

WARHAMMER 40,000

SOLO ADVENTURES

In the grim darkness of the future there is only war, but there isn't always another general to be found to wage it against.

In light of recent times with isolation rules, or maybe just people not having friends, Games Workshop have published a couple of campaigns to allow Age of Sigmar players to wage war with procedurally generated foes. A wonderful idea suited and easily adaptable to 40k, as can be seen in examples such as Blackstone Fortress.

The rules found here are designed to enable players to play out small scale missions against the darkest horror of the 41st millenium.. themselves.

GETTING STARTED.

To play through the campaign you will need the following:

- A flat surface roughly 30" by 22" in size. A Warcry board is perfect, but a coffee table or even the floor will suffice! (Don't use the floor, that is silly)
- A selection of a protagonists Heroes and/or an infantry unit of choice
- Basic Enemy units proportionate to desired challenge.
- The rules for the units you want to use.
- Dice, a tape measure, scenery and anything else you would usually bring to a game.



PLAYING THE GAME

Playing through a random campaign can be a fun way to burn through a gaming session and picking a theme to play with can be as simple as using the models in your collection.

Things to consider:

- Who are your strike force?
Space Marines?
A team of Imperial Guardsmen?
A troupe of Harlequins? CHAOS!?
- Perfect opportunity to use an Assassin, Inquisitor or even a Blackstone Explorer.
- Adversaries:
Ork invasion? Cultist insurrection?
Genestealer infestation with a side of lictor? Zombie plague? CHAOS!?
- Any of the above can be used to challenge yourself using the basic templates for Adversaries Forces And Behaviors outlined here.
- The Missions can either be played using existing Warhammer 40,000 missions or the set of missions that have been put together in this module.

- If you want to play this ruleset with other people, you can use these rules with a friend and play a cooperative campaign the same way you would with Blackstone Fortress, pitting your small teams together against whatever the board throws at you!

WARZONE MISSIONS.

To play a random mission, roll a D6 and apply the result below:

- 1• Mission Kill
- 2• Take and Hold
- 3• Sabotage
- 4• Breakthrough
- 5• Assassination
- 6• Tide of Foes

STRIKE FORCE CAMPAIGN

FORMING THE STRIKE FORCE

To play the campaign you must form a Strike Force from a faction of your choice. (yes, the faction can be IMPERIUM) This will be the army you use in each battle during the campaign. This game is designed to be played solo, or as a team of players that work together.

For each player:

- Pick 1HQ Unit with the CHARACTER keyword
- Pick 1 Troops choice,
- Pick 1 Unit , from either:

-Fast Attack

-Elites (can be an additional character)

-Heavy Support

Models with more than 6 wounds should be avoided for the strike force.

All units are taken at their basic model count, for example:

-1 Astra Militarum Sentinel

- 5 Tactical Space Marines

-3 Ork Warbikes

abilities that allow units to

set up in reserve or outflank should be ignored.

Players begin every mission with 3 command points each.

CASUALTIES

After each battle, each unit from your Strike Force that had models slain during the encounter must roll a number of dice equal to the number of models from that unit that were slain.

For each 1, you must remove 1 model from that unit as a casualty. If any unit or character is reduced to no models, it is wiped out for the remainder of the campaign.

THE EXPLORATION ROLL

At the start of the campaign, and each time a zone is cleared, you must make an exploration roll to see what the next zone holds. Most zones will harbour adversaries, requiring you to defeat them in battle before the chamber is cleared. However, you might instead find an empty zone in which you can replenish forces, or even one with useful wargear.

To make a exploration roll, roll 2D6 and consult the table below:

REWARDS TO BE FOUND

No stratagems or relics are used for the Strike Force to begin with, and any psykers begin the campaign with smite as their only power. but as you venture deeper into the Warzone you may be awarded wargear, command stratagems and even new units to bolster the strike force.

THE CARDINAL POINTS

The battleplans used in this campaign will refer to North, South, East and West. When the battlefield is set up, the mission will nominate a Northern edge. from which the other directions are derived

ENDING THE CAMPAIGN

The campaign ends as soon as all the units in the Strike Force are slain or choose to evacuate the warzone.

Alternatively, you can choose to set yourself a goal, such as taking the head of the enemy leader in the "Slay The Beast" scenario or by destroying the shield generator in "Sabotage" or even by finishing all of them in an order of your choice.

It's entirely up to you.



