

LEGENDARY MISSION – STRIKE FORCE

BATTLE FOR THE LION'S GATE

MISSION BRIEFING

When the walls of the Imperial Palace on Holy Terra come under attack at the dawn of the Era Indomitus, the Lion's Gate turns into a site of apocalyptic bloodshed. Gore-drenched daemonic legions of the Chaos God Khorne assail the massive edifice, where they are met by armies of Imperial defenders. In the Penitent's Square, one of hundreds of large plazas atop the Lion's Gate, Captain Messinius of the White Consuls Chapter leads an Imperial force determined to hold back the overwhelming numbers of attackers. Reinforcements and orbital strikes are moments away, but the servants of Chaos threaten to overrun Messinius' position. The beleaguered defenders must hold out until support arrives, while Khorne's daemons are eager to break through and access the Imperial Palace itself.

Designer's Note: This mission takes place among the defences atop the Lion's Gate on Terra, with each objective marker designed to represent one of several landing hubs. As such, when setting up the battlefield, we recommend using a fairly dense amount of scenery, consisting primarily of urban and industrial structures, with medium-sized clearings devoid of any terrain centred around each of the objective markers.

MISSION RULES

DEFENCE FORCE

When mustering their armies:

- The Attacker has 2000 points to spend on their army.
- The Defender has 1500 points to spend on their defence force.
- The Defender has 1000 points to spend on their orbital reinforcements.

Before the battle, in the Deploy Armies step, the Defender can only deploy units from their defence force, and when doing so, for each objective marker, they can also set up one unit anywhere on the battlefield that is wholly within 6" of that objective marker. Units from the Defender's orbital reinforcements can only be set up using the Orbital Deployment rule.

FORCED ENGAGEMENT

The Defender has the first turn.

LANDING ZONE DESTROYED

At the start of any turn, for each objective marker on the battlefield, if there are no models from the Defender's army within range of that objective marker and it is controlled by the Attacker, it is destroyed and removed from the battlefield.

ORBITAL DEPLOYMENT

From the fourth battle round onwards, in the Reinforcements step of the Defender's Movement phase, for each objective marker on the battlefield, the Defender can select one unit from their orbital reinforcements that has not yet been set up on the battlefield and set it up anywhere wholly within 6" of that objective marker. This can allow the unit to be set up within Engagement Range of enemy units but if it does so, it does not count as having made a charge move this turn.

STRATAGEMS

The Attacker can use the Brazen Bombardment Stratagem and the Defender can use the Defence Line Gate Stratagem.

BRAZEN BOMBARDMENT

1CP

Lion's Gate – Strategic Ploy Stratagem

Blood and fire are in the air as Khorne's legions mass in huge numbers. Howling skulls of brass and flaming spears of warp energy thunder down from the skies as the daemons' murderlust reaches new heights.

Use this Stratagem in your Command phase. Select one objective marker. Roll one D6 for each unit within 6" of that objective marker, subtracting 1 from the roll if that unit has the **INFANTRY CHARACTER** keywords: on a 2-4, that unit suffers 1 mortal wound; on a 5+, that unit suffers D3 mortal wounds.

DEFENCE LINE GATE

1CP

Lion's Gate – Wargear Stratagem

Hidden armoured gates can be extended from arches, battlements and barbicans atop the Lion's Gate with which to hold back the wrath of invaders.

Use this Stratagem at the start of your opponent's Shooting phase. Select one objective marker. Until the end of the phase, while a model from your army is wholly within 6" of that objective marker, it has a 5+ invulnerable save against ranged attacks.

MISSION OBJECTIVES

ETERNAL DEFIANCE

Progressive Objective

The defenders must not only push back the roaring daemons who face them but also preserve the Lion's Gate's defences to withstand waves of foes yet to come.

From the fourth battle round onwards, at the start of each battle round, the Defender scores 15 victory points for each objective marker they control and 5 victory points for each objective marker on the battlefield that they do not control.

RAZE THE BATTLEMENTS

End Game Objective

The defences must be torn open, the towers toppled and the walls smashed down. Leave nowhere for the craven to hide.

At the end of the battle, the Attacker scores 20 victory points for each objective marker that was destroyed.

SAVAGE BREAKTHROUGH

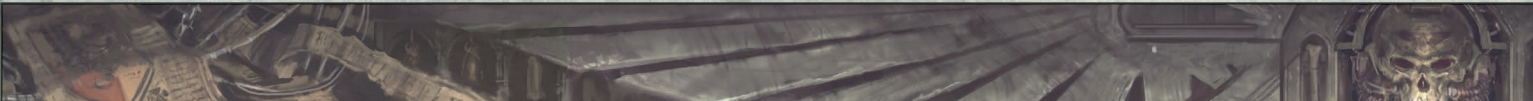
End Game Objective

Heedful of the greater prizes beyond the Lion's Gate, the blood to shed and the skulls to take, Khorne's gore-soaked butchers seek to outdo each other in a race to break through the barrier of the Lion's Gate.

