

MISSION PACK

THE WAR FOR VIGILUS





Pre-Game, Deployment, Setup

Step 1: Player's roll off using a single D6. The winner of the roll off may make the first choice of removal, of either a Deployment, Objective or Twist, as per the following page. Then, players alternate removing Deployment, Objective and Twists until only one of each remains.

Step 2: Player's then roll off, the winner chooses the deployment zone.

Step 3: Players place objectives following the guidelines listed on each mission.

Step 4: The player who lost the roll off in step 2 deploys their first unit. Deployment proceeds normally thereafter.

Primary Mission

All missions use the following Primary Mission. Please see each mission for any addition rules.

Primary Mission: End of Player Turn Scoring

Each player scores points at the end of their player turn.

1. If you control one or more objective markers (Hold 1)
1 point
2. If an enemy unit was destroyed during your player turn (Kill 1)
1 point

Primary Mission: End of Battle Round Scoring

Each Player also scores points at the end of each Battle Round.

1. If you control more objective markers than your opponent (Hold More)
1 point
2. If more of your opponent's units destroyed this battle round than your own (Kill More)
1 point
3. If you successfully achieved the requirements as stipulated in the drafted 'Objective'
1 point

Total points available per turn: 5

Scoring

At the end of the battle, tally up the points earned as above. Enter these into DownUnderPairings directly. A score will be calculated as per the differential table to the right.

You then earn up to 5 points in addition to your differential score, for the Bonus Objectives as outlined in each mission.

Therefore, your total points for the mission will be between 1 and 25.

Differential table

BP Difference (assuming Player A is the winner)	Player A Victory Points	Player B Victory Points
0	10	10
1-2	11	9
3-4	12	8
5-6	14	6
7-8	16	4
9-10	18	2
11+	20	1

Mission 1

The Waters of Vigilus

On Vigilus, the kind of water a person drinks is a powerful status symbol, indicative of their wealth and position.

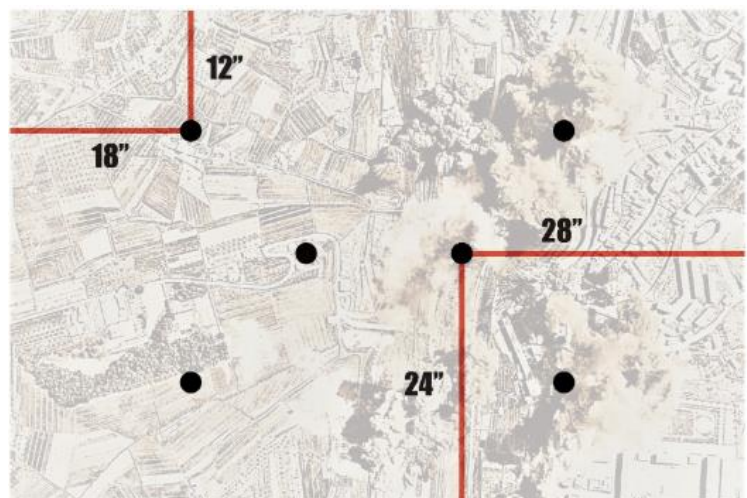
The majority of people in the under-classes and working populations drink water from deep underground, known as aqua subterra. This is dirty, foul-tasting and yellowish, but affordable.

The rich and powerful drink aqua gladius, mined in vast cuboid icebergs on the polar continent of Kaelac's Bane. The faithful flock of the Ministorum drink aqua sanctus, recyc water purified with holy oils whereas the Adeptus Mechanicus drink aqua meteoris, which was mined from frozen asteroids they have harnessed.



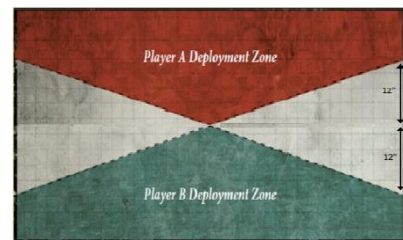
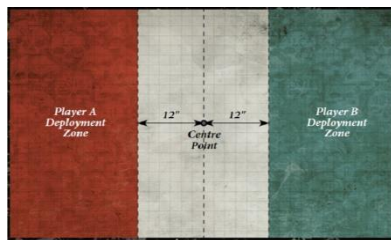
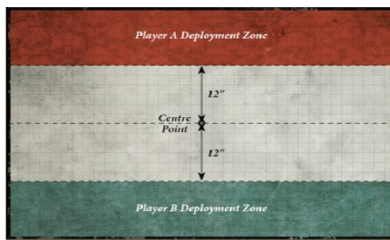
Objective Placement

6 Objectives are used for this mission, placed as shown on map.



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DEPLOYMENT



OBJECTIVE

Ground Control	Dynamic Forces	Area Denial
Earn 1 Victory Point if you control 4 Objective Markers at the end of the Battle Round.	Earn 1 Victory Point if you control or contest 3 different Objective Markers with one unit at the end of the Battle Round.	Earn 1 Victory Point if less than 2 Objective Markers are controlled by enemy units at the end of the Battle Round.

TWIST

The Scouring	Big Guns Never Tire	Wars Are Won By Men, Not Machines
Units taken from the <u>Fast Attack</u> battlefield role have <u>Objective Secured</u> – Such a unit that is within range of an objective marker controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability then the objective marker is controlled by the player who has the most models within range of it as normal.	Units taken from the <u>Heavy Support</u> battlefield role have <u>Objective Secured</u> – Such a unit that is within range of an objective marker controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability then the objective marker is controlled by the player who has the most models within range of it as normal.	Units taken from the <u>Lord of War</u> battlefield role and units with the keyword <VEHICLE> may not control or count towards contesting objective markers in this mission.

Bonus Objective – Poison/Purify the Water!

The limited water supplies on Vigilus are critical to the stability of the citizen population. Those of nefarious intent attempt to poison the water supplies, whilst those with noble hearts seek to purify.

If your **Hero** model ends its Movement within 3” of an Objective Marker, he/she may forgo making a shooting attack in the Shooting phase to attempt to Poison/Purify the water. This may be attempted even if your Hero had advanced. Roll a D6, on a roll of 3+ you have been successful!

At the end of the game, score Bonus Objective points for the following.

2 points: Successfully Poison/Purify the water at least one time during the game.

3 points: Successfully Poison/Purify the water 2 times, each using different Objective Markers

5 points: Successfully Poison/Purify the water 3 times, each using different Objective Markers

Mission 2

The Speedwaaagh!

The Ork invasion of Vigilus was sudden, and its scale caught the Imperial defenders off guard.

When the Cicatrix Maladictum tore the galaxy asunder, the rift scrambled the foresight of Vigilus' sanctioned seers and prophets, meaning little warning was received of the Ork's approach.

What the Orks make up for in organisation, they make up for in sheer mass and firepower.

Now, amidst the hammering of metal, the thudding of rivet guns, the guttural command of Ork Mekaniaks and the throaty roar of smoke spewing engines; vehicle by vehicle, swarm by swarm, a hundred mechanised invasion forces emerge at great pace from the dust-bowls south of the Dontoria Hivespawl.

The Speedwaaagh! Has begun, and at its head rides the Speedlord Supreme, Krookdakka.

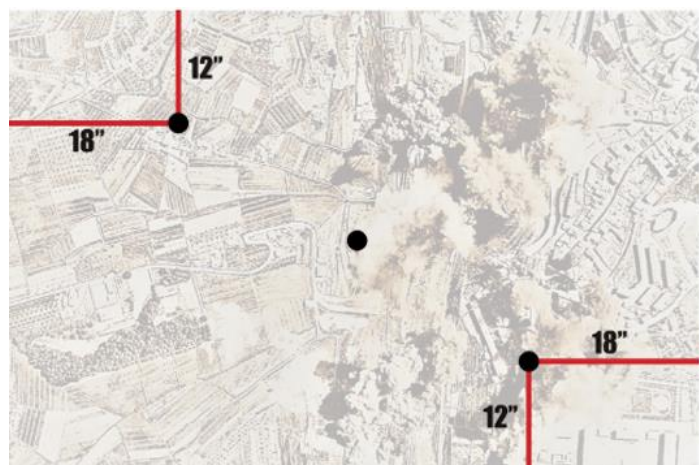
"Get yer engines revvin'! This is wot we been waitin' for, ladz. The Meks say all that zoggin' forcefield gubbins ain't working no more. Get inta that dust storm, boyz, and keep goin' , fast as you can. You'll hit da humies on the other side. Now what you waitin' for, eh? Last one ta get his blade red is a runty little git!"

- Rukfang, Ork war lead



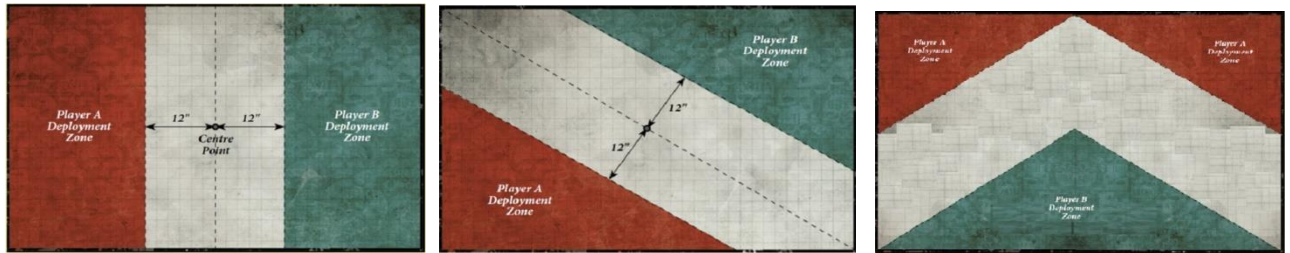
Objective Placement

3 objectives are used for this mission, placed as shown on the map.



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DEPLOYMENT



OBJECTIVE

Gotta Go Fast!	Waaagh!	Live to fite unnuva day!
Earn 1 Victory Point if you have moved a unit more than 10" in the Movement phase.	Earn 1 Victory Point if you successfully make two charges in the Charge phase during your turn.	Earn 1 Victory Point if you Fall Back from combat with a unit in your Movement phase.

TWIST

High Gravity	Low Gravity	Dangerous Terrain
Units with multi-wound models have a -1" modifier to their Movement characteristic.	All units have +2" modifier to their Movement characteristic.	Any unit that moves more than 8" in any Movement phase takes D6 wounds at -2 AP.

Bonus Objective –

The fights of the Speedwaagh are based on sheer speed and unrelenting violence.

At the end of the game, score Bonus Objective Points for the following:

2 Points: Your **Hero** has successfully made at least two charges during the game.

2 Point: Your **Hero** killed a model with the <Character> keyword in close combat.

1 Points: Your **Hero** model moved at least 9" in any one Movement phase.



Mission 3

A Sickness in Dontoria

Dontoria is the largest of all of Vigilus' inhabited regions. It is noted for one thing above all else – overpopulation. As a result, sickness and disease in Dontoria is commonplace, a natural by-product of such a high population density.

Rumours have arisen of a strange supernatural plague, emanating from the districts around Limtus Dock.

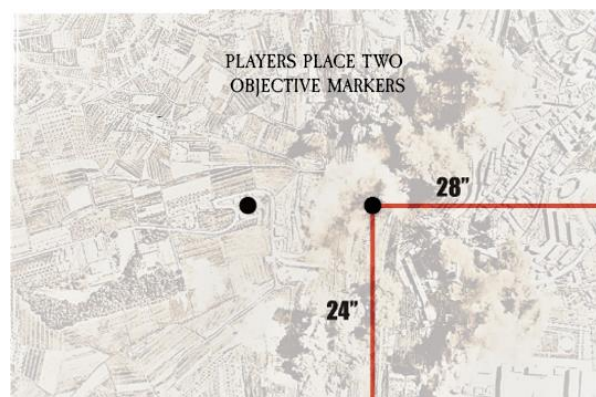
As the disease spreads throughout the populace, it is discovered that the illness is the Gellerpox – spread deliberately by the Death Guard.



Objective Placement

4 objectives are used for this mission. Two are placed as per the image to the right.

In addition, each player places one Objective Marker within their own deployment zone after deployment zones are determined. These player-placed Objective Markers must be at least 12" away from any other Objective Markers.



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DEPLOYMENT



OBJECTIVE

Keep Your Distance!	Aim For The Head!	Unrelenting Horde
Earn 1 Victory Point if you have no units within 3" of any other friendly units at the end of the Battle Round	Earn 1 Victory Point if you killed a Character in close combat this turn.	Earn 1 Victory Point if you have at least one unit in every table quarter at the end of the Battle Round

TWIST

Poison Fog	Toxic Atmosphere	Zombies!
All units must reduce their BS by -1 when shooting an enemy unit outside of 6"	At the start of each player turn, roll a D6 for each friendly unit. On a roll of a 2 or less, that unit takes 1 mortal wound, or one for every 10 models in the unit.	At the start of each player turn, roll a D6 for any units in combat. On a roll of a 2 or less, that unit must fight last in the combat phase.

Mission Special Rule :

Infection – if your Hero ends it's Movement phase within 6" of another unit, friend or foe, roll a D6. On a roll of a 1 or a 2, your Hero immediately takes a Mortal Wound!

