



2009 MISSIONS

The 2009 missions are designed as a complete set of 5th edition missions. Each deployment type is used three times, and the ratio of objective-style missions to kill-style missions is two-to-one.

The missions are dedicated to the memory of Bon Scott (1946 – 1980), with the appropriate song played (loud) to introduce each round. The missions are best played in the following order:

Highway to Hell

This first mission is a straight-out battle, intended to give the players an easy start while they familiarise themselves with their armies and recover from all-night painting and first-battle nerves. The 3rd edition concept of Break Point (25%) is used to determine victory, as there has been much discussion in the 40K community as to whether Kill Points are ideal for tournament play; however, in the event of a draw (both players broken), Kill Points will be counted as a tie-breaker.

Long Way to the Top

This mission is almost entirely as per the rulebook scenario *Seize Ground*, with the change that players must place their objectives within terrain pieces. Hills are preferred, if available.

High Voltage

This twin-objective mission has a random element; lightning strikes the table intermittently, turning night to day, and also hitting a point within 2D6" of the table centre with a large blast marker. While random elements can be unpopular, the clearly-defined danger area and relatively weak strength and zero AP of the blast should minimise the chance of affecting the game outcome.

Jailbreak

This mission takes the deployment zone objective idea of *Capture and Control* and makes them prisoners who will fall back towards their own lines if left unattended. Players can actually liberate their own prisoners by shooting the unit guarding them from range. Of all the missions, this one has the most detailed special rules.

T.N.T.

This objective mission is a sequel to *Long Way to the Top*; whereas in that scenario terrain is good, in *T.N.T.* terrain is bad (it is classed as dangerous). Being denied cover may cause difficulty for armies with low armour saves, but any unit that is willing to take the initial risk of entering dangerous terrain will be well defended against assaults into the area.

Dirty Deeds

This combat mission combines the concepts of previous missions *X-Files* (hidden objectives) and *Assassins* (kill a designated unit or character). Once again, Kill Points are used as a tie-breaker.

HIGHWAY TO HELL

I'm on my way to the promised land.

Objective: Kill the enemy and minimise your own casualties.

Deployment: Pitched Battle – Long table edges (p.92).

Special rules: Deep Strike, Infiltrators, Scouts, Reserves.

Game length: Between 5 and 7 turns (Ending the Game, p.90).

Victory: Break the enemy (reduce the opposing army to 25% or less total models remaining). If one side is completely wiped out, they lose automatically.

Tie-breaker: If both players are broken (25% or less models remaining), count back on total Kill Points for the whole army (Annihilation p.91). The player who has inflicted the most Kill Points is the winner.

Draw: The game is a draw if neither player is broken, or if both players have the same number of Kill Points after a tie-breaker.

LONG WAY TO THE TOP

Getting beat up, broken-boned... it's a long way to the top.

Objective: Take command of the high ground overlooking the battlefield.

Deployment: Dawn of War – Table halves (p.93).

Before choosing table halves, place objective markers in the centre of 1D3+2 terrain pieces on the table. Choose hills as first preference. If there are no hills, use woods; if there are no woods, use ruins.

Roll to see who places an objective marker first. Keep placing objective markers in terrain of the same type (e.g. hills) before moving on to terrain of another type (thus, choose all the hills, then choose all the woods, then choose ruins, etc.)

You must initially place objectives such that they are not within 12" of a board edge or within 12" from another objective. However, if you have exhausted all other terrain pieces of the type you are selecting, then the 12" rule does not apply.

Special rules: Deep Strike, Infiltrators, Scouts, Reserves, Night Fighting (Turn 1 only).

Game length: Between 5 and 7 turns (Ending the Game, p.90).

Victory: The player who controls the most objectives is the winner. Controlling an objective is as described in Seize Ground (p.91)

Draw: The game is a draw if both players control the same number of objectives, or if neither player controls any.

HIGH VOLTAGE

I got to get my kicks some way.

Objective: The planet is thunderstruck. Use the cover of night and storm to seize objectives.

Deployment: Spearhead – Table quarters (p.93).
Before choosing sides, scatter a major objective marker 3D6” from the centre of the table (if the result is a ‘Hit”, scatter 4D6”). Place a second objective the same distance from the centre of the table in the exact opposite direction.

Players then choose long table edges and deploy as per the Spearhead setup.
Note, you cannot choose to deploy in a quarter which contains an objective.

Special rules: Deep Strike, Infiltrators, Scouts, Reserves, Night Fight, High Voltage

High Voltage: Night Fighting applies each turn, unless lightning strikes the battlefield.

Starting from Turn 1, test to see if lightning strikes at the start of each game turn (p.9). Lightning strikes on a roll of 4+. If there is no strike this turn, the chance reduces to 3+ on the following turn, then 2+ for each turn thereafter until it hits.

Lightning illuminates the entire battlefield on the game turn that it strikes. Both sides can see clearly, negating the Night Fighting rules for each player’s turn.

In addition, a massive bolt of lightning hits the battlefield. Place a large blast marker in the centre of the table and scatter 2D6” (if the result is a ‘Hit”, scatter 3D6”). Models touched by the marker suffer a S4 AP- hit and must test for Pinning.

Lightning never strikes twice in succession. The game turn following a lightning strike is always night again. Re-roll for lightning after one complete game turn of night, starting with 4+ and then reducing to 3+ and 2+ as above until it hits.

Game length: Between 5 and 7 turns (Ending the Game, p.90)

Victory: The player who controls the most objectives is the winner. Controlling an objective is as described in Capture and Control (p.91)

Draw: Both opponents control one objective each, or neither controls any objectives.

