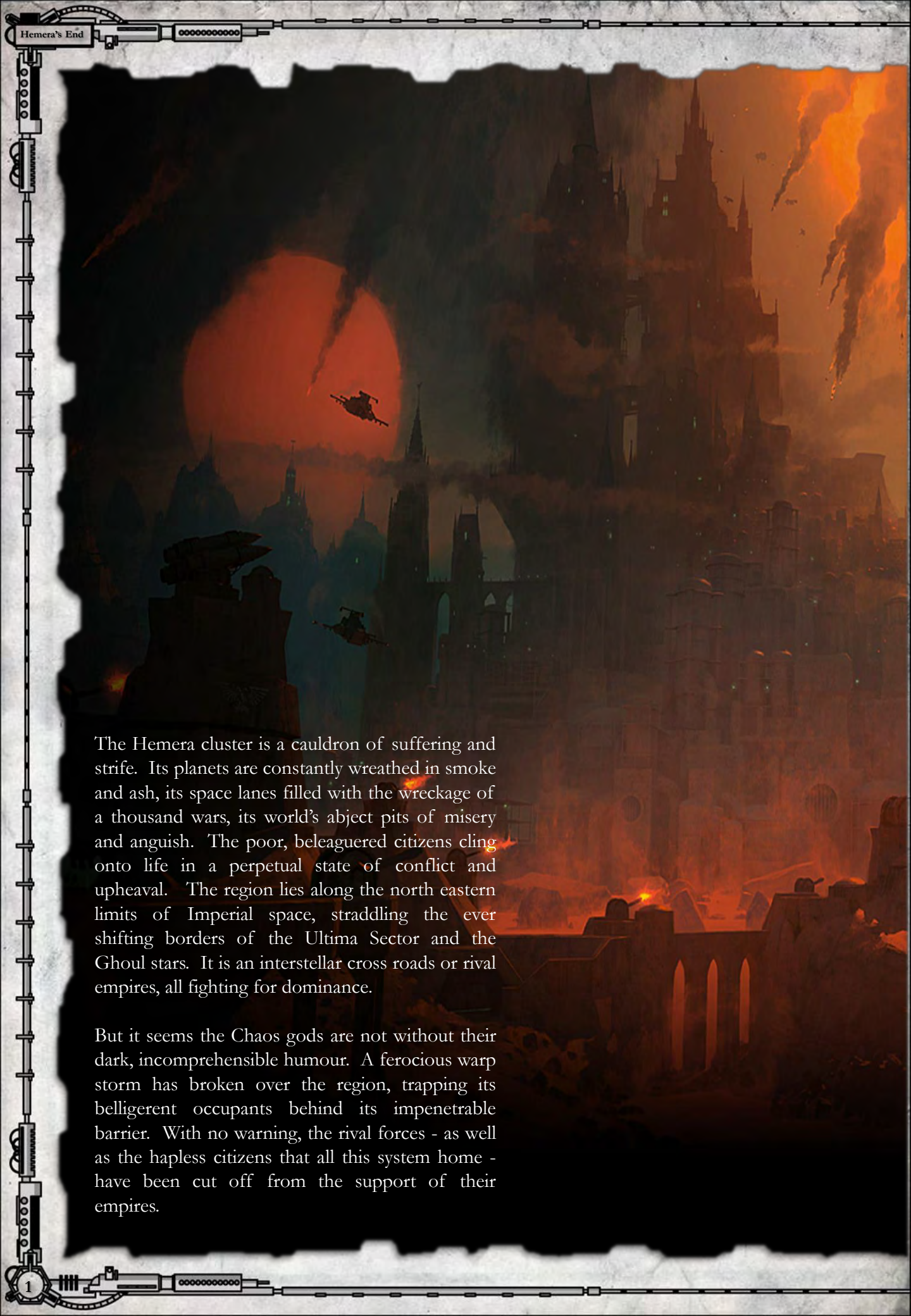


Hemera's End

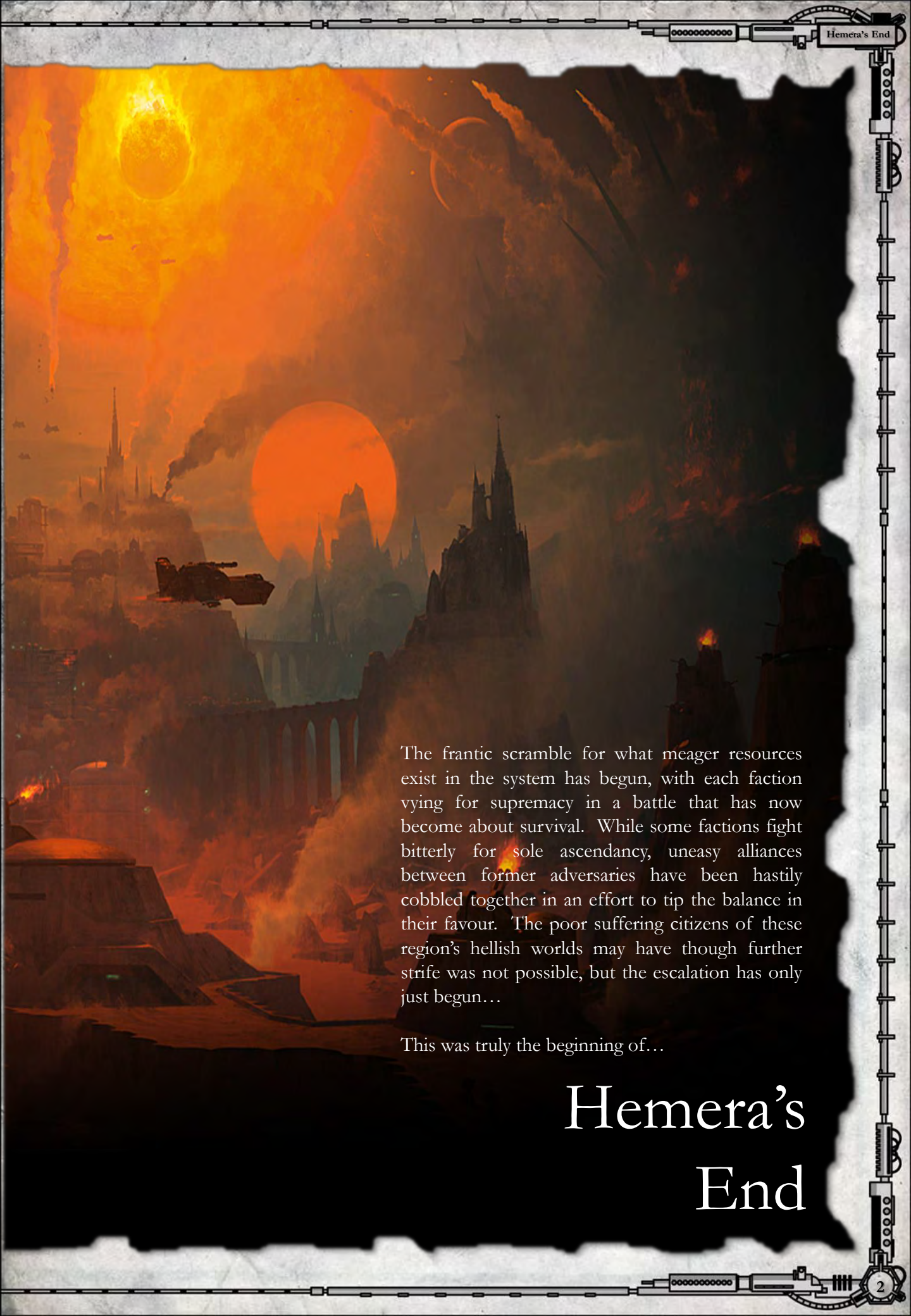
A team based Campaign League
for Warhammer 40k.





The Hemera cluster is a cauldron of suffering and strife. Its planets are constantly wreathed in smoke and ash, its space lanes filled with the wreckage of a thousand wars, its world's abject pits of misery and anguish. The poor, beleaguered citizens cling onto life in a perpetual state of conflict and upheaval. The region lies along the north eastern limits of Imperial space, straddling the ever shifting borders of the Ultima Sector and the Ghoul stars. It is an interstellar cross roads or rival empires, all fighting for dominance.

But it seems the Chaos gods are not without their dark, incomprehensible humour. A ferocious warp storm has broken over the region, trapping its belligerent occupants behind its impenetrable barrier. With no warning, the rival forces - as well as the hapless citizens that all this system home - have been cut off from the support of their empires.