EXPLORATION TABLE

2D6	Result
2	Boss Fight: The Strike Force has found it's target, though it won't go down easily. Proceed with the mission: Slay The Beast.
3-6	Warzone Mission: Enemy contact. Roll a D6 on the Warzone Mission table. You are allowed to re-roll if the mission has been played previously in the campaign.
7	Reinforcements: This area holds no enemies, allowing you a chance to establish a temporary drop zone. Each unit in the strike force may recover D6 models up to it's codex maximum squad size. This cannot be used to return units that have already been wiped out.
8	Forward Base: The strike force reaches a secured barricade surrounded by enemy dead. upon approach, the familiar figures of an allied patrol emerge. Choose one unit or character to add to the strike force, following the same restrictions as before.
9-12	Tactical Asset: This area holds a valuable item that will aid you in your quest. Pick 1 Character in the Strike Force and choose 1 of the following: Relic: You can pick 1 relic from this Character's codex and give it to them, Psychic Warding: If this Character is a Psyker, you can pick 1 new power from their psychic dicipline. Strategic Console: You can pick 1 stratagem from the character's codex, to use from this point forwards.

ADVERSARIES

During the course of Warzone Missions the strike force will encounter enemy forces that are controlled by the game rather than a player.

Forming Adversary Armies:

Adversary armies will be made up of units broken into three basic categories:

- Boss Unit
- Melee Minion
- Ranged Minion

Boss Units are CHARACTERS, MONSTERS or maybe even light VEHICLES

They might be units such as:

- Imperial Guard Officers or Ork Bosses.
- Tyranid Lictors or Dark Eldar Clawed Fiends
- Eldar Warlocks, Cult Magus or Chaos Sorcerers
- Tau Battlesuit, Eldar Vypers

Pick two or three enemy Boss units before the campaign begins. The unit should not have more than 6 wounds and any psykers are assumed to only know smite. (Though you could randomly generate psychic powers if you want the extra challenge)

Minion Units are the waves of expendable enemies that your Strike Force will encounter during missions. They are typically the most basic troops unit that army can field, and are broken up into two categories.

Ranged minions such as

- Imperial Guardsmen/conscripts
- Tyranid termagants
- Ork Shoota Boyz
- Tau Firewarriors

Melee minions such as:

- Chaos Poxwalkers
- Tyranid Genestealers
- Ork Slugga boyz

Some units (like chaos cultists) perform hybrid rolls, before the campaign begins, it is up to the players to decide which behavior chart that unit follows.

Minion squads are five models each and do not contain any leaders or weapon upgrades.

BATTLE ROUNDS

At the start of each battle round, one player rolls a dice.

On a 1-3, the Adversary army takes the first turn.

On a 4+, the players take the first turn.

The player turn sequence is exactly the same as it would be for a regular game of Warhammer 40,000 with the exception that enemy units do not fight in the combat phase.

THE ADVERSARY ARMY TURN

When it is the Adversary army's turn, a special turn sequence is used instead of the standard turn sequence, as follows:

- Action Phase
- Combat Phase
- Morale Phase

This means that if you have any abilities that can only be used in an enemy phase not shown in the list above, you cannot use that ability in battles for this campaign.

THE ACTION PHASE

During the action phase, the players activate the units in the Adversary Army, one at a time, until every unit has been activated. To activate a unit in the Adversary army, roll a dice and consult either the Boss behaviour table or the Minion behavior tables, both of which can be found on the following page.

Each behaviour table has 3 columns, each with 6 results.

To determine which column to use, start with the column on the left and check to see if the unit meets the criteria written below the title of the column. If not, move on to the middle column and check again. If the criteria are still not met, move on to the column on the right. Each result on the behaviour table has a corresponding list of actions that the unit will perform.

The actions are carried out in the same order as they appear on the behaviour table. Immediately resolve the actions before activating the next unit in the Adversary army.

Many of the actions require the players to determine the closest model or closest unit. If there are ever two or more eligible models or units, the players can pick which is treated as the 'closest' for the purpose of that action.

THE COMBAT PHASE

During the combat phase, the units are activated to fight one at a time until all units that may do so have fought.

A unit may only fight in combat phase of their own turn.

Adversary units do not attempt to charge in this phase, Strike Force units may however charge in their combat phase as they would normally. Adversary units take overwatch as normal.

ADVERSARY BEHAVIOURS

MELEE MINION BEHAVIOUR TABLE

D6	In Combat	Close 0-1"	Far 2-12"	12"+
1	Hold	Hold	Hold	Hold
2	Hold	Advance	Hold	Hold
3	Hold	Advance	Seek Cover	Seek Cover
4	Hold	Charge	Advance	Advance
5	Rampage	Charge	Advance	Advance
6	Rampage	Charge	Advance	Advance

RANGED MINION BEHAVIOUR TABLE

D6	In Combat	Close 0-1"	Far 2-12"	12"+
1	Fall Back	Hold	Hold	Hold
2	Hold	Hold	Seek Cover	Seek Cover
3	Hold	Fire	Fire	Fire
4	Hold	Fire	Fire	Fire
5	Hold	Advance	Advance	Advance
6	Rampage	Charge	Advance	Advance

BOSS BEHAVIOUR TABLE

D6	In Combat	Close 0-1"	Far 2-12"	12"+
1	Hold	Fire	Seek Cover	Seek Cover
2	Ability	Ability	Advance	Advance
3	Ability	Ability	Advance	Advance
4	Rampage	Summon	Advance	Advance
5	Rampage	Charge	Summon	Summon
6	Rampage	Charge	Summon	Summon

BOSS BEHAVIORS

ABILITY

The unit uses a special ability. If the unit is a psyker, it will attempt to cast its powers in this phase. The standard rules for casting psychic powers and perils of the warp apply. Otherwise, roll a D6 and apply the result.

1-2: Shielding- Using sophisticated or blasphemous technology the unit improves its sv+ by 1. this becomes an invulnerable save until its next activation

3-4: Stealth- the Unit utilises a distort field, making it more difficult to hit. subtract 1 from all rolls attempting to target the unit until one succeeds.

5-6: Rage- The unit adds 1 to its strength and attacks characteristics until its next activation.

SUMMON

The unit calls in reinforcements. roll a D6, and add a unit of minions equal to the number rolled. place the unit at the nearest cover or table edge that is more than 9' away from enemy models.

HOLD

The unit does nothing in the action phase of this turn.

FIRE

The unit does not move in the action phase of this turn, but instead fires any ranged weapons it has that are in range at the closest enemy unit.

ADVANCE

The unit makes a normal move. Each model from the unit must finish the move as close as possible to the closest enemy unit. After its move is complete it fires any weapons that it has that are in range at the closest enemy unit.

RAMPAGE

This unit immediately fights. It is picked to fight in the combat phase of this turn too.

SEEK COVER

The unit makes a normal move. Each model from the unit must finish the move as close as possible to the closest cover. If it is already in cover, it Fires instead.



FALL BACK

The unit falls back from combat, moving towards either the nearest board edge or cover, whichever is closest. It follows the standard rules for falling back.

CHARGE

1. The unit makes a normal move. Each model from the unit must finish the move as close as possible to the closest enemy unit.
2. The unit attempts to make a charge move towards the same enemy unit. The first model moved in the unit is the model closest to that enemy unit. Overwatch may be taken as normal.
3. If the first model moved can finish its charge move within 1" of the enemy unit, it moves as close as possible towards the enemy unit and the charge is successful. Otherwise, the charge fails and no models from the unit move.
4. If the charge is successful, each model from the unit must finish its charge move as close as possible to the enemy unit.

SPOILS OF BATTLE

After winning a battle, you can roll once on the loot table below:

LOOT TABLE

D6 Result

- 1 **Scanner Hololith:** This Hololith shows the immediate surroundings in greenlit detail, but is clearly dated from before the commencement of the conflict. The next time you roll on the exploration table, add 1 to the roll.
- 2 **Ordos Hereticus Stake:** A rare Inquisitorial relic, any living foe is immolated in flames when the sharpened stake of blessed purgation is driven into them. Give this item to a Character to carry. At the start of the combat phase, you can choose for the Character carrying this item to use it. If you do so, pick 1 enemy model within 1" of them and roll a dice. On a 1, nothing happens. On a 2+, that model is immediately slain. Then, the stake is expended permanently.
- 3 **Data Slate:** This encrypted data slate suggests there are assets to be found further into the zone. Keep a tally of how many Data Slatess you find. When the tally reaches 3, the next time you roll on the exploration table, the roll is automatically a 12, and then the tally is reset to 0.
- 4 **Personal Teleporter:** Arcane glyphs are etched into this fist sized piece of archeotech, a teleporter from the dark age of technology. Give this item to a Character to carry. In your movement phase, you can choose for the Characer carrying this item to use it. If you do so, pick 1 model within 3" of this Character (or itself, if you wish) and remove that model from the battlefield. Then, set that model up anywhere on the battlefield. Then, set that model up anywhere on the battlefield. The item is then expended permanently.
- 5 **Advanced Narthecium:** The vitea contained within these Nartheciums gives Astartes warriors life saving transfusions, it could even be reverse engineered to save other lives with a suitably scientific (or corrupting) approach... Give this item to a Character to carry. In your movement phase, you can choose to use this item instead of moving. If you do so, pick 1 other friendly model that has been slain in this battle. You can heal 1 wound allocated to that model so it is no longer slain, then you can set it up on the battlefield within 3" of the model carrying the Narthecium. This expends the Narthecium.
- 6 **Personal Shield Generator:** Buzzing with barely contained energy, this unit will deploy an impenetrable dome once triggered protecting the occupant from anything short of a cyclonic torpedo. Give this item to a character to carry. You can choose for the Character carrying this item to use it after an attack of any kind has been made against it. This can be used to ignore psychic attacks and mortal wounds also. That attack is ignored. The shield generator sputters and dies immediately afterwards, permanently expended.



Mission: Kill

The Strike Force has identified the enemy. It is time to put their weapons to use.

THE ARMIES

The players use their Strike Force as their army.

The Adversary army is made up of D3 Minion units for every unit in the strike force:

THE BATTLEFIELD

Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22").

You can set up 3 or 4 small terrain features on the battlefield.

Terrain pieces cannot be set up within 3" of the centre of the battlefield, and cannot be set up within 4" of the four points that are 12" due North, South, East and West from the centre of the battlefield.

SET-UP

The players set up the Strike Force wholly within 6" of the western edge of the battlefield. Then the players pick 1 of the units in the Adversary army and roll on the Adversary Location table below to determine its starting location.

Set up all Minion units in this manner.

BATTLE LENGTH The battle lasts until all the models from one of the armies are slain.

VICTORY CONDITIONS

At the end of a battle, if all the models in the Adversary army were slain, the Strike Force wins a major victory.

Otherwise, the Adversary army wins a major victory.

BATTLE REWARD

If the Strike Force wins a major victory, the chamber is cleared and you can roll once on the loot table.



ADVERSARY LOCATION TABLE D6 Result

- | | |
|-----|---|
| 1-2 | North: Set up the first model from the unit 12" due North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead. |
| 3-4 | South: Set up the first model from the unit 12" due South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead. |
| 5-6 | East: Set up the first model from the unit 12" due East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead. |

Take And Hold

The Strike Force has identified a static objective, heavily guarded by enemy forces. They resolve to push the foe from it and secure it.

THE ARMIES

The players use their Strike Force as their army.

The Adversary army is made up of 2 Minion units for every unit in the strike force:

THE BATTLEFIELD

Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22"). Place a suitable objective marker in the centre of the battlefield.

You can set up 3 or 4 small terrain features on the battlefield.

Terrain pieces cannot be set up within 3" of the centre of the battlefield, and cannot be set up within 4" of the four points that are 12" due North, South, East and West from the centre of the battlefield.

SET-UP

The players set up the Strike Force wholly within 6" of the western edge of the battlefield. Then the players pick 1 of the units in the Adversary army and roll on the Adversary Location table below to determine its starting location. Set up all Minion units in this manner.

BATTLE LENGTH The battle lasts five rounds, or until all models on one side are slain, whichever comes first.

VICTORY CONDITIONS

At the end of a battle, if all the models in the Adversary army were slain, or the Strike Force holds the objective, then the Strike Force wins a major victory. Otherwise, the Adversary army wins a major victory.

BATTLE REWARD

If the Strike Force wins a major victory, the zone is cleared and you can roll once on the loot table.



ADVERSARY LOCATION TABLE D6 Result

- 1-2 North: Set up the first model from the unit 12" due North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 3-4 South: Set up the first model from the unit 12" due South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 5-6 East: Set up the first model from the unit 12" due East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit.

Sabotage

The Strike Force has reached an enemy asset, It may be a radio tower, a sheild generator or an ammo cache. All that matter is that they leave it in flames, (unless it's a signal fire, in which case snuff it out).

THE ARMIES

The players use their Strike Force as their army.

The Adversary army is made up of D3 Minion units for every unit in the strike force:

THE BATTLEFIELD

Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22"). Place a suitable Terrain piece in the Eastern centre point of the battlefield. This is the objective.

You can set up 3 or 4 small terrain features on the battlefield.

Terrain pieces cannot be set up within 3" of the centre of the battlefield, and cannot be set up within 4" of the four points that are 12" due North, South, and West from the centre of the battlefield.

SET-UP

The players set up the Strike Force wholly within 6" of the western edge of the battlefield. Then the players pick 1 of the units in the Adversary army and roll on the Adversary Location table below to determine its starting location. Set up all Minion units in this manner.

BATTLE LENGTH The battle lasts five rounds, at the end of the fifth round the player may choose to roll a D6 to see if the game contiues. on a 4+ it does. on a 1,2 or 3 the game ends.

VICTORY CONDITIONS

At the end of a battle, If the Strike Force reached the objective, the Strike Force wins a major victory. Any units within 6" of the objective at the end of the final round suffer D6 mortal wounds. Otherwise, the Adversary army wins a major victory.

BATTLE REWARD

If the Strike Force wins a major victory, the zone is cleared and you can roll once on the loot table.



ADVERSARY LOCATION TABLE D6 Result

- 1-2 North: Set up the first model from the unit 12" due North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 3-4 South: Set up the first model from the unit 12" due South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 5-6 East: Set up the first model from the unit 12" due East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit.

Breakthrough

The Strike Force has come across a thick nest of enemy activity. The area is no little tactical value and stopping to wipe out the enemy entirely would be a costly and drawn out task. Nothing is to be gained here save the crossing itself.

THE ARMIES

The players use their Strike Force as their army.

The Adversary army is made up of 2 melee Minion units for every unit in the strike force:

THE BATTLEFIELD

Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22").

You can set up 3 or 4 small terrain features on the battlefield.

Terrain pieces cannot be set up within 3" of the centre of the battlefield, and cannot be set up within 4" of the four points that are 12" due North, South, East and West from the centre of the battlefield.

SET-UP

The players set up the Strike Force wholly within 6" of the western edge of the battlefield. Then the players pick 1 of the units in the Adversary army and roll on the Adversary Location table below to determine its starting location.

Set up all Minion units in this manner.

BATTLE LENGTH The battle lasts until the Strike Force either exits via the Western edge of the table or is wiped out.

SPECIAL RULE: WITHOUT NUMBER

Any Adversary units that are destroyed will be replaced at the start of the following battle round. Set the new unit up using the Adversary Location Table.

VICTORY CONDITIONS

At the end of a battle, If all the units from, the Strike Force made it off of the Eastern Edge the player wins a major victory. If some but not all units made it, it is a minor victory.

If the Strike Force didn't make it, the Adversary army wins a major victory.

BATTLE REWARD

If the Strike Force wins a major victory, the zone is cleared and you can roll once on the loot table.



ADVERSARY LOCATION TABLE D6 Result

- 1-2 North: Set up the first model from the unit 12" due North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 3-4 South: Set up the first model from the unit 12" due South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 5-6 East: Set up the first model from the unit 12" due East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit.

Tide Of Foes

The Strike Force has stirred the hornets nest. Enemies pour from the fog of war intent on tearing apart the interlopers. Backs to the centre, The Strike Force digs in and prepares to fight for their lives.

THE ARMIES

The players use their Strike Force as their army.

The Adversary army is made up of D3 melee Minion units for every unit in the strike force:

THE BATTLEFIELD

Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22").

You can set up 3 or 4 small terrain features on the battlefield.

Terrain pieces cannot be set up within 3" of the centre of the battlefield, and cannot be set up within 4" of the four points that are 12" due North, South, East and West from the centre of the battlefield.

SET-UP

The players set up the Strike Force wholly within 6" of the centre of the battlefield. Then the players pick 1 of the units in the Adversary army and roll on the Adversary Location table below to determine its starting location. Set up all Minion units in this manner.

BATTLE LENGTH The battle lasts five rounds, or until all models in the Strike Force are wiped out.

SPECIAL RULE: WITHOUT NUMBER

Any Adversary units that are destroyed will be replaced at the start of the following battle round. Set the new unit up using the Adversary Location Table.

