Mission 1 – Thunderhawk Down

Player A Battlefield Edge

Player A
Deployment Zone

12"

12"

Player B
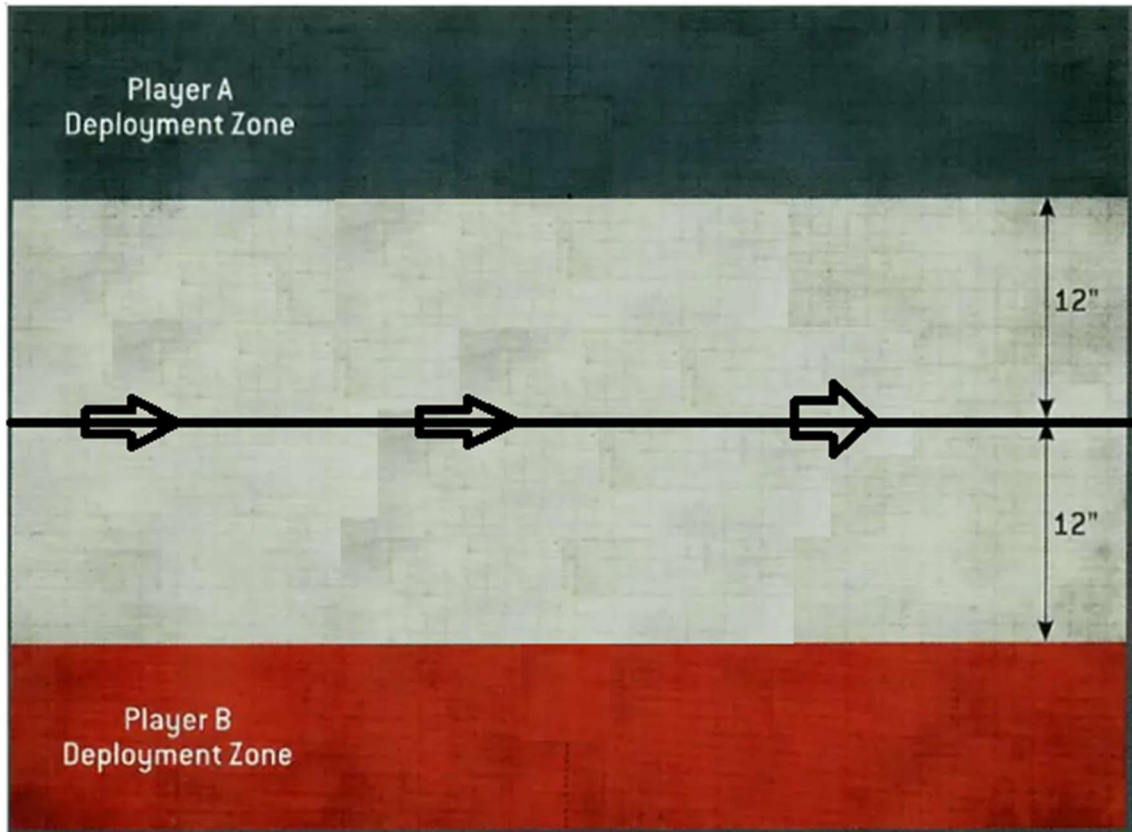Deployment Zone

Player B Battlefield Edge

MISSION BRIEFING

An aircraft carrying vital intel is coming down and you need what its carrying – but the enemy is also on the move to recover the remains within the burning wreckage.

Mission Rules

Wreckage: The objective markers in this mission represent wreckage and burning debris. In this mission, if you have any units within 3" of an objective marker at the end of your Command phase, these units will take 1d3 mortal wounds as they move through the debris field.

PRIMARY OBJECTIVE

At the end of battle round 2, the thunderhawk breaks up and spills its contents onto the battlefield along with burning wreckage. Roll 4d6, 8d6 and 12d6 (max result of 60) and move 3 objective markers on from the board edge as directed on the mission map. Any unit within control range of the objective on the turn that it lands will take 1d6 mortal wounds as it is battered with detritus and wreckage. Each objective is worth 6 points if you control it at the start of your command phase. Player B will score this at the end of their turn in battle round 5 rather than their command phase. (Max45VP)

SECONDARY OBJECTIVES

In this mission, players will select from the secondary missions below (rules for each as outlined in the GT2023 book) (Max45VP)
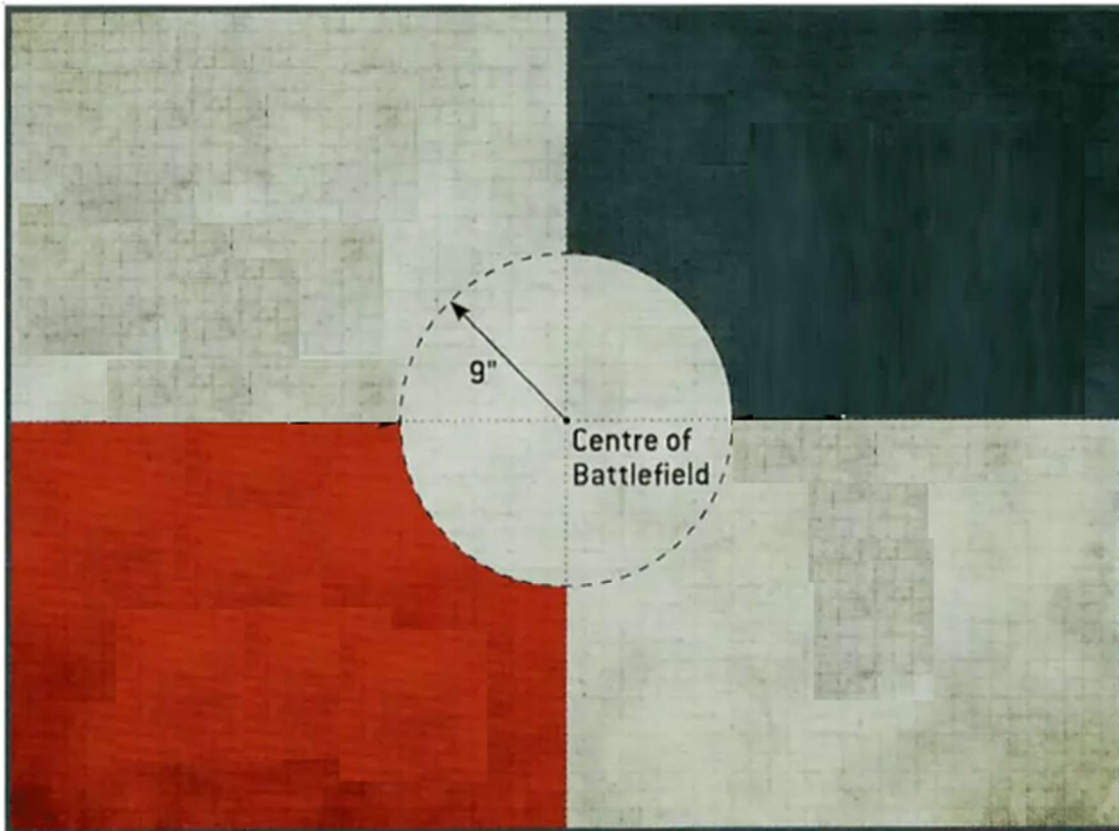
Assassinate or Bring it Down

Grind them down or No Prisoners

Behind Enemy Lines or Engage on All Fronts

Player A Battlefield Edge

9"

Centre of Battlefield

Player B Battlefield Edge

MISSION BRIEFING

With the remains of the thunderhawk looted, its time to get that intel back to HQ!

Mission Rules

Messengers: Each player must nominate 3 models in their army to be the messengers. These may be any model in your army and will gain or lose some rules as follows.

Change M to 8 and lose FLY. Gain a 4+ invulnerable save. Increase wounds to 6 unless already higher. Lose the ability to redeploy or deep strike. May not make an advance or charge move. Gain a S:User, AP-3, D2 close combat weapon if no other weapon is already on the models profile. May not embark on any transport vehicle.