The frantic scramble for what meager resources exist in the system has begun, with each faction vying for supremacy in a battle that has now become about survival. While some factions fight bitterly for sole ascendancy, uneasy alliances between former adversaries have been hastily cobbled together in an effort to tip the balance in their favour. The poor suffering citizens of these region's hellish worlds may have thought further strife was not possible, but the escalation has only just begun...

This was truly the beginning of...

Hemera's End

The Hemera Cluster:

The Hemera Cluster describes a densely packed collection of star systems, located along the Galactic north eastern limits of Imperial space. It straddles the constantly fluctuating borders of the Imperial Ultima Sector and the outlying Ghoul stars, and acts as an interstellar cross roads for no less than eight interstellar empires and domains.

The cluster can be divide into four distinct regions, each containing unique and diverse star systems and interstellar phenomena. These systems, named by the 24th Great Crusade who reclaimed the region from Xenos infestation during the Great Crusade, are called **Aether**, **Momus**, **Apate** and **Eris**.

Aether Region:

Consisting of over two dozen star systems, this region is by far the most densely populated in terms of planetoids and life forms. The most notable of these systems is Demeter, a system of four worlds orbiting the star that bears the system's name.

Its principle planet, the Hive world of Demeter Prime, is home to some two hundred billion sentient organisms. A vast urban labyrinth of subterranean ruins and star scraping towers, it acts as the administrative capital to the region providing both manpower and munitions. The planet has changed hands many times during the conflict for Hemera, with Imperial and Alien overlords alike utilizing the vast reserves of manpower that the system possesses – willingly or otherwise.



Eris Region:

Often described as Hemera's Workshop, the Eris region consists of a number of manufacturing hubs and Shipyards. The regions factories supply everything from Military equipment and munitions to clothing and refined materials.

A number of key systems are crucial to controlling the region, but the shipyards of the Leto Melange – a massive aggregation of shipyards and orbital factories that completely envelope the world of Leto Minor – occupy the key position at the centre of the systems space lanes. As such, it acts as the military and administrative focus of the region and is vital for any hope of winning controlling of the Hemera Cluster.

Momus Region:

The Momus region is not so much a group of systems as it is a collection of interstellar anomalies. A large asteroid belt known as Pan's Drift provides the region with the bulk of its material wealth, rich in resources that are easily minable and highly valuable – especially to the war effort – for whoever controls it.

The regions only system, Inachus, contains the regions capital world of Inachus VI. Once a glittering example of Imperial might, its towering basilicas and glorious sanctums have been left in ruins by the ravages of war. But whoever the current owner, the constant flow of such material wealth through the systems spaceports makes it the key to controlling the region.



Apate Region:

The Apate region provides the gateway to the Hemera cluster and the rest of the Imperium. It's location is the most proximal to the Ultima sector, and as such houses the vast majority of the human inhabited systems.

Much like a microcosm of the Imperium itself, it is a system of diverse worlds ranging from the Artic Tundra's of Selene III, the Argo worlds of the Artemis Shoulder, to the scorching desert plains of Eros Secundus. It is this diversity that gives the system its value, as well as its strategic location at the edge of Imperial space. With this system in hand, the door to the Hemera Cluster lays open.

The Campaign:

This will be a Campaign League system, where Alliances are represented by two Partners. Every two weeks (tbc), Alliances will play each other according to a Round system.

Rounds:

These will be pre-determined to ensure everyone battles everyone an equal number of times (i.e. like a league) it will also ensure that attacks are fairly spread amongst each Alliance, and that no single alliance gets 'ganged up on'.

Battles:

Alliances can decide either to fight two battles separately or a single battle together (to give flexibility to what can be organized by participants). If one member of the alliance cannot make it for some reason, his Partner can fight his battle for him, or a forfeit may be taken (automatic loss).

Example: Alliance A is drawn to play alliance B this round. Both players in Alliance A can arrange two separate battles against Alliance B, or can play a single 'doubles style' game against Alliance B.

If one partner in Alliance B cannot make it some reason, he can nominate his partner to take his place. The partner then has the choice of playing two spate games or one against the 'doubles' as it were.

FOC & Points Levels:

Points levels for battles are determined from the number of territories your alliance controls (see Campaign map below) as well as a partner's position in the League (See league standings below). FOC slots available to your alliance (as well as formations, special detachments and other items) are determined by the territories your alliance controls and the bonuses those territories give you.

Mission Formats:

For each battle, a random mission is drawn from the custom set created for this campaign (see missions section below – BAO format)

Results:

The result of the battle has two main effects:

- **Campaign Map:** When an Alliance 'wins' a round, they may select an adjoining territory from the losing Alliance and take control of it, gaining any associated bonuses. If the round is a draw, no action is taken. If an Alliance loses the round, they transfer a territory selected by their victorious opponents and lose any associated bonuses.
- **League:** A partner is awarded two points for a win, one point for a draw and zero points for a loss.

Gameplay:

Game play follows the standard rules in line with the 40k rule book, with the exception that the alliance drawn as the Defender sets up terrain. The alliance drawn as the Attacker then chooses the deployment zone. Any other exceptions will be pointed out in the missions

Campaign Map:

The campaign map determines the makeup of armies fielded by an Alliance and its Partners (refer to the map below).

The Hemera Cluster is made up of four regions, and each region is made up of four systems. Systems are then made up of various numbers of tiles. Each of these components offer various bonuses, as described in the Key of the campaign map. As Alliances expand or decline, so do the number of bonuses they receive. Each Alliance's starting point is equal, with first rounding battles starting at the following level:

Starting Points:

27 Tiles (x 25 points)	= 675 pts
At least 1 System	= 50 pts
1 x Capital	= 500 pts
TOTAL	= 1225 pts



Starting FOC Slots:

2 HQ	(1 from Capital, 1 from HQ tile)
4 Troops	(2 from Capital, 2 From TR tiles)
3 Elites	(1 from Capital, 2 from EL tiles)
3 Fast Attack	(3 from FA tiles)
3 Heavy Support	(3 from HV tiles)
2 Fortifications	(2 from FRT tiles)
+2 Fortifications	(from Capital, only if battle is fought on alliance capital tile)
1 Faction Formation	(from FOM tile)
1 Forge World Model	(for controlling at least 2 systems)
1 Faction Detachment	(for controlling at least 3 systems –i.e. Decurion for Necrons)
1 Lord of War	(for controlling 1 Region)

Elimination:

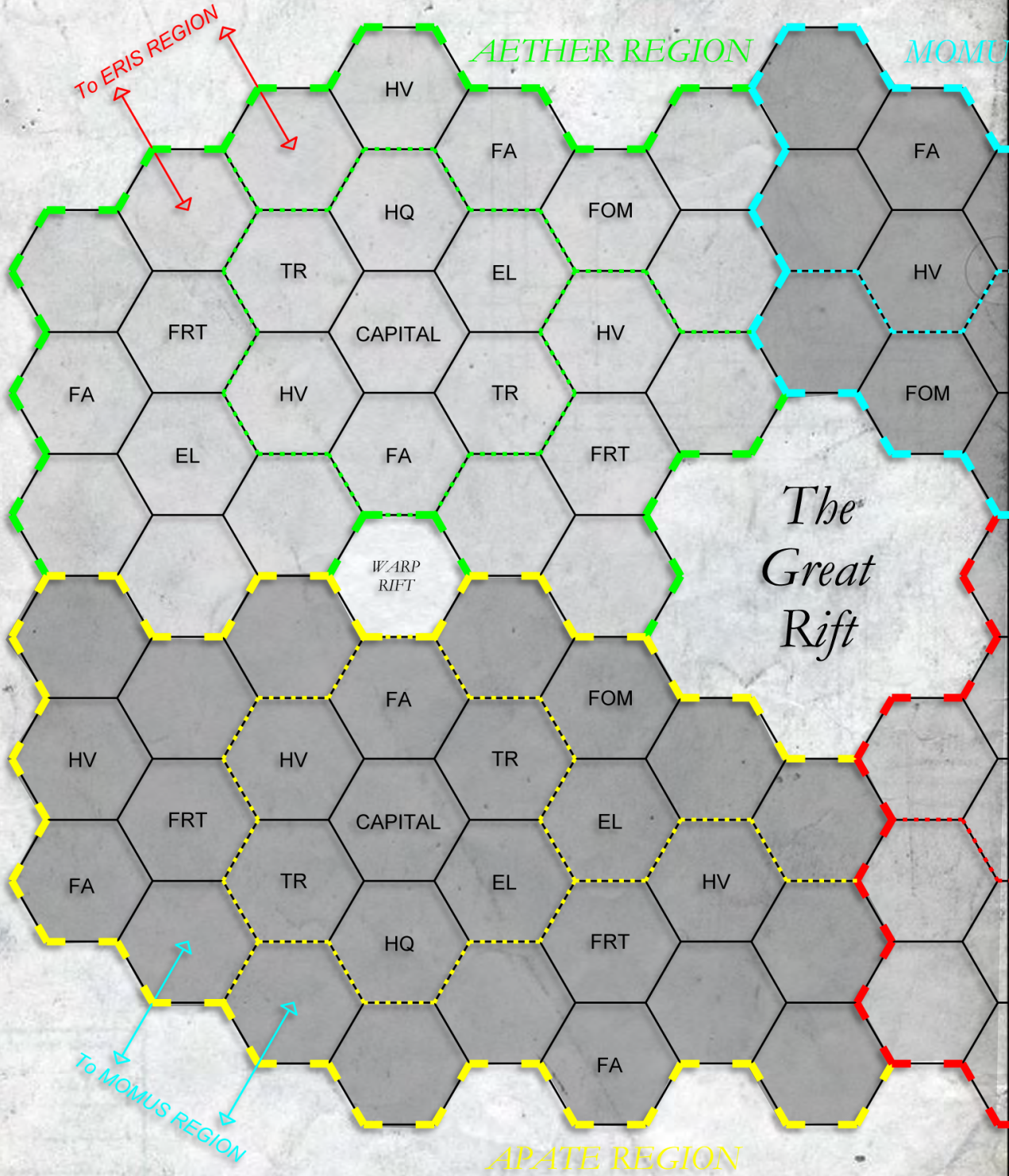
There is no elimination of Alliances, only subjugation. Capital tiles may not be attacked until all other tiles belonging to that Alliance have been conquered. When a capital tile is attacked, the defender receives two fortification slots. Furthermore, fortifications purchased are free of charge. If the defender loses the battle for the capital tile, the capital is subjugated. No bonus is received by the conquering Alliance for this tile. The Alliance that has lost their capital retains their bonuses for future rounds. If they are the attacker in a round, they may pick any non-capital tile in the same region as their capital and attack it (to represent a rebellion). If they are the defender, they must forfeit the round.