VICTORY CONDITIONS

At the end of a battle, If all the units from, the Strike Force survived, the player wins a major victory. If some but not all units made it, it is a minor victory. If the Strike Force didn't make it, the Adversary army wins a major victory.

BATTLE REWARD

If the Strike Force wins a major victory, the zone is cleared and you can roll once on the loot table.

ADVERSARY LOCATION TABLE D6 Result

- | | |
|---|---|
| 1 | Defensive measures: The unit takes D6 mortal wounds and roll on this table again, ignoring results of 1 or 6. |
| 2 | North: Set up the first model from the unit at the edge North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead. |
| 3 | South: Set up the first model from the unit at the edge South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead. |
| 4 | East: Set up the first model from the unit at the edge East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. |
| 5 | West: Set up the first model from the unit at the edge West from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. |
| 6 | Horde: Add D6 models to this unit and roll on this table again, ignoring results of 1 or 6. |

Assassination

The Strike Force has identified a key enemy figure. Taking this foe out is critical to the mission.

THE ARMIES

The players use their Strike Force as their army.

The Adversary army is made up of 1 Minion units for every unit in the strike force and one Boss unit.

THE BATTLEFIELD

Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22").

You can set up 3 or 4 small terrain features on the battlefield.

Terrain pieces cannot be set up within 3" of the centre of the battlefield, and cannot be set up within 4" of the four points that are 12" due North, South, East and West from the centre of the battlefield.

SET-UP

The players set up the Strike Force wholly within 6" of the western edge of the battlefield.

The Adversary Boss unit is placed at the Eastern edge of the battlefield. Then the players pick 1 of the units in the Adversary army and roll on the Adversary Location table below to determine its starting location. Set up all Minion units in this manner.

BATTLE LENGTH The battle lasts five rounds, at the end of the fifth round the player may choose to roll a D6 to see if the game continues. on a 4+ it does. on a 1,2 or 3 the game ends.

VICTORY CONDITIONS

At the end of a battle, if the Adversary Boss was slain, then the Strike Force wins a major victory.

Otherwise, the Adversary army wins a major victory.

BATTLE REWARD

If the Strike Force wins a major victory, the zone is cleared and you can roll once on the loot table.



ADVERSARY LOCATION TABLE D6 Result

- 1-2 North: Set up the first model from the unit 12" due North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 3-4 South: Set up the first model from the unit 12" due South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 5-6 East: Set up the first model from the unit 12" due East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit.

SLAY THE BEAST

The Strike Force has pinpointed the enemy leader. Taking the head of this warrior will cripple the enemy force and potentially end the war. This is the moment of truth. Live or Die. The mission is all.

THE ARMIES

The players use their Strike Force as their army.

The Adversary army is made up of D3 Minion units for every unit in the strike force and one Boss unit. The boss unit should be suitably impressive, chosen by the players before the campaign began.

THE BATTLEFIELD

Any flat surface that is at least 20" in width and length can be used as the battlefield. A Warcry board is perfect (30" by 22").

You can set up 3 or 4 small terrain features on the battlefield. One large Terrain piece is set up in centre of the battlefield.

SET-UP

The players set up the Strike Force wholly within 6" of the western edge of the battlefield.

The Adversary Boss unit is placed at the Eastern edge of the battlefield. Then the players pick 1 of the units in the Adversary army and roll on the Adversary Location table below to determine its starting location. Set up all Minion units in this manner.

BATTLE LENGTH The battle lasts up to six rounds, or until either the Strike Force or the enemy warlord is slain.

VICTORY CONDITIONS

At the end of a battle, if the Adversary Boss was slain, then the Strike Force wins a major victory.

Otherwise, the Adversary army wins a major victory.

BATTLE REWARD

If the Strike Force wins a major victory, the campaign ends as your surviving units claim triumph over the war zone.



ADVERSARY LOCATION TABLE D6 Result

- 1-2 North: Set up the first model from the unit 12" due North from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 3-4 South: Set up the first model from the unit 12" due South from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit. If you roll this result for a second time in the battle, treat it as a 6 instead.
- 5-6 East: Set up the first model from the unit 12" due East from the centre of the battlefield. Then set up the other models from the unit wholly within 6" of the first, and within 1" of another model in the unit.

CAMPAIGN RECORDS

STRIKE FORCE ARMY LIST:

CAMPAIGN REWARDS AND LOOT:

ADVERSARY ARMY AND ENEMY BOSSES

Enemy Army: _____

Bosses: _____