Bonus Objective –

As the Gellerpox virus spreads throughout the city, your Hero must attempt to escape unharmed!

At the end of the game, score Bonus Objective points for each the following.

2 points: Your Hero is still alive at the end of the game.

3 points: Your hero ends the game within 6" of your enemy's board edge

Mission 4

The Nocolith Crowns

Over the course of the Gothic War, the Warmaster of Chaos had learned that blackstone could be polarised either to attract the energies of Chaos, or to repel it. That knowledge had informed his grand strategy ever since. Where there were deposits of blackstone polarised to repel Chaos energy, Abaddon would do everything in his power to destroy them. Where there was blackstone that could be polarised to attract Chaos energy, he would seize it and turn it to his advantage.

The ring-like structures of blackstone known as Noctilith Crowns brought a loathsome new energy to the war effort. The crowns had been constructed on Nemendghast, perfected en route to Vigilus in the guts of Abaddon's forgeships, and raised on the sentinel planet by work gangs of indentured Chaos slaves. Where the Black Legion's Masters of Possession determined there was a site of geomantic significance, the crowns were aligned to the exacting specifications of Abaddon's ritualists, and driven into the surface of the planet with long steel spikes.



Wherever the Noctilith Crowns were planted, the minds of Chaos psykers flared with a frisson of forbidden power. Those who had any form of psychic sensitivity found strange new phenomena manifesting around them when they approached these sites. Even slaves and cultists without a flicker of psychic potential were assailed by searing visions.

Channelling these unpredictable energies using a Noctilith Crown could lead to a tremendous psychic backlash. In places upon Vigilus, more power than any mortal could possibly use flooded into the minds of those supplicants that sought to harness the Crown's supernatural aura.

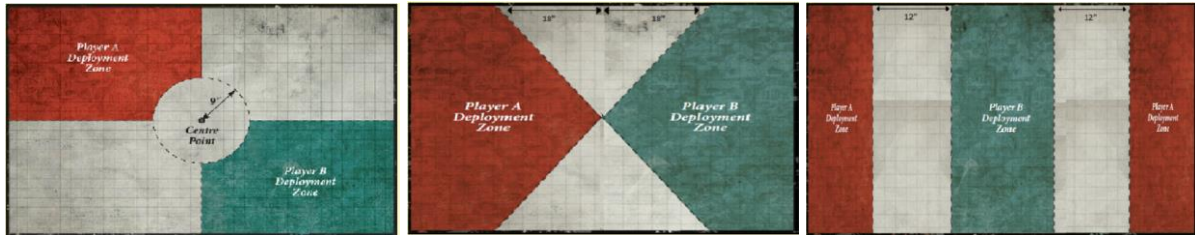
Objective Placement

One objective marker is placed in the centre of the table. Players then take two objective each – one they place in their **own deployment zone**, and one in the **enemy deployment zone**. Placed objectives must not be within 12" of another Objective Marker, or within 6" of any table edge.



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DEPLOYMENT



OBJECTIVE

Crucible of Champions	Nexus Control	What's Yours Is Mine
Score 1 Victory Point if you have at least 3 units with the Character keyword within 3" of 3 different Objective Markers at the end of the Battle Round.	Score 1 Victory Point if you control 3 Objective Markers including the centre objective.	Score 1 Victory Point if you control both Objective Markers you placed, at the end of the Battle Round

TWIST

Blackstone Cache	Noctilith Crowns	Undependable Reinforcements
Any unit within 3" of an Objective Marker may not take invulnerable saves.	All psykers add +2 to their psychic tests. In addition, they suffer Perils of the Warp for a roll of any doubles.	No units may deploy as reinforcements, unless their rules explicitly state that they must. You may not use stratagems to voluntarily deploy any units via reinforcements.

Mission Special Rule:

Ancient Coffers - If your **Hero** is within 3" of an Objective Marker, you may choose for him/her to 'Open the Coffers'. Roll a D6 and consult the table below on the next page. This may not be re-rolled for any reason. You may only do this once per objective marker.

Bonus Objective –

At the end of the game, score Bonus Objective points for each the following.

- 1 Point: Score 1 Bonus Objective Points per Ancient Coffers opened, up to a maximum 3
- 2 Points: Your **Hero** survives the battle.

Mission Special Rule :

Open the Coffers – If you use the **Ancient Coffers** Twist as above, consult this table when your **Hero** chooses to open the coffers. This result cannot be re-rolled for any reason

1	Daemonic Attack – The character takes D6 mortal wounds.
2	Malicious Presence – The character takes D3 wounds at -2AP. Invulnerable saves me not be taken against this.
3	Relic Firearm – For the remainder of the battle, this character adds this weapon to their wargear: Range: 18" Type: Rapid Fire 2 Strength: 7 AP: -2 Damage: 2
4	Relic Blade – For the remainder of the battle, this character adds this weapon to their wargear: Range: Melee Type: Melee Strength: 7 AP: -2 Damage: 2
5	Weapon Cache – Choose either the Relic Firearm or Relic Blade, as above
6	Daemon Weapon – For the remainder of the battle, this character adds this weapon to their wargear: Range: Melee Type: Melee Strength: 10 AP: -4 Damage: 3 Daemonic: For any to-hit rolls of 1 when using this weapon, this model immediately takes a mortal wound. To hit rolls cannot be re-rolled when using this weapon.





"I claim this world, in the name of
Abaddon, Master of the Black
Legion! Vigilus will belong to the
Warmaster!

We are returned."

Mission 5

Unlikely alliances

Time was running out for Vigilus. Even the most close-minded and intractable soul could see the planet was on the brink of destruction. The warlord of the Imperium, with their forces committed to a man and all reinforcements cut off by the Great Rift, had no option but to take drastic measures to survive. In every warzone across Vigilus the situation was dire. Much of the planet was a blaze, thick black smog choking the air and making breathing difficult for anyone venturing above ground level.

The prospect of a deal between the Ultramarines and the Asuryani was unthinkable to many. Had it not been for the alliance Primarch Guilliman had once secured with the ambassador Yvraine, such a truce would have been considered all but impossible. Yet Calgar's daring and complex plan was put in to motion.



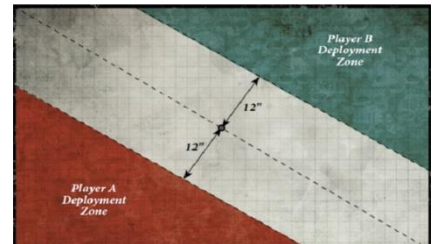
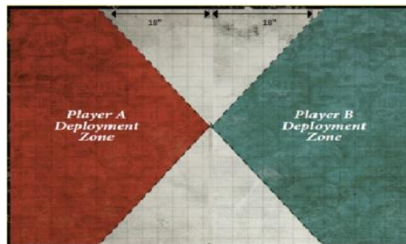
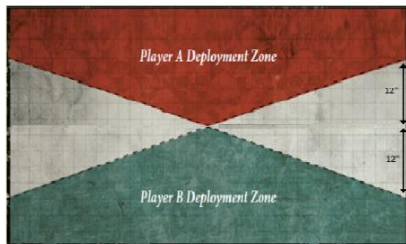
Objective Placement

Each player places 1 objective in their deployment zone more than 6" from a table edge and 12" from any other objective. 1 objective is placed in the middle of the table.



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DEPLOYMENT



OBJECTIVE

Total Victory Score 1 Victory Point if you earn both 'Hold More' and 'Kill More' this turn.	Defend The Back Lines Score 1 Victory Point if there are no enemy units within your Deployment Zone at the end of the Battle Round,	Headhunter Score 1 Victory Point if you killed two enemy characters in this Battle Round.
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TWIST

Finite Resources Neither player may use any Stratagems during this game.	Last Legs At the start of the game, both players immediately roll a D3 and lose that many Command Points.	Desperate Resilience Every unit gains a 6+ 'Feel No Pain' (on an unsaved wound, roll a D6 for each point of damage incurred. On a roll of 6, it is ignored). Units that already have a Feel No Pain type save, increase their rolls to this save by 1.
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Mission Special Rule :

Negotiations with the enemy of my enemy – if your **Hero** is in close combat against another character, when it is the Hero's turn to fight, he may instead 'Enter Negotiations'.

If so, take an unmodified Leadership test on 3D6. If the test is passed, the negotiations are successful. No enemy units may target the **Hero** for the rest of the combat phase.

If the negotiations are unsuccessful (the leadership test is failed), other units may attack the **Hero** as per normal.

Only one negotiation may take place per combat per player turn.

Bonus Objective –

At the end of the game, score Bonus Objective points for each the following.

1 Point: Earn 1 Point per Character that your **Hero** successfully completed 'Enter Negotiations' with, up to a maximum of 3.

2 Points: Earn 2 Points for successfully completing 'Enter Negotiations' with your opponent's **Hero**.