Allies:

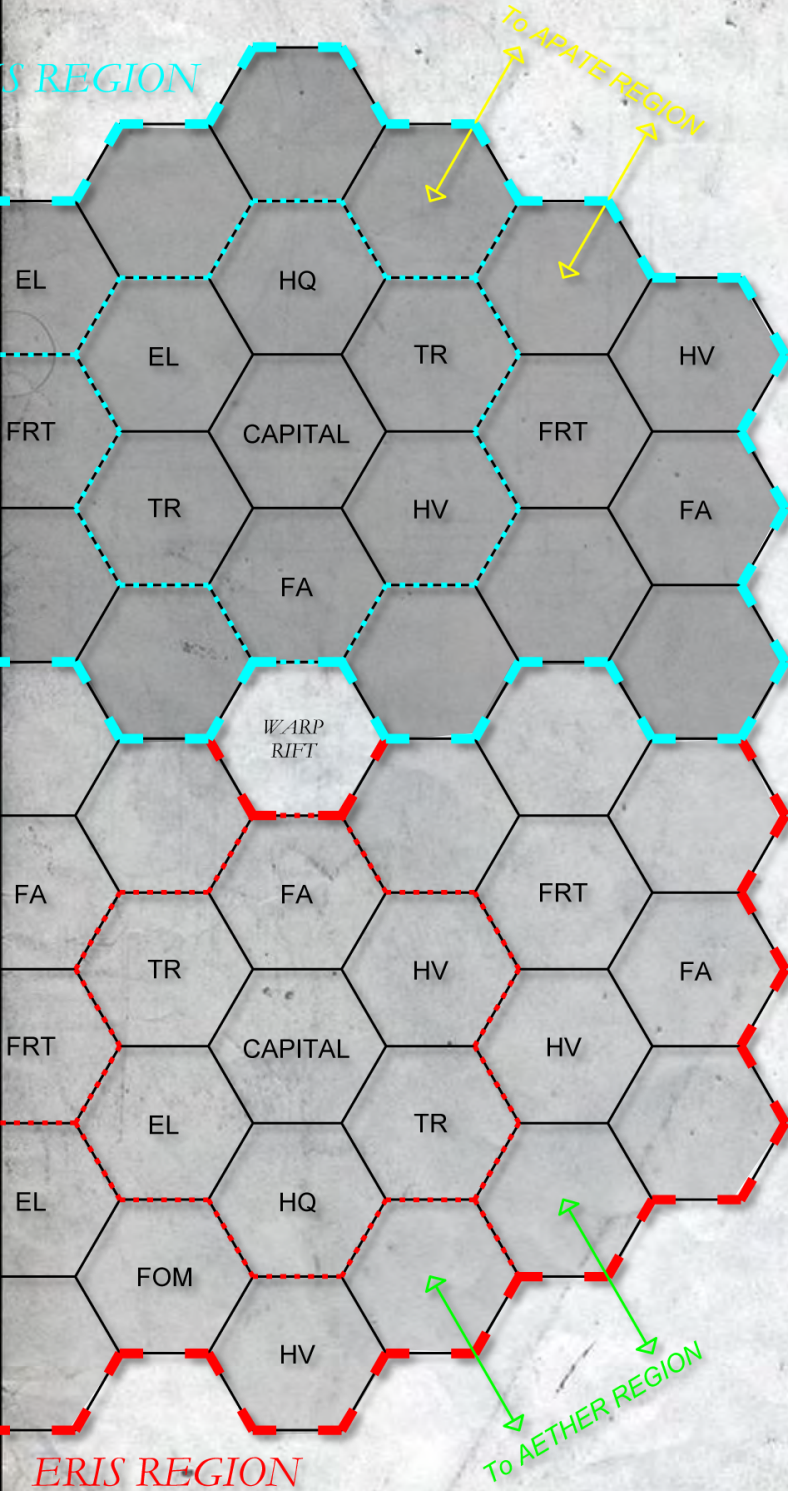
All factions have access to Allies: Imperial Knights. The allies matrix does not apply to the use of these units and they are considered 'battle brothers' for the purpose of this campaign. You may only field one knight at a time, and only if you have no LoW in your list.

The Campaign Map:

THE HEMERA CLUSTER



ERIS REGION



KEY:



Territory Tiles:

- Any Tile = +25 points
- System x 1 = +50 points
- System x 2 = +1 Forge World Model
- System 3+ = +1 Faction Detachment
- Region = +1 Lord of War FOC Slot *
- Warp Rift = Impassable zone

Territory Bonuses:

- CAPITAL** = +1 HQ
+ 2 Troops
+ 1 Elite
+ 2 Fortifications
(when on capital tile only)
+ 500 Points
- HQ** = +1 HQ FOC slot
- TR** = +1 Troop FOC slot
- EL** = +1 Elite FOC slot
- HV** = +1 Heavy Support FOC slot
- FA** = +1 Fast Attack FOC slot
- FRT** = +1 Fortification
- FOM** = +1 Faction Formation

Note: Capitals cannot be conquered by opposing forces in the same manner as normal zones. Refer to Elimination special rules in campaign booklet

*** Note:** Imperial Knight Ally may be taken **instead** of LoW. The allies matrix does not apply to the use of these units and they are considered 'battle brothers' for the purpose of this campaign. You may only take **one** knight

League System:

When a round has been concluded, A partner is awarded two points for a win, one point for a draw and zero points for a loss. Bonuses from the league position are awarded and can be used in the next mission.

Players should note that the league is a reverse bonus system – in that players at the bottom get the biggest bonus. This is to help balance the overall campaign and give those players who might be losing on the campaign map a better chance of staying in the fight. League bonus work as follows:

1 st Place:	0 points bonus
2 nd Place:	0 points bonus
3 rd Place:	+25 points bonus
4 th Place:	+25 points bonus
5 th Place:	+50 points bonus
6 th Place:	+50 points bonus
7 th Place:	+75 points bonus
8 th Place:	+100 points bonus



Veteran Instincts:

As the campaign goes on, some of your units may start to become more noteworthy for their consistent battlefield prowess. When a unit performs well by scoring VPs, you can choose to record it like so:

In this example, there's a squad that has scored 5 VPs. In one game they captured an objective (3 VPs), in another they got Line Breaker (1VP) and Slay The Warlord (1VP). The player has decided he would like to track this unit's progress, so he writes down how many VPs they accumulate, which tells him how veteran they have become. (note, you can take note of as many or as few of your units as you like. e.g. you might not care about those gretchin or those nurglings – or maybe you do!).