JAILBREAK

It was all in the name of liberty.

Objective: Rescue your captured comrades, while guarding the enemy prisoners.

Deployment: Pitched Battle – Long table edges (p.92)

After table edges have been chosen but **before** deployment, exchange three basic troop models to represent captured prisoners. These models should not come from your units. Take turns placing prisoners at the front of your deployment zone. They cannot be placed within 12" of **any** board edge, but may be placed within 12" of each other if desired.

Special rules: Deep Strike, Infiltrators, Scouts, Reserves, Jailbreak

Jailbreak: *Objectives:* Your lost comrades are your objectives; you can contest (guard) enemy prisoners, but you cannot claim them towards your own victory. Prisoner models are invulnerable to all attacks and cannot be targeted. For rules purposes, it is best to think of them as "objectives with legs" rather than as troop models.

Control: Prisoners are under the control of any **scoring unit** within 3". Enemy units or friendly non-scoring units can contest (guard) a prisoner. A unit may control or contest multiple prisoners.

Escorting: A controlled prisoner can be escorted by a **scoring unit** (friend or foe), providing there is no enemy unit within 3" at the start of the movement phase. Prisoners under escort can move up to 6" in the movement phase, and can run or assault if the escorting unit does so. Prisoners can never move closer than 12" to any long board edge. Prisoners will not enter vehicles. A friendly unit can lose a prisoner by moving more than 3" away, in which case the prisoner will immediately fall back in the same movement phase as noted below.

Falling back: An untended prisoner who is not within 3" of a friendly or enemy unit falls back 2D6" directly towards their own long board edge at the start of their own movement phase. They skirt around enemies, staying 3" away during their move.

Regrouping: Prisoners immediately stop falling back once they are 12" away from their own long board edge. They also regroup within 3" of a friendly scoring unit.

Assaults: Prisoners do not make pile-in moves. If a scoring unit within 3" of a prisoner wins an assault, it can make a consolidate move with the prisoner.

Game length: Between 5 and 7 turns (Ending the Game, p.90)

Victory: The player who rescues the most of their **own** prisoners wins the game. A prisoner is rescued only if under the control of a friendly scoring unit at the game's end, or if regrouped within 12" of the player's own long board edge.

Draw: The players rescue the same number of prisoners, or both fail to rescue any.



Watch me explode.

- Objective:** Spread out and capture objectives in the immediate vicinity, but use caution: the enemy have concealed minefields and booby traps throughout the area.
- Deployment:** Dawn of War – Table halves (p.93)
Most terrain is treated as dangerous in this scenario (see the T.N.T. special rule below). Clarify which terrain is dangerous before choosing table halves.
Before deployment, take turns to place 1D3+2 objective markers as per the rules for Seize Ground (p.91). Objectives may not be placed in dangerous terrain, in addition to the usual 12” restriction from table edges and other markers.
Deploy sides. Note, you may not deploy within dangerous terrain for this mission.
- Special rules:** Deep Strike, Infiltrators, Scouts, Reserves, Night Fighting (Turn 1), T.N.T.
- T.N.T.:** All buildings and area terrain are dangerous terrain in this mission.
Buildings includes all structures as per the Buildings and Ruins chapter (p.77).
Area terrain (p.13) includes trees, rocks, craters and ruins.
Intervening terrain such as fences, barricades and hedges are safe. Terrain which offers no cover save are also safe, such as rivers, swamps, gentle hills, etc.
As per the usual dangerous terrain rules (p.14), any model entering, leaving or moving through dangerous terrain in the movement phase must make a roll. On a 1 the model suffers 1 wound with no save allowed. (Difficult terrain movement restrictions may also apply in addition to dangerous, depending on terrain type.)
Models must also test when making an assault into dangerous terrain (p.34).
- Game length:** Between 5 and 7 turns (Ending the Game, p.90)
- Victory:** The player who controls the most objectives is the winner. Controlling an objective is as described in Seize Ground (p.91)
- Draw:** The game is a draw if both players control the same number of objectives, or if neither player controls any.

DIRTY DEEDS

Done dirt cheap.

Objective: Carry out a covert assassination mission on multiple targets.

Dirty Deeds: Exchange army lists before the battle.

Study your opponent's army list and secretly choose at least 400 pts of complete units, vehicles and/or independent characters. You cannot nominate partial units, and you must include any transport vehicles where they have been purchased as an upgrade. The targets can be from any categories of the force selection.

Write your choices on a piece of paper. Keep your list secret, and do not reveal your choices to your opponent until the end of the battle.

These will be your major targets for the battle; you must wipe them all out to the last model to claim victory.

Deployment: Spearhead – Table quarters (p.93).

Once the first player has finished deployment, he or she must clearly identify each unit, character and vehicle to the opponent, referring back to the army list. Clearly indicate which units if any are being held in reserve. This step is important, as it helps your opponent identify the models that they have chosen as their secret targets. The second player should do likewise once they are fully deployed.

Special rules: Deep Strike, Infiltrators, Scouts, Reserves, Dirty Deeds

Game length: Between 5 and 7 turns (Ending the Game, p.90)

Victory: One player wipes out all of their secret targets to the last model.

Tie-breaker: If both players wipe out all of their secret targets, count back on total Kill Points for the whole army (Annihilation p.91). Include all units in this count, not just the target models. The player who has inflicted the most Kill Points is the winner.

Draw: Neither player successfully wipes out of all of their target models.