

Masters of the Forge On Your Tabletop - 9th Edition Learning Mission

From an idea by Matt from the Adeptus Terra Podcast

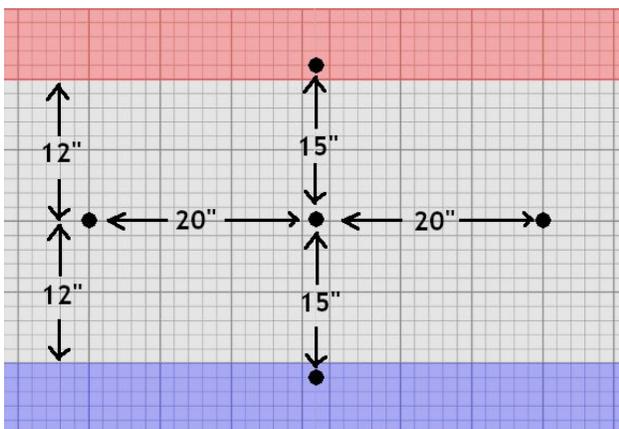
Mission Briefing

The purpose of this mission is to allow the players to take as much time as they have to learn the core rules and get used to using their armies playing in the new 9th edition environment.

Mission Rules

Protracted Engagement: There is **no battle round limit** for this game. The players get as many battle rounds as they have time for. Both players should, however, ensure they get an equal number of turns. Furthermore, there is **no victory points limit** for any primary or secondary objectives in this mission.

Relentless Assault: Both players keep track of a Relentless Assault Tally throughout the game. Whenever a unit is destroyed, the unit's controlling player increases their Relentless Assault tally by an amount equal to that unit's Power Rating. At the end of each player's movement phase, the active player may add new units to their army up their Relentless Assault Tally and set them up wholly within 6" of their own battlefield edge. The player may reserve as much of their tally for future turns as they please. The players may have any models set aside to bring in using Relentless Assault that they care to use; they are not required to use units that were previously destroyed.



Primary Objectives

Victory Points are awarded for controlling objective markers as follows:

Take and Hold (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 one or more objective markers that are **not** in your deployment zone.
- They control two or more objective markers that are **not** in your deployment zone.
- They control more objective markers than their opponent.

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

Secondary Objectives

In this mission, when the players are selecting their secondary objectives, if they can, if they wish, choose for one of them to be Secure Forward Positions below.

Secure Forward Positions (Progressive): If you select this objective, units in your army can perform the following action:

Secure Forward Positions (Action): One of your units can perform this action at the end of your Movement phase if it is within range of the objective marker in your opponent's deployment zone. A unit cannot start this action if any enemy units (excluding Aircraft) are in range of the same objective marker. If the action is completed at the end of your turn, score 5 victory points.