

Scenario

Deployment: Hammer and Anvil

Game length: Random game length (see pg. 133 of 40k rulebook)

Rules: Night Fight, Reserves, Mysterious Objectives

Mission Objectives:

The player who achieves the most battle points wins the game.

Goal #1 15 points

Goal #2 9 points

Goal #3 6 points

Goal #1

Relic.

Place one marker at the exact center of the board to represent the Relic. Players may pick up, move, and drop the Relic. The rules for picking up, moving, and dropping the Relic are located on page 147 of the 40k rulebook (zooming/swooping flyers or vehicles can't pick up the relic). The player that controls the Relic at the end of the game wins. In the result that neither player controls the Relic at the end of the game, neither player will achieve this goal.

Goal #2

Maelstrom!

Each player places one Maelstrom objective in their deployment zone. These are numbered 1 and 2. At the beginning of each game turn, both players will roll twice on the table below. Reroll the second roll if it is the same number as the first. Note the results on your score sheet. At the end of each game turn, each player earns 1 point per Maelstrom goal achieved. (Note if both of your rolls are to destroy an enemy unit, destroying 1 unit earns 1 point, destroying 2 units earns you 2 points.) The player with the most points at the end of the game wins this mission. In the event of a tie, each player will receive 5 points for this goal.

Maelstrom chart:

- 1) Hold Maelstrom Objective 1
- 2) Hold Maelstrom Objective 2
- 3) Destroy an enemy unit
- 4) Destroy an enemy unit
- 5) Have a scoring unit at least partially within the enemy deployment zone
- 6) Have at least 3 of your scoring units and no enemy units at least partially within your deployment zone.

Goal #3

Point control.

At the end of the game, the player controlling the most table quarters achieves this goal. Control of a table quarter is achieved by having more scoring units than your opponent in that quarter. **Unit's within 6" of the center of the board NEVER count for this goal.** A unit's location is determined by the location of the majority of that unit's models. If a unit is evenly spread across 2 or more quarters, randomize which quarter they are in. Units comprised of a single model must fully be within a quarter; otherwise their location must be randomized as well. In the result of a tie, both players will receive 3 points for this goal.

Bonus points:

Select 3 choices from bonus point list before deployment. Share your choices with your opponent before deployment. You may select different choices than your opponent. Write your choices below.

- 1) _____
- 2) _____
- 3) _____