Victory Points not only decide mission success - they represent how much experience a unit has acquired. When a squad gains enough VPs, they can spend it on any of the skills below which have a VP cost. When you write down a new skill for your unit, reduce the number of VPs they have stockpiled on your unit roster.

Skills:

- | | | |
|-----------------------|--------------------------------------|---------------------------|
| • Acute senses (1) | • Hatred (pick a codex) (3) | • Relentless (5) |
| • Adamantium Will (1) | • Hatred (everyone) (6) | • Stealth (5) |
| • Armourbane (10) | • Hit & Run (3) | • Scout (5) |
| • Counter-attack (3) | • It Will Not Die (4) | • Skilled Rider (5) |
| • Crusader (3) | • Monster Hunter (3) | • Slow and Purposeful (4) |
| • Eternal Warrior (8) | • Move Through Cover (3) | • Sniper (5) |
| • Fear (1) | • Night Vision (3) | • Split Fire (5) |
| • Fearless (5) | • Outflank (4) | • Strafing Run (4) |
| • Furious Charge (4) | • Preferred Enemy (pick a codex) (3) | • Stubborn (1) |
| • Hammer of Wrath (3) | • Preferred Enemy (everyone) (8) | • Tank Hunter (7) |
| | • Rage (5) | • Vector Dancer (6) |
| | • Rampage (7) | • Zealot (9) |

Keeping it Fluffy:

Although there are no limitations here about which units can have which traits, it's a good idea to keep in the spirit of things. Giving stealth to Space Marine Centurions or Fearless to Gretchin, for example, could be considered unfluffy or not friendly play. Likewise, certain geniuses may discover combos that might seem extremely powerful or even broken. In such situations, you should think about how people will feel playing you before you do it. It's also a good idea to think of a backstory as to why they have these skills and maybe a special name for the unit.

Casualties of War:

If a unit is destroyed during a battle, it still gains experience but must roll on the following table:

5-6 – Rise from the Ashes. The unit was knocked out or otherwise left for dead, but has miraculously regrouped with little permanent damage. The unit suffers no adverse effects (exploded vehicles count as rolling a 2-5).

2-4 – Severely Depleted. The unit has not been completely destroyed but is in severe need of reinforcements, medical attention or replacement crew. With the loss of these veterans, the unit has also lost some of those hard earned skills gained through battle-lose all but one skill associated with the unit.

1-2 A Hero's Death The unit is utterly destroyed, remove it from your roster.

Veterancy at the GM's Discretion:

Some missions might present too much or too little of an opportunity for veterancy points. In such a situation, the players should approach the GM or Campaign Planner to see if he might like to come up with some customised criteria for the players to gain veterancy. Such as "3 points for killing the most expensive unit" or "4 points for any unit ending the game in the enemy deployment zone". Likewise, players could come up with their own criteria and run it by the GM to see if it's reasonable. For example, if Simon and Tony are playing, and in the last game Tony's warlord killed Simon's, Simon's warlord might be out for revenge, so you could offer extra points for that. Players are strongly encouraged to be as creative and fun with gaining veterancy as they can. Just be fair too!

Recording the Path to Glory!

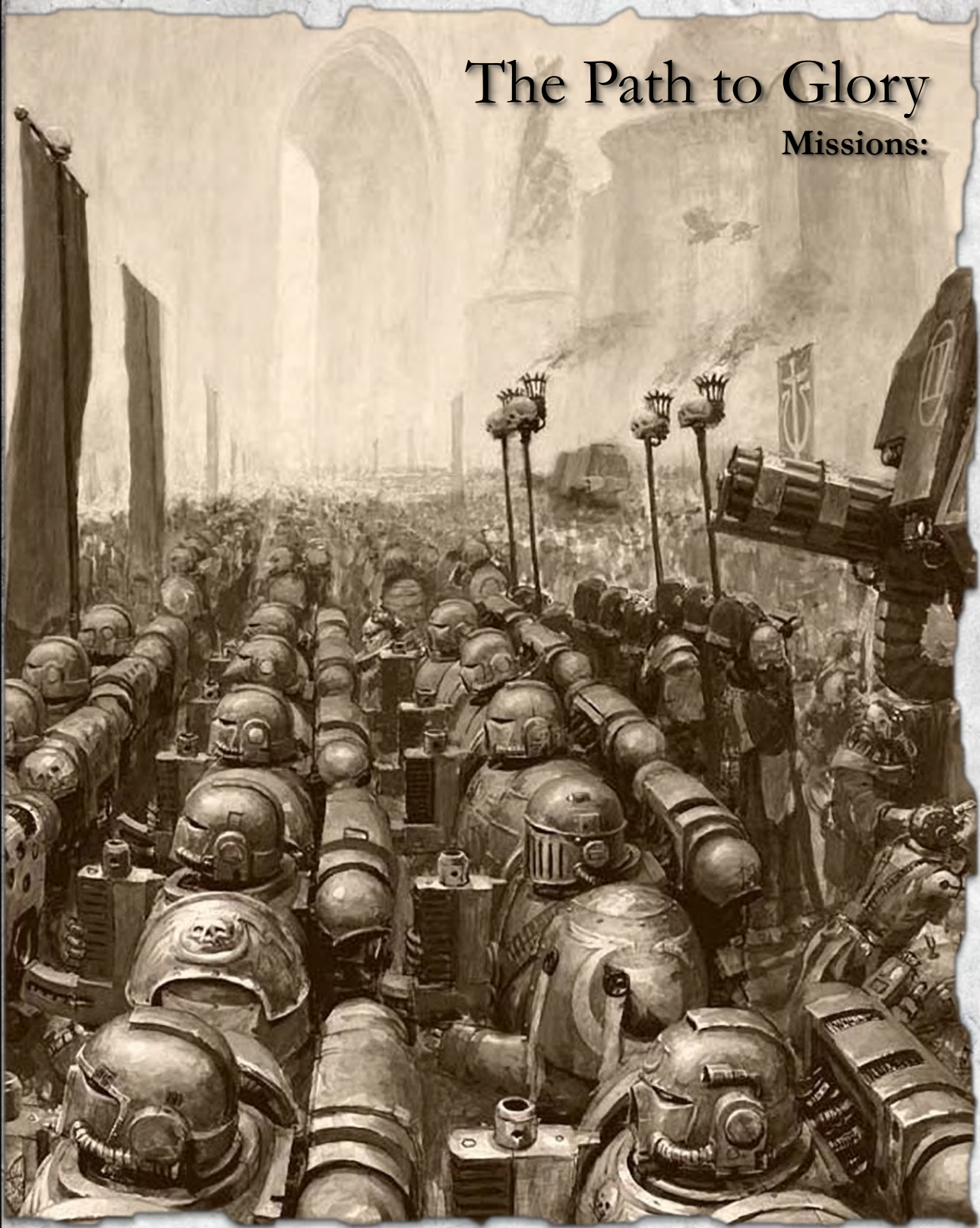
You can record the details mentioned above in any way you wish. You could use the back of a beer mat or you could keep detailed dossiers or artwork depicting the most glorious heroes in your army. It's up to you.





The Path to Glory

Missions:



Mission 1: 'Punching Through'

What was once a rapid battle of sudden strikes and daring raids has degenerated into a grinding stalemate of attrition. Both sides' have suffered high casualties as the meat grinder takes its toll. As a result, defenses on both sides of the line have tightened their grip on what they hold, and are digging in for the foreseeable future. The resultant deadlock has mired this part of the front line in a static clash of ineffective barrages and futile airstrikes, as troops cover in their hastily dug shelters.

However, there is a spark of hope - new intelligence suggests that an enemy front line station is severely undermanned and may be ripe for the plucking. The time has come for the impasse to be broken - if a hole can be punched in the enemy lines, our troops can flood through into the enemy's rear and tip the balance of the war in our favour!

Setup:

- The battlefield setting (urban, jungle, desert, etc) and reasonable amounts of suitable terrain should be agreed between players beforehand. Deployment zones follow the set up diagram below.
- Roll for *Psychic Powers & Warlord Traits* using the standard rules.
- Roll for Deployment Zones.
- Place objectives using the standard placement rules modified as follows:
 - Each player places one **Primary Objective** in their deployment zone
 - Each player places one **Secondary Objective** more than 12" from any other objective or table edge. These should be numbered 1 and 2.
- Roll for night fighting (if desired). Then roll to decide who goes first.
- Deployment accordingly, and attempt to seizing (if desired) using standard rules.

Primary Mission: 4 Victory Points

Be in control of the enemy's Primary Objective by the end of the game, while retaining control of your own. If tied, no points are awarded.

