



EXEMPLARY MISSION

THE BATTLE FOR MACRAGGE

Led by the Swarmlord, Hive Fleet Behemoth has launched an all-out assault against Macragge's polar fortresses and the orbital laser batteries mounted there. With their battle-brothers fighting rearguard actions, it falls to the Veterans of the 1st Company to ensure their Chapter planet is not left defenceless.

1 DETERMINE ATTACKER AND DEFENDER

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

2 MUSTER ARMIES

Players will need to muster armies based on the battle size they have selected, as described on pages 55-56 of the Core Rules, but the points each player can spend to build their army is shown below. This mission is designed for Incursion and Strike Force battle sizes.

BATTLE SIZE	ATTACKER	DEFENDER
Incursion	1500 points	1000 points
Strike Force	3000 points	2000 points

3 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.

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 Bodyguard units.
- Which of their units will start the battle embarked within which **TRANSPORT** models.

The Defender then declares which of their units will start the battle in Reserves (including Strategic Reserves).

The Attacker then splits their army into 3 waves. The total points cost of all the units in each wave cannot exceed more 500 points in an Incursion battle, or 1000 points in a Strike Force battle. Once this is done, the Attacker selects one of their waves to be their Alpha wave, one to be their Beta wave and the third is their Gamma wave. All of the units in the Beta and Gamma wave must start the game in Strategic Reserves. The Attacker cannot place any of the units from their Alpha wave into Reserves unless that unit has an ability that specifies that it must be placed into Reserves.

5 DEPLOY ARMIES

Players then alternate deploying their units, one at a time, starting with the Defender. The Attacker can only deploy units from their Alpha wave. A player's models must be set up wholly within their deployment zone. 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 Attacker takes the first turn.

7 RESOLVE PRE-BATTLE RULES

Players alternate resolving any pre-battle abilities their armies may have, starting with the Attacker.

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, if the Defender controls one or more objective markers, they are the victor. If the Defender controls no objective markers and the Attacker controls one or more objective markers, the Attacker is the victor. Any other result is a draw.

In the case of a draw, if every model in one player's army is painted to a Battle Ready standard, and the same is not true for their opponent, then the player with the Battle Ready army is declared the victor.



MISSION RULES

No Surrender, No Retreat: While a unit from the Defender's army is within range of one or more objective markers, models in that unit have the Benefit of Cover and the Defender can re-roll Battle-shock tests taken for that unit.

Forward Defences: At the start of the battle, each objective marker on the battlefield starts under the control of the Defender, and remains so until the Attacker controls that objective marker. At the start of each of the Defender's Command phases, if the Defender controls more objective markers than the Attacker does, the Defender gains an additional ICP.

Wave Attack: During the Reinforcements step of the Attacker's second Movement phase, the Attacker selects their Beta or Gamma wave. All units in that wave arrive from Strategic Reserves. During the Reinforcements step of the Attacker's third Movement phase, all units from the Attacker's third remaining wave arrive from Strategic Reserves.

Sustained Assault: At the start of the Attacker's fourth and fifth Command phases, the Attacker can select one or more units from their army that are Below Half-strength; each of the selected units is destroyed (but such units never trigger any abilities that happen when a unit is destroyed, e.g. Deadly Demise).

Then the Attacker can select one or more destroyed units from their army; the combined points value of all the selected units cannot exceed 250 points in an Incursion battle, or 500 points in a Strike Force battle. When doing so, the Attacker cannot select their **WARLORD** or any **EPIC HERO** units that have been destroyed during the battle.

The selected units are added to the Attacker's army as new units, and will arrive from Strategic Reserves during the Reinforcements step of their Movement phase this turn. If any of the selected units have the Leader ability, they can form Attached units with eligible Bodyguard units you have also just selected. If any of the selected units are **TRANSPORTS**, any number of the other units just selected can embark within those **TRANSPORTS** now (following all transport rules for that **TRANSPORT**). In either case, the Attacker should make it clear to their opponent which Leader units are attached to which Bodyguard units, and which units are embarked within which **TRANSPORT** models, before setting any of those models up on the battlefield.

