

## THE GARMON BULWARK APEX MISSION

# CLASH ATOP THE GHAL-ZAMMAD

*To the summit of the Ghal-Zammad, Jaghatai Khan climbed, over the bodies of his fallen sons, to confront the Warmaster. Horus, granted the gifts of his dark patrons, awaited the Khan's coming, to test his new strength against the brother who dared to challenge him.*

In order to claim victory in the Clash Atop the Ghal-Zammad, each player must secure positions atop the Ghal-Zammad structure while their Primarch does battle with their opponent's.

### VICTORY CONDITIONS: CUT OFF THE HEAD

- At the end of each of their player turns, each player scores 1 Victory point for each Objective marker they control and 1 Victory point for each enemy unit that is entirely removed from play as casualties during that player turn – including any units that Fall Back off the battlefield and are counted as destroyed.
- No Secondary Objectives are used in this mission, but any special rules or Warlord Traits that allow players to score Victory points may be used.
- At the end of Game Turn Four, the Defending player must roll a D6. On the result of a 4+ the battle ends, if the result is less than 4 then another full turn is played. At the end of Game Turn Five (if Game Turn Five is played), the Attacking player must roll a D6. On the result of a 3+ the battle ends, if the result is less than 3 then another full turn is played. If a sixth Game Turn is played then the battle automatically ends once that turn is completely resolved.
- At the end of the battle, if a player controls one or more Wounded Primarch Objective markers, that player scores 5 Victory points. If that player's Primarch has not been removed as a casualty, they score an additional 2 Victory points.
- Once the battle has ended, the player with the highest total number of Victory points is declared the victor.

### BATTLE SET-UP

#### Attacker & Defender Roles

Before beginning the Clash Atop the Ghal-Zammad mission, players must determine which player will take the role of the Attacker and which the role of the Defender. This can be done either by player choice or by a roll-off, with the winner assigning roles.

In the narrative of the Garmon Bulwark, the defenders were the Sons of Horus under the command of their Primarch, Horus, while the attackers were a force of White Scars led by Jaghatai Khan. However, players may choose to assign the roles as suits their available forces and players.

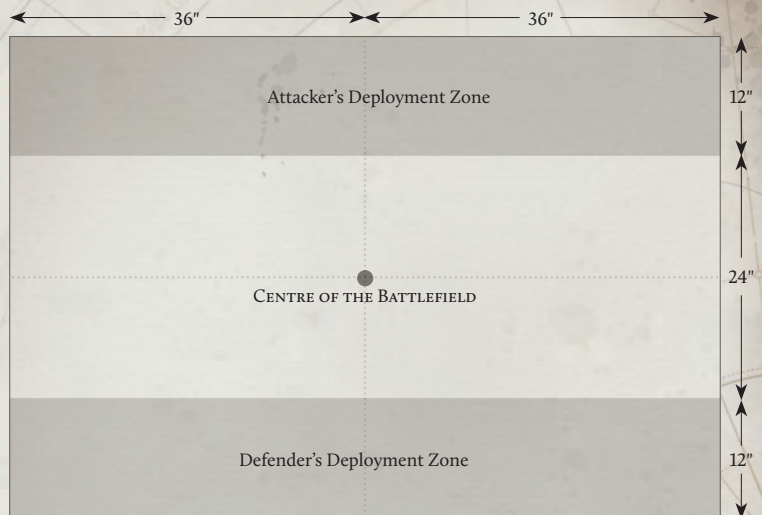
#### Army Selection

For the Clash Atop the Ghal-Zammad mission, both players must use the Crusade Force Organisation chart to select their army, and both armies must include a Primarch choice, though this Primarch may not have a Retinue Squad.



## Deployment Map & Deployment Zones

The Clash Atop the Ghal-Zammad mission uses the deployment map shown to the right:



## Mission Reserves

For the Clash Atop the Ghal-Zammad mission, neither player may declare a Drop Pod Assault, Deep Strike Assault or Subterranean Assault in this mission.

## OBJECTIVES

Before any models are deployed onto the battlefield, starting with the Defending player, each player must alternate placing two Objective markers each, anywhere on the battlefield that is not within any player's Deployment Zone, is at least 6" from any battlefield edge or the centre of the battlefield, is at least 12" from any other Objective marker and not within any area of Impassable Terrain.

## DEPLOYMENT

- Once all Objectives have been placed, each player sets up their Primarch model in base contact with the centre of the battlefield and in base contact with their opponent's Primarch model.
- The players then alternate setting up their remaining units within their Deployment Zone, starting with the Attacking player until both players have set up all of their units.
- Once both players have deployed all of their units, the first turn is begun.

## THE FIRST TURN

The Attacking player takes the first turn, unless the Defending player can Seize the Initiative.

## MISSION SPECIAL RULES

This mