

GOONHAMMER APPROVED LUNAR ASSAULT

THAT MOON HAS TO GO.

After months of grueling siege warfare, the two sides have reached a tactical deadlock. Secure in their fortified position, the defenders appear set to hold out indefinitely. At great cost, the Attackers believe they have finally discovered the fortress' secret weakness: A thin stretch of ground on the fortress' Eastern front that has natural cover from the base's artillery and is virtually undefended. There's just one catch: The area is covered by tidal pools filled with rough, acidic waters that make traversing it impossible, allowing it to be defended by a small number of dedicated forces.

Forced to think outside the box, the Attacker's engineers have come up with a bold solution for assaulting this position: By destroying the planet's moon, they'll be able to cause the tides to recede, freeing up their path for a nighttime assault. Splitting their forces, they've launched a daring pair of attacks: One force will plant detonation charges in key areas on the planet's moon while the others wait for the destruction below and ready the assault. The defenders have gotten word of this however, and have sent forces of their own to stop it.

SPLITTING YOUR FORCES

There are two missions here: The first mission - Many Problems, One Solution - is designed to be played with either a Combat Patrol or Incursion force, while the second - The Moon's A Harsh Mistress - is designed to be played at the 2,000 points level (Strike Force). If you have Crusade Forces large enough, we recommend that both players should commit to splitting their forces before the first mission, choosing which units from their Crusade rosters will participate in the Moon battle and which will take part in the battle on the planet's surface. Once determined, these armies cannot be changed - the die has been cast!

MOON BASE KLAISUS

We recommend that Mission 1 be played on the Moon Base Klaisus terrain set and boards.

CRUSADE MISSION — STRIKE FORCE

1. MANY PROBLEMS, ONE SOLUTION

MISSION BRIEFING

These two armies have been locked in battle for months, and the Defender's fortresses have proved impenetrable despite prolonged sieges. Sensing a need to end the war now, the Attackers launch a desperate bid to create an opening for their main forces by destroying the planet's moon. This will clear out the dangerous tides surrounding the fortress and rain debris down on the defenders, giving the main force the opening it needs.

Mission Rules

Reduced Gravity: The lower gravity makes it possible to jump significantly higher and further, and makes maneuvering difficult. **INFANTRY** can move over obstacles up to 4" in height as though they weren't there.

Set Charges (Action): An **INFANTRY** unit in the Attacker's army can start to perform this action at the end of their Movement phase if they are within 3" of an objective marker. The action is completed at the end of the turn.

Disarm Charges (Action): An **INFANTRY** unit in the Defender's army can start to perform this action at the end of their Movement phase if they are within 3" of an objective marker. At the end of the turn, the Defender rolls a D6. On a 1 or a 2, every unit within 6" of the objective marker takes D6 mortal wounds. The action is completed at the end of the turn and the charges are removed.

Hex the Moon (Psychic Action — Warp Charge 3): A **PSYKER CHARACTER** in the Defender's army can attempt this action if they are within 9" of the center of the battlefield.

PRIMARY OBJECTIVES

Blow up the Moon (Endgame): At the end of the game, if either of the following criteria are met:

- There are detonation charges on at least three objective markers
- There are detonation charges on the objective marker in the Defender's deployment Zone and one other objective outside the Attacker's Deployment Zone

Then the Attacker scores 50 Victory Points and the moon is destroyed. Otherwise, the Defender scores 25 Victory Points and the Moon is not destroyed. The Attacker can place detonation charges by performing the **Set Charges** Action.

Hex the Moon (Endgame): At the end of the game, if the Defender successfully completed the **Hex the Moon** psychic action 4 times, they score 25 Victory points and the moon is hexed.

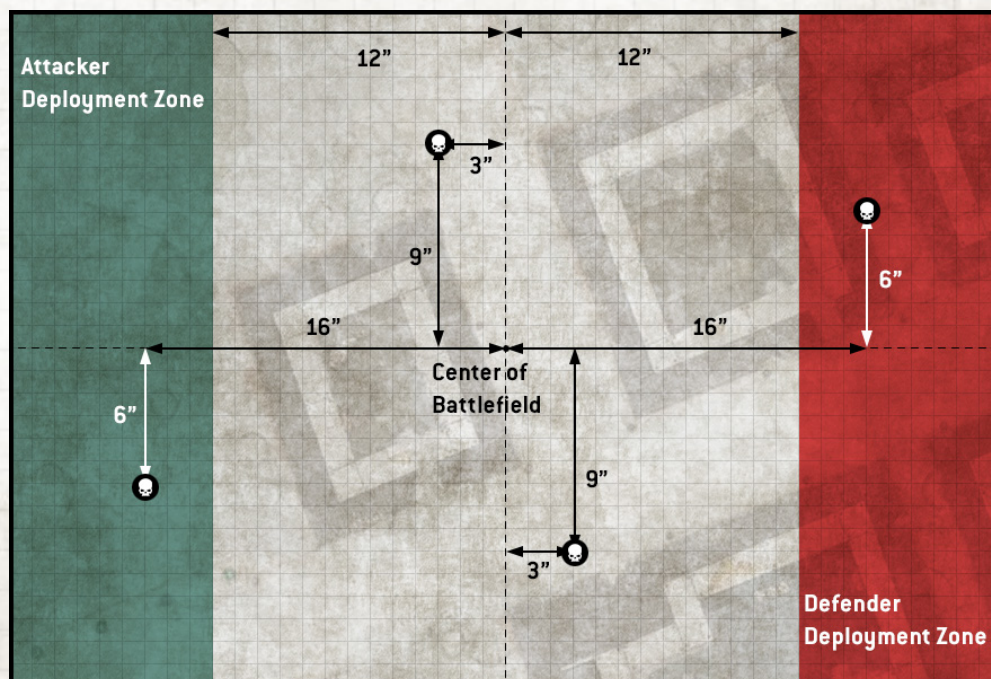
VICTOR BONUS

The victor selects two units from their army to be Marked for Greatness after the battle, instead of just 1.

If the moon was **not** destroyed, proceed to mission 2A: The Moon's a Harsh Mistress. Players keep the same roles as Attacker and Defender from Moonbase Defense.

If the moon **was** destroyed, then proceed to mission 2B: So You Blew Up the Moon. Players keep the same roles as Attacker and Defender from Moonbase Defense.

If the moon was successfully hexed, note that for Mission 2 and apply the appropriate rules.



CRUSADE MISSION — STRIKE FORCE

2A. THE MOON'S A HARSH MISTRESS

MISSION BRIEFING

The Defenders have successfully thwarted the Attackers' attempts to destroy the moon and gain the upper hand, leaving their ground forces to contend with sweeping tides that make maneuvering difficult and protect key structure points. Now the Attackers find themselves forced to commit to an attack with little hope for success.

Mission Rules

Tidal Pools: The moon exerts significant tidal forces on this planet, pulling in high tides with dangerous undertow that sweep across this key section of the battlefield. Before deployment, mark off the section of the battlefield as marked on the map to be the Tide Pool. Units cannot be deployed in the Tide Pool or end their move in the Tide Pool unless they have the **FLY** keyword or end their move on a terrain feature that is more than 3" tall. Any unit without **FLY** that does end its move in the Tide Pool is destroyed.

Any units that can't be deployed by the attacker must be held in reserves, and can arrive on the battlefield from the Attacker's table edge at the end of the Movement phase on their second or third turns.

The Receding Tides: At the start of each battle round, move the Tide Pool's boundaries back 5" as the tide recedes, in the direction as shown on the deployment map.

A Terrible Night to Have a Curse: If the Moon was successfully Hexed during the Many Problems, One Solution mission then ignore the Receding Tides rule - the Moon is a harsh Mistress, and the Attackers will find no reprieve!

PRIMARY OBJECTIVES

Domination (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

Attrition (Progressive): At the end of each battle round, the player who killed more enemy units that round scores 3 victory points.

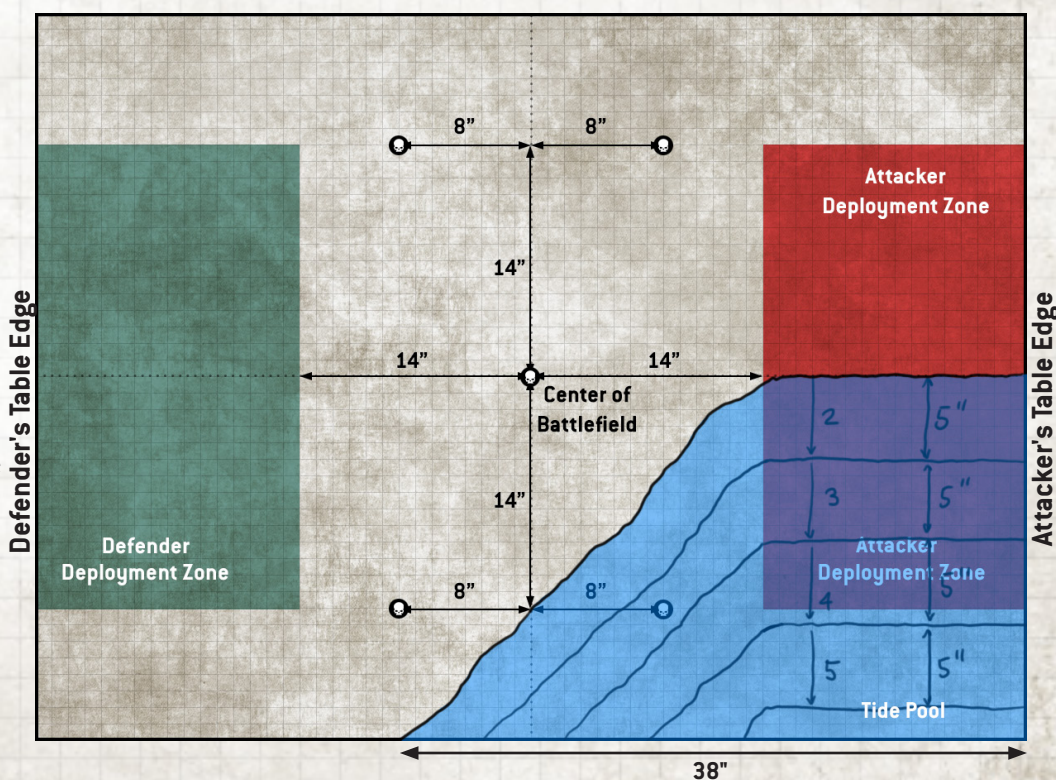
Slay the Warlord (Endgame): At the end of the game, if the enemy warlord was destroyed, you score 10 victory points.

VICTOR BONUS

If the Attacker wins, they select two units from their army to be Marked for Greatness after the battle, instead of just 1.

If the Defender wins, they can nominate a single **CHARACTER** in their army who has a Crusade Card and participated in the battle to gain the following Warlord Trait:

Moon Unit: A model with this rule is not affected by modifiers to hit from mission or battlezone effects.



CRUSADE MISSION — STRIKE FORCE

2B. SO YOU BLEW UP THE MOON

MISSION BRIEFING

The Attackers succeeded in destroying the moon and now the tides protecting the Defender's flank from an assault have receded, leaving them an open field to march on their enemies as debris rains down from the destroyed satellite.

Mission Rules

Carpe Noctem: The Attacker has the first turn.

Moon Shower: The moon has been destroyed and moon rocks and massive pieces of debris are raining down on the battlefield indiscriminately. At the start of each battle round, resolve D3 meteor strikes. Starting with the Attacker, players alternate choosing a spot on the table, then roll a D6 for each unit within 6" of that location, adding 1 to the result if the unit is a **VEHICLE** or has 11 or more models and subtracting 1 if it's a **CHARACTER**. On a 5+, that unit takes D3 mortal wounds.

Apollo's Vengeance: If the Moon was successfully Hexed during the Many Problems, One Solution mission then the Defender adds an additional +1 to their rolls when resolving a meteor strike.

Pitch Black: The loss of the moon reduces visibility, making it harder to see key targets. When making ranged attacks, if the target is more than 18" away from the firing unit, subtract 1 from the hit roll.

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Slay the Warlord (Endgame): At the end of the game, if the enemy warlord was destroyed, you score 10 victory points.

VICTOR BONUS

If the Attacker wins, they can nominate a single **CHARACTER** in their army who has a Crusade Card and participated in the battle to gain the following Warlord Trait:

Moon Raker: If this model would lose a wound as a result of a mortal wound as a result of a mission's special rules or a battlezone effect, roll a D6; on a 2+, that wound is not lost.

If the Defender wins, they can make a free **Re-arm and Resupply** action at no RP cost.

