



## EXEMPLARY MISSION

# THE BATTLE FOR GRAIA

Atop one of forge world Graia's orbital spires, the Chaos Lord Nemeroth seeks to activate a warp-tainted power source and complete his transformation into a Daemon Prince. Captain Titus of the Ultramarines leads a Space Marine strike force to break through the warriors of the Black Legion and cut Nemeroth down before his transformation is completed.

### 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
<b>Incursion</b>	1500 points	1000 points
<b>Strike Force</b>	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.

The Ritual Site is a circular area, 3" in radius, located in the centre of the Defender's deployment zone. No terrain features can be set up within 3" of the Ritual Site.

### 4 PLACE OBJECTIVE MARKERS

Starting with the Attacker, players alternate placing objective markers on the battlefield, one at a time, until four have been placed.

Objective markers can be placed anywhere that is more than 6" from any battlefield edge, more than 6" from the Ritual Site and more than 12" from any other objective marker.

### 5 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.
- Which of their units will start the battle in Reserves (including Strategic Reserves).

### 6 DEPLOY ARMIES

Players then alternate deploying their units, one at a time, starting with the Defender. The Defender's **WARLORD** must be set up within the Ritual Site, and cannot be redeployed during this step, but otherwise 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.

### 7 DETERMINE FIRST TURN

In this mission, the Attacker takes the first turn.

### 8 RESOLVE PRE-BATTLE RULES

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

### 9 BEGIN THE BATTLE

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

### 10 END THE BATTLE

The battle ends after five battle rounds have been completed.

### 11 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

**Ritualistic Protection:** While the Defender's **WARLORD** is within the Ritual Site, models in that **WARLORD**'s unit have a 5+ invulnerable save and cannot be targeted by ranged attacks unless the attacking model is within 12".

**Personal Valour:** Melee weapons equipped by the Attacker's **WARLORD** have the [PRECISION] ability. Each time the Attacker's **WARLORD** makes a melee attack that targets the Defender's **WARLORD**, you can re-roll the Hit roll and you can re-roll the Wound roll.

## MISSION OBJECTIVES

### SECURE THE AREA

#### Progressive Objective

*Space Marine and Chaos Space Marine battle to sweep aside all impediments and raise their banners over Graia's manufactorums.*

From the second battle round onwards, at the end of each player's Command phase, the player whose turn it is scores 10VP for each of the following conditions they satisfy:

- That player controls two or more objective markers.
- That player controls more objective markers than their opponent controls.

## THE RITUAL

#### Progressive Objective

*Nemeroth has survived the battle and completed his ritual, rising anew as a Daemon Prince. Titus, his battered Space Marine allies and forge world Graia itself now lie at his infernal mercy.*

At the end of each player's turn, if the Defender's **WARLORD** is within the Ritual Site, the Defender scores 5VP.

## CUT OFF THE HEAD

#### End Game Objective

*Captain Titus and his battle-brothers have cut a bloody swathe through the Black Legion, disrupted Nemeroth's grand ritual and slain the aspiring Daemon Prince. The Battle for Graia has turned decisively in the favour of the Imperium.*

At the end of the battle, the Attacker scores 30VP if the Defender's **WARLORD** is destroyed.