PRIMARY OBJECTIVE

Each messenger must try and leave the table from their opponents battlefield edge from within the opponents deployment zone. Each model that escapes in this manner scores 15VP. (Max45VP)
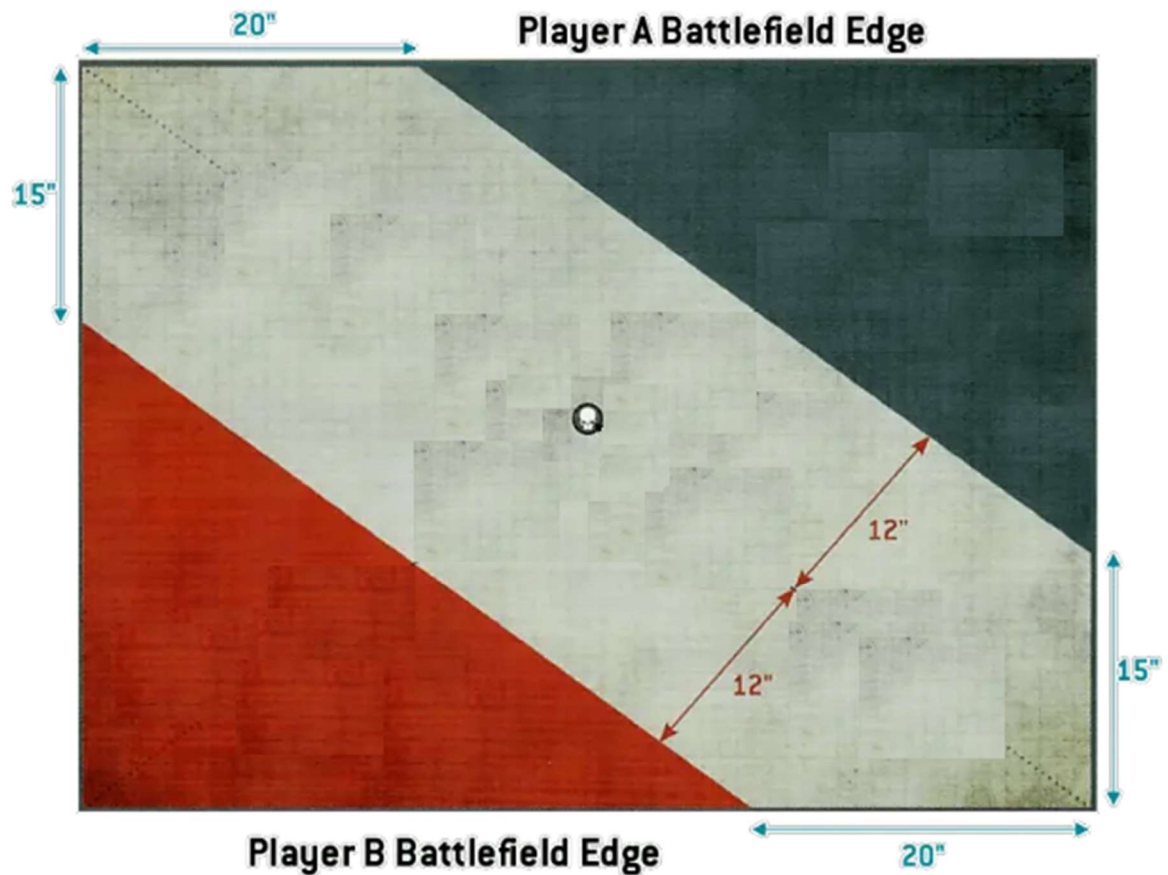
SECONDARY OBJECTIVES

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Assassinate or Bring it Down

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MISSION BRIEFING

With the intel secured you must now secure the sacred ground from the enemy – hold nothing back!

Mission Rules

Sacred Ground: While within 3" of the objective, all units will automatically pass morale tests. All units will also count as being in light cover and difficult ground. Blast weapons may not target units who are within 3" of the objective lest they destroy the sacred site.

PRIMARY OBJECTIVE

At the end of each player turn (excluding the first), the player who controls the objective will score 6VP. In addition, if the player who scores in any given player turn held it in the previous turn, score an additional 2VP.

The Duel – Now is the time for heroes! Any CHARACTER who is within 3" of the objective must attempt to charge an enemy hero who is also within 3" of the objective. A successful charge will see the 2 heroes unable to fallback – they must fight to the death! A CHARACTER slain in this manner scores the victor 2VP. (Max45VP)

SECONDARY OBJECTIVES

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