

## INCURSION OR STRIKE FORCE MISSION

# FALL OF KASR MYRAK

The forces of Chaos are on the advance! Under the command of Minka Lesk, the defending Imperial soldiery must make their enemies pay for every yard of territory they claim. Falling back, covering one another's retreats and savaging the advancing traitors all the way, Minka and her followers must ensure the butcher's bill is one their enemies cannot afford to pay!

### 1 MUSTER ARMIES

First, players will need to muster armies based on the battle size they have selected, as described on pages 55-56 of the Core Rules. This mission is designed for Incursion and Strike Force battle sizes.

### 2 CREATE THE BATTLEFIELD

Players now create the battlefield as shown in the mission map below, and set up terrain features using the guidelines on pages 49-52 of the Core Rules. The minimum size of your battlefield should be 44" x 60".

### 3 DETERMINE ATTACKER AND DEFENDER

Players roll off and the winner is the Attacker – their opponent is the Defender.

### 4 DECLARE BATTLE FORMATIONS

Starting with the Defender, players alternate declaring each of the following, in the order stated below:

- Which of their Leader units will start the battle attached to which units.
- Which of their units will start the battle embarked within **TRANSPORT** models.
- Which of their units will start the battle in Reserves (including Strategic Reserves).

### 5 DEPLOY ARMIES

Players then alternate deploying their units, one at a time, starting with the Attacker. Models must be set up wholly within their controlling player's deployment zone. Continue setting up units until both players have set up all the units from their armies, or you have run out of room to set up more units. If one player has finished setting up their army, their opponent continues to set up the remaining units from their army.

If both players have units with abilities that allow them to be set up after both armies have deployed, the players must roll off after all other units have been set up and alternate setting up those units, starting with the winner.

### 6 DETERMINE FIRST TURN

In this mission, the Defender takes the first turn.

### 7 RESOLVE PRE-BATTLE RULES

Starting with the player taking the first turn, players alternate resolving any pre-battle abilities their armies have.

### 8 BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

### 9 END THE BATTLE

The battle ends after five battle rounds have been completed.

### 10 DETERMINE VICTOR

At the end of the battle, the player with the most VP is the winner. If every model in a player's army is painted to a Battle Ready standard, that player is awarded a bonus 10VP.



## MISSION RULES

**Ordered Retreat:** Units from the Defender's army are eligible to shoot in a turn in which they Fell Back, but when they do (unless they are already able to do so through any other means), each time a model in that unit makes an attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers.

## MISSION OBJECTIVES

### TEAR DOWN THE WALLS

#### Progressive Objective

*With the city as the prize, victory will go to the faction who can most effectively seize control of its blazing streets and blood-soaked battlements, either to hold them at all costs or to topple them in ruin.*

From the second battle round onwards, at the end of each player's Command phase, that player scores 5VP for each objective marker they control that is active, as shown in the table below.

BATTLE ROUND	ACTIVE OBJECTIVE MARKERS
2	Alpha
3	Alpha and Beta
4	Beta and Gamma
5	Gamma

### FALLEN FORTRESS

#### End Game Objective

*For all the defenders' attempts to stall their advance, the invaders have swept aside all impediments and raised their banners over the shattered ruins of what was once a mighty fortress.*

At the end of the battle, the Attacker scores 10VP for each Gamma objective marker they control.