At the end of the battle, the Attacker scores 10 victory points for each of the following conditions they satisfy:

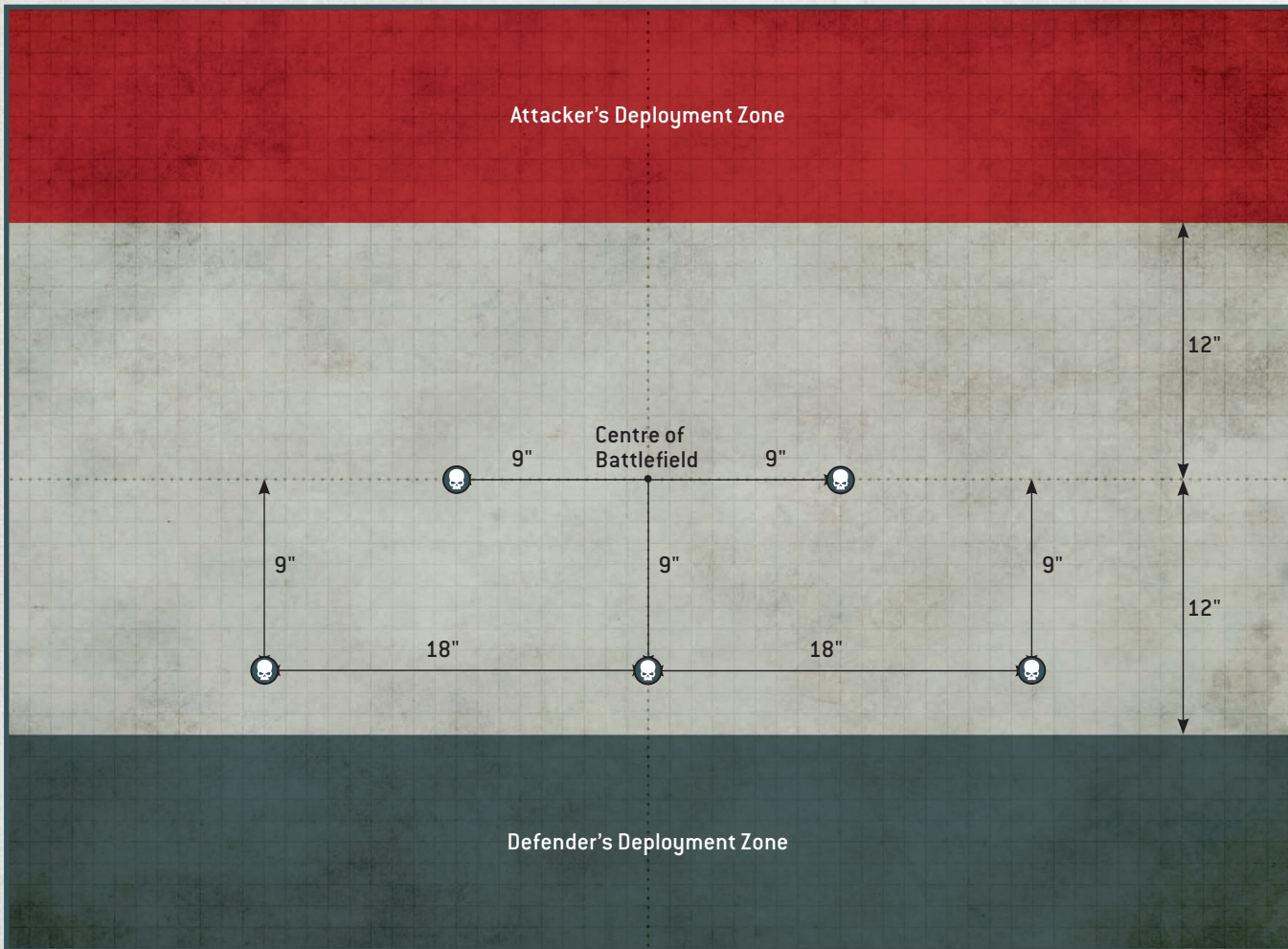
- They have one or more units from their army that are not below Half-strength and are within 6" of the Defender's battlefield edge.
- They have two or more units from their army that are not below Half-strength and are within 6" of the Defender's battlefield edge.





Attacker's Battlefield Edge

Attacker's Deployment Zone



Defender's Deployment Zone

Defender's Battlefield Edge