Secondary Mission: 4 Victory Points

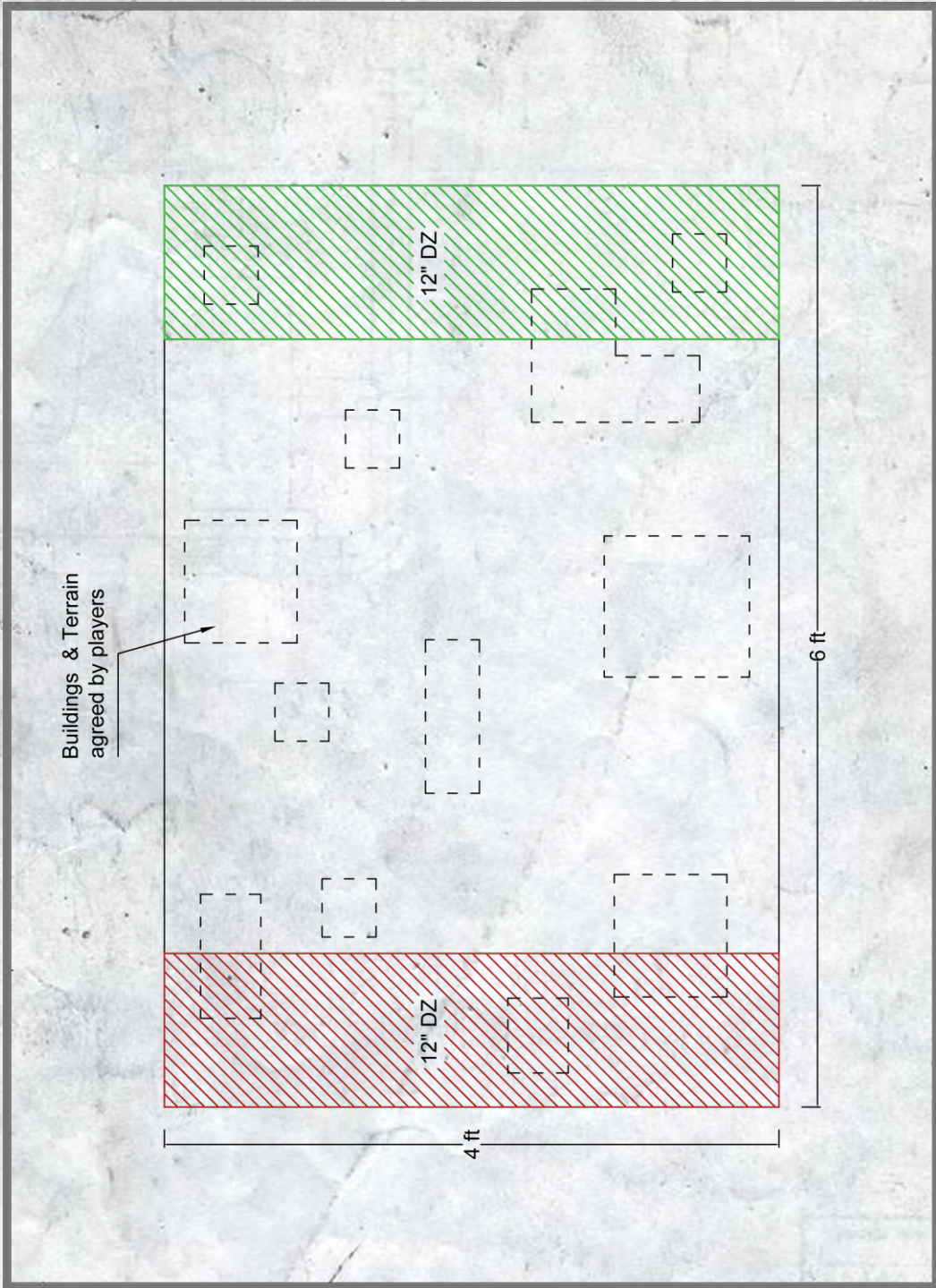
At the beginning of each *GAME TURN*, both players roll twice on the below table (rerolling the second roll if it is the same number as the first). At the end of each *GAME TURN*, each player earns 1 pt per Secondary Mission achieved. The player with the most points at the end of the game wins this mission.

1. Hold Secondary Objective 1
2. Hold Secondary Objective 2
3. Have a scoring unit at least partially within the enemy Deployment Zone
4. Destroy an enemy unit in the Shooting phase (1pt for each one)
5. Destroy an enemy unit in the Assault phase (1pt for each one)
6. Have no enemy units at least partially in your Deployment Zone

Tertiary mission: 1 Victory Point for Each

First Blood, Line Breaker, Slay the Warlord

Deployment Zones



Mission 2: 'The High Ground'

While ranging ahead of the main forces advance, forward recon units have identified a key objective in the form of a piece of high ground that dominates the battlefield for miles around. This could provide an important position for observing enemy movements as well and coordinating bombardment and counterstrikes.

But you are not the only ones who value it so highly – the same recon units have also reported the presence of enemy infiltrators near the objective. Given the prominence of the high ground, it can only be a matter of time before the enemy tries to lay claim to it. We must secure it before they do - the race is on!

Setup:

- The battlefield setting (urban, jungle, desert, etc) and reasonable amounts of suitable terrain should be agreed between players beforehand. Deployment zones follow the set up diagram below, and one piece of 'high ground' must be placed at the centre of the table (be it hill / building / etc.) to represent the objective.
- Roll for *Psychic Powers* & *Warlord Traits* using the standard rules.
- Roll for Deployment Zones.
- Place objectives using the standard placement rules modified as follows:
 - A single **Primary Objective** is placed on the high ground.
 - Each player places two **Secondary Objectives** no further than 12" from the Primary Objective. These should be numbered 1 and 2.
- Roll for night fighting (if desired). Then roll to decide who goes first.
- Deployment accordingly, and attempt to seizing (if desired) using standard rules.

Primary Mission: 4 Victory Points

Be in control of the Primary Objective by the end of the game. If tied, no points are awarded.

Secondary Mission: 4 Victory Points

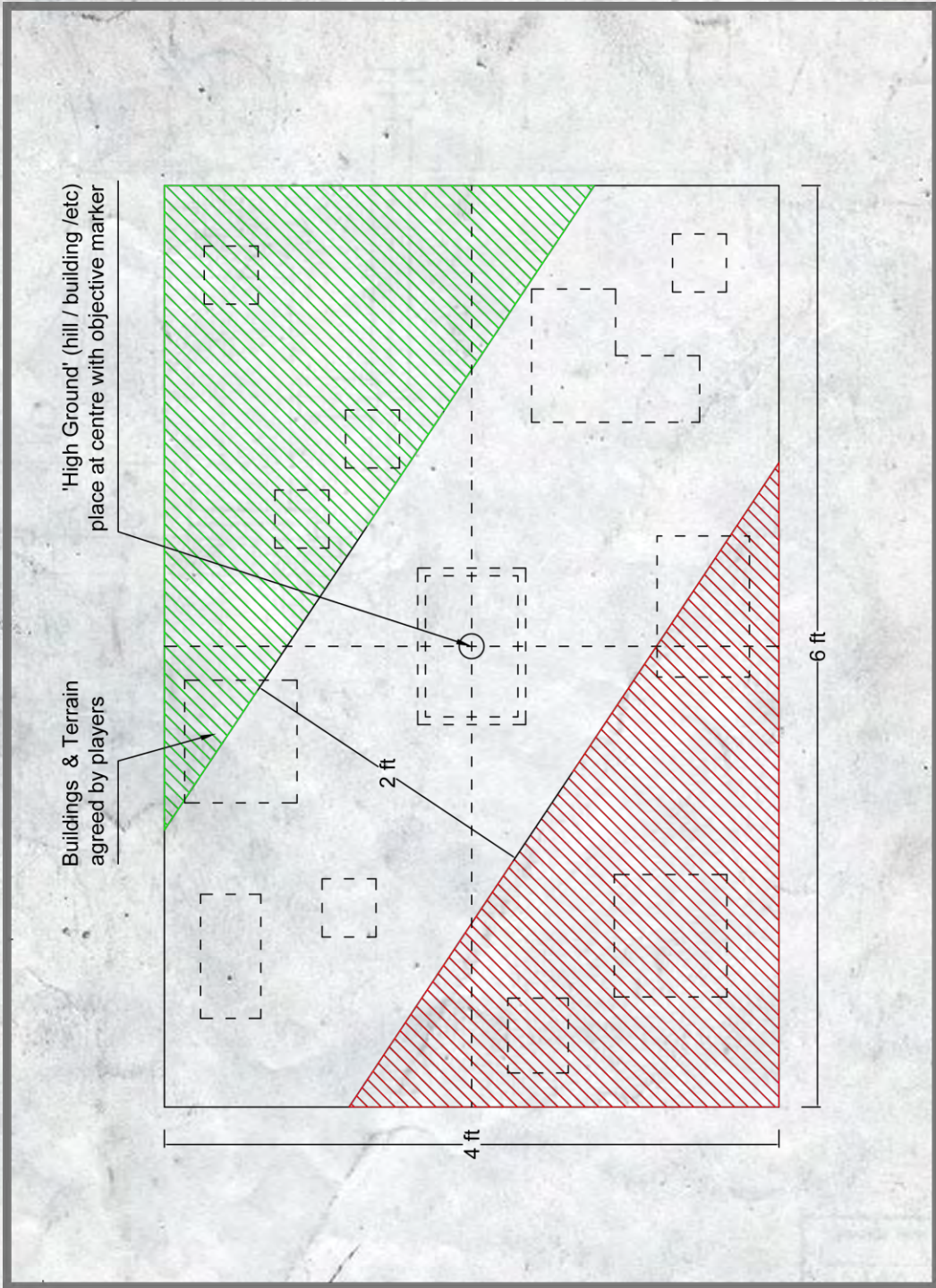
At the beginning of each *GAME TURN*, both players roll twice on the below table (rerolling the second roll if it is the same number as the first). At the end of each *GAME TURN*, each player earns 1 pt per Secondary Mission achieved. The player with the most points at the end of the game wins this mission.

1. Hold Secondary Objective 1
2. Hold Secondary Objective 2
3. Hold Secondary Objectives 1&2
4. Destroy an enemy unit in the Shooting phase (1pt for each one)
5. Destroy an enemy unit in the Assault phase (1pt for each one)
6. Have more scoring units at least partially within 12" of the *Primary Objective* than your opponent.

Tertiary mission: 1 Victory Point for Each

First Blood, Line Breaker, Slay the Warlord

Deployment Zones



Mission 3: 'Take and Hold'

The battle has reached its crescendo – more and more reinforcements pour into the sector from both sides, and the fighting is close quarters and often hand to hand. Victory on this congested battlefield will be measured in inches rather than miles, as each objective is paid for in the blood of heroes and villains alike.

Commanders on the ground have identified a number of key objectives which, if taken and held together, will form a near impenetrable defensive position for the enemy to dash themselves upon. These need to be secured before the enemy get to them, otherwise they must wrestle them from their grip and allow break the back of this battle once and for all!

Setup:

- The battlefield setting (urban, jungle, desert, etc.) and reasonable amounts of suitable terrain should be agreed between players beforehand. Deployment zones follow the set up diagram below.
- Roll for *Psychic Powers & Warlord Traits* using the standard rules.
- Roll for Deployment Zones.
- Place objectives using the standard placement rules modified as follows:
 - Each player places two **Primary Objectives** outside of their Deployment Zones, using standard rules.
 - The above objectives are also the **Secondary Objectives**.
- Roll for night fighting (if desired). Then roll to decide who goes first.
- Deployment accordingly, and attempt to seizing (if desired) using standard rules.

Primary Mission: 4 Victory Points

Be in control of the most Primary Objectives by the end of the game. If tied, no points are awarded.

Secondary Mission: 4 Victory Points

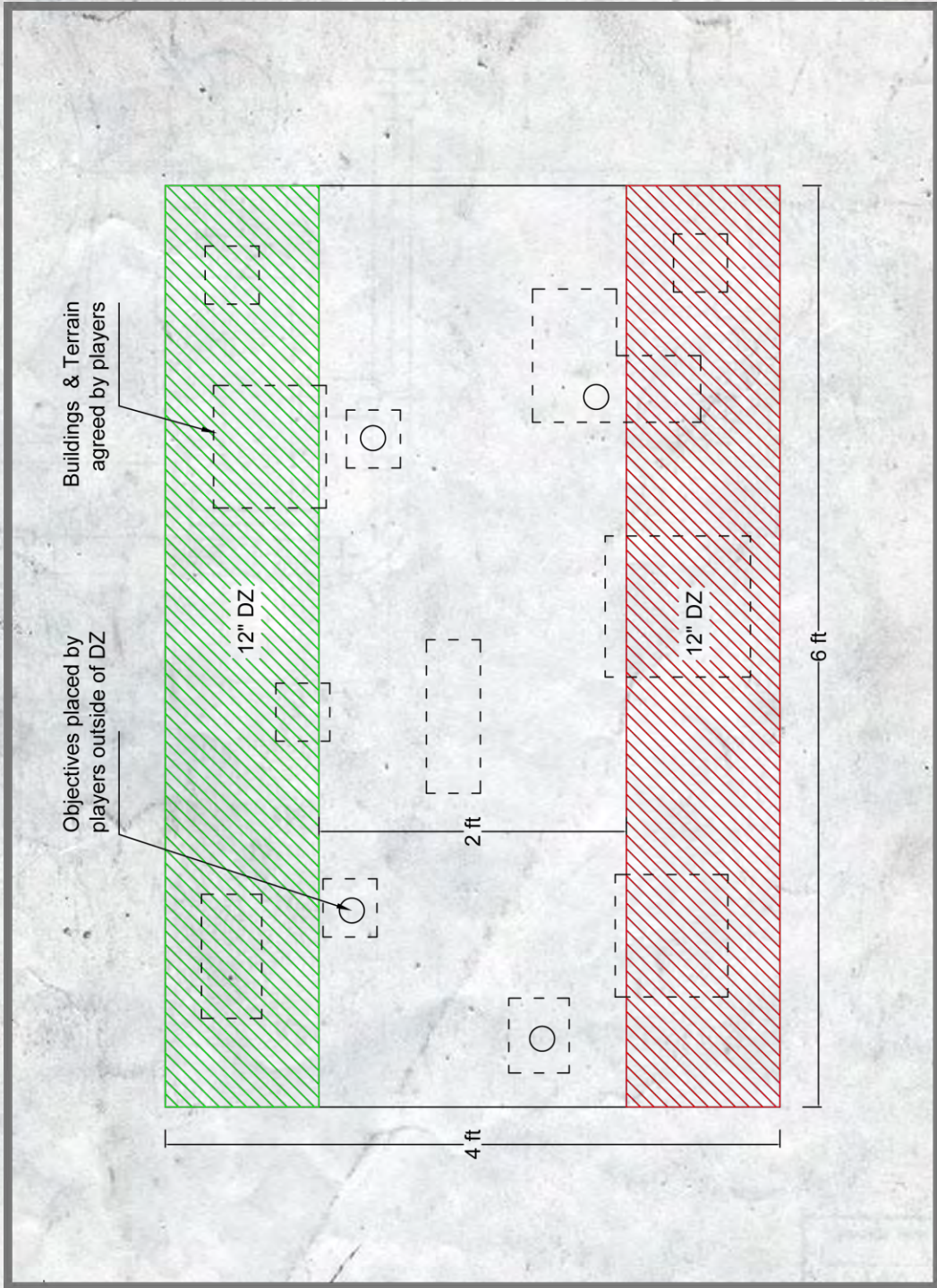
At the beginning of each *GAME TURN*, both players roll twice on the below table (rerolling the second roll if it is the same number as the first). At the end of each *GAME TURN*, each player earns 1 pt per Secondary Mission achieved. The player with the most points at the end of the game wins this mission.

1. Hold Secondary Objective 1
2. Hold Secondary Objective 2
3. Hold Secondary Objective 3
4. Hold Secondary Objective 4
5. Destroy an enemy unit in the Shooting phase (1pt for each one)
6. Destroy an enemy unit in the Assault phase (1pt for each one)

Tertiary mission: 1 Victory Point for Each

First Blood, Line Breaker, Slay the Warlord

Deployment Zones



Mission 4: 'Last Stand'

Cut off behind enemy lines for days, and with little hope of relief, the enemy is finally closing in for the kill. Clever maneuvering by the enemy commanders and a series of disastrous defeats along your flanks has resulted in your force being encircled by the enemy. Probing attacks to try and find a break out point have all resulted in failure. The situation is dire to say the least.

However, not all is lost. You have supplies enough to last for weeks of heavy fighting, and have managed to secure a defensible position despite you precarious situation. If your forces can hold out, and the enemy sufficiently bled, then maybe the day can still be carried? Maybe escape will still be possible? A last stand it may be, but you shall make it a glorious one!

Setup:

- The battlefield setting (urban, jungle, desert, etc) and reasonable amounts of suitable terrain should be agreed between players beforehand. Deployment zones follow the set up diagram below, and one piece of 'high ground' must be placed at the centre of the table (be it hill / building / etc) to represent the objective.
- Roll for *Psychic Powers & Warlord Traits* using the standard rules.
- Roll for Deployment Zones.
- Place objectives using the standard placement rules modified as follows:
 - A single **Primary Objective** is placed by the defender.
 - The defender also places two **Secondary Objectives** at least 12" from the Primary Objective. These should be numbered 1 and 2.
- Roll for night fighting (if desired). Then roll to decide who goes first.
- Deployment accordingly, and attempt to seizing (if desired) using standard rules

Primary Mission: 4 Victory Points

Be in control of the Primary Objective by the end of the game. If tied, no points are awarded.

Secondary Mission: 4 Victory Points

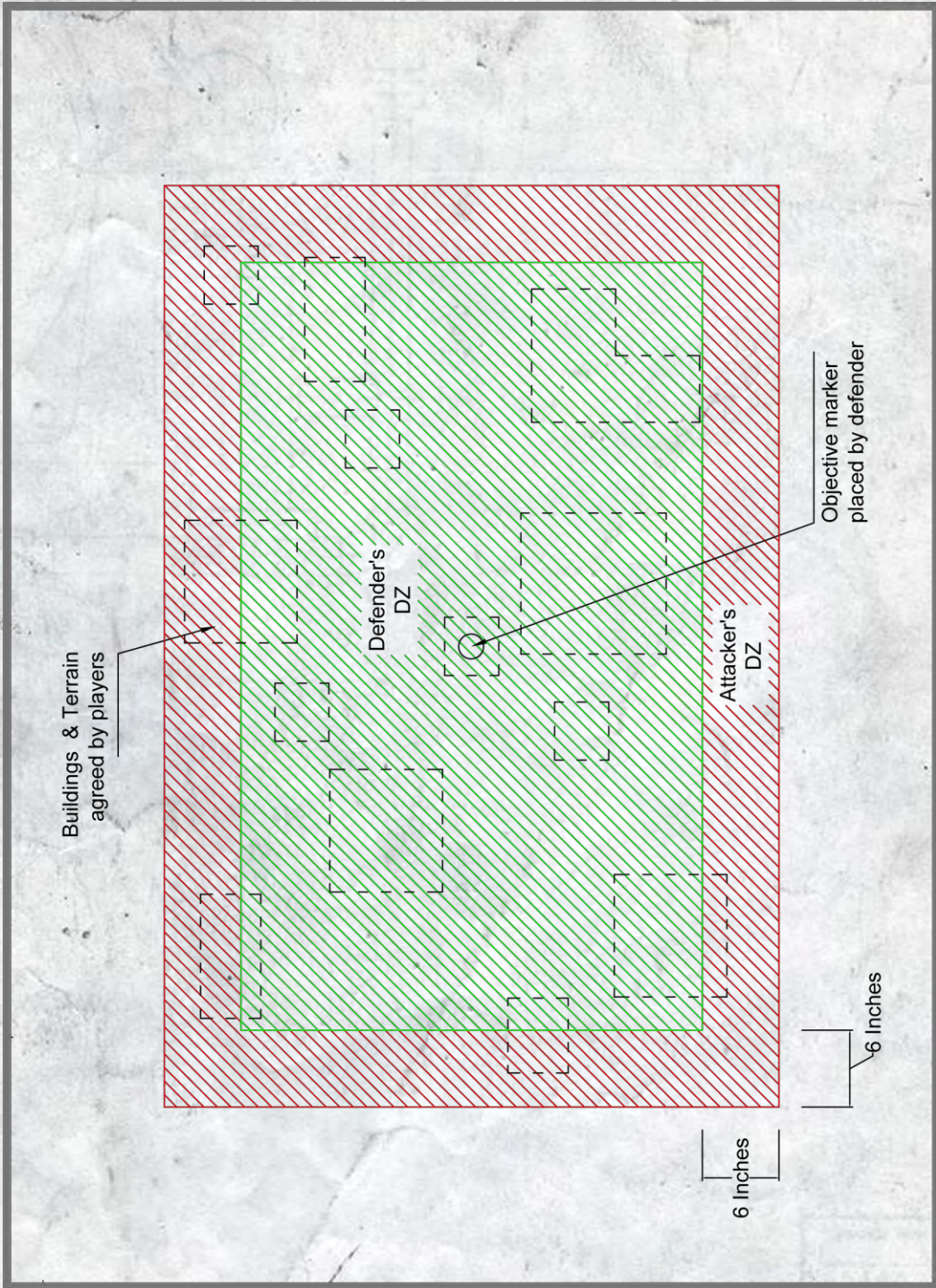
At the beginning of each *GAME TURN*, both players roll twice on the below table (rerolling the second roll if it is the same number as the first). At the end of each *GAME TURN*, each player earns 1 pt per Secondary Mission achieved. The player with the most points at the end of the game wins this mission.

1. Hold Secondary Objective 1
2. Hold Secondary Objective 2
3. Hold Secondary Objectives 1&2
4. Destroy an enemy unit in the Shooting phase (1pt for each one)
5. Destroy an enemy unit in the Assault phase (1pt for each one)
6. Have more scoring units at least partially within 12" of the *Primary Objective* than your opponent.

Tertiary mission: 1 Victory Point for Each

First Blood, Line Breaker, Slay the Warlord

Deployment Zones



Mission 5: 'Ambush'

Your heavy recon force has been in the field for weeks trying to engage the elusive enemy, and now you have found them - or rather they have found you! As your column makes its way through an unknown sector, a hail of gunfire explodes from both sides – it's an ambush!

Ambush or no, this is the enemy you have been looking for, and although they may have the advantage of surprise the opportunity to deal the audacious enemy a bloody nose is too good to lose. It is time to turn the tables on this trap and let the enemy know exactly who it is they are dealing with!

Setup:

- The battlefield setting (urban, jungle, desert, etc) and reasonable amounts of suitable terrain should be agreed between players beforehand. Deployment zones follow the set up diagram below, and one piece of 'high ground' must be placed at the centre of the table (be it hill / building / etc) to represent the objective.
- Roll for *Psychic Powers* & *Warlord Traits* using the standard rules.
- Roll for Deployment Zones.
- Place objectives using the standard placement rules modified as follows:
 - No **Primary Objective** is required.
 - No **Secondary Objectives** are required.
- Roll for night fighting (if desired). Then roll to decide who goes first.
- Deployment accordingly, and attempt to seizing (if desired) using standard rules.

Primary Mission: 4 Victory Points

Kill points. For each enemy unit destroyed, receive one Kill Point. Player with highest kill points by the end of the game wins. If tied, no points are awarded.

Secondary Mission: 4 Victory Points

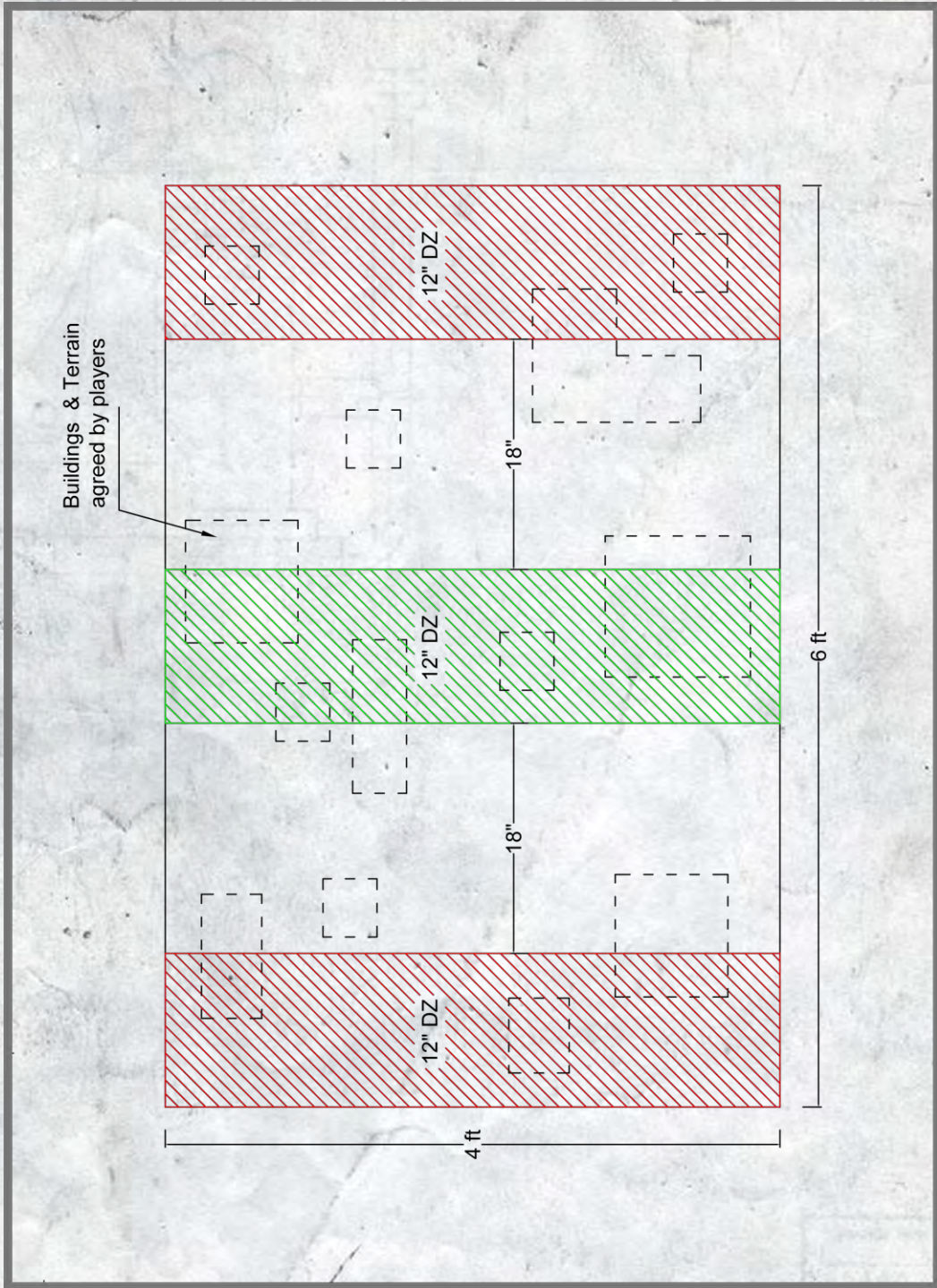
At the beginning of each *GAME TURN*, both players roll twice on the below table (rerolling the second roll if it is the same number as the first). At the end of each *GAME TURN*, each player earns 1 pt per Secondary Mission achieved. The player with the most points at the end of the game wins this mission.

1. Destroy an enemy unit in the Shooting phase (1pt for each one)
2. Destroy an enemy unit in the Assault phase (1pt for each one)
3. Destroy an enemy Vehicle (1pt for each one)
4. Kill an enemy Character (1pt for each one)
5. Destroy an enemy Heavy Support unit (1pt for each one)
6. Destroy an enemy Fast Attack unit (1pt for each one)

Tertiary mission: 1 Victory Point for Each

First Blood, Line Breaker, Slay the Warlord

Deployment Zones



Mission 6: 'The Raid'

The enemy has established a forward operation base in the area, from which they routinely conduct raiding parties and combat patrols. These activities have had an increasing impact on our forces, disrupting the operations and effectiveness of our own base.

Matters have reached a critical juncture, and the time has come to end this threat once and for all. A large force will be deployed to ensure victory over the enemy, and a number of objectives within the enemy base have been identified as housing key supplies and intel for the war effort. These must be secured as a matter of priority.

The raid is a go, just be sure to leave someone at home lest the enemy have the same idea!

Setup:

- The battlefield setting (urban, jungle, desert, etc) and reasonable amounts of suitable terrain should be agreed between players beforehand. Deployment zones follow the set up diagram below.
- Roll for *Psychic Powers & Warlord Traits* using the standard rules.
- Roll for Deployment Zones.
- Place objectives using the standard placement rules modified as follows:
 - Each player places two **Primary Objectives** within their Deployment Zones, using standard rules.
 - The above objectives are also the **Secondary Objectives**.
- Roll for night fighting (if desired). Then roll to decide who goes first.
- Deployment accordingly, and attempt to seizing (if desired) using standard rules.

Primary Mission: 4 Victory Points

Be in control of the most Primary Objectives by the end of the game. If tied, no points are awarded.

Secondary Mission: 4 Victory Points

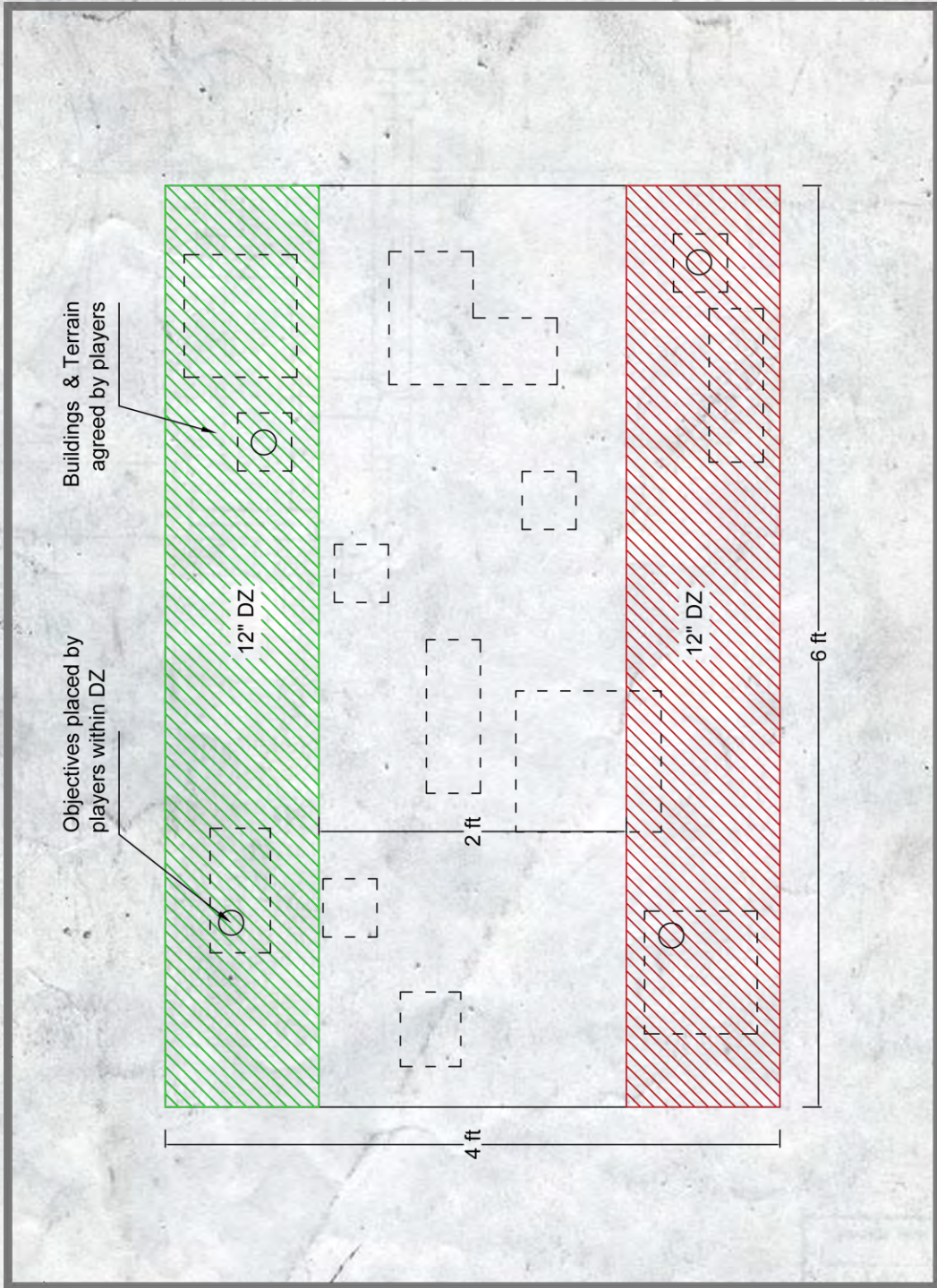
At the beginning of each *GAME TURN*, both players roll twice on the below table (rerolling the second roll if it is the same number as the first). At the end of each *GAME TURN*, each player earns 1 pt per Secondary Mission achieved. The player with the most points at the end of the game wins this mission.

1. Hold Secondary Objective 1
2. Hold Secondary Objective 2
3. Hold Secondary Objective 3
4. Hold Secondary Objective 4
5. Destroy an enemy unit in the Shooting phase (1pt for each one)
6. Destroy an enemy unit in the Assault phase (1pt for each one)

Tertiary mission: 1 Victory Point for Each

First Blood, Line Breaker, Slay the Warlord

Deployment Zones





CREDITS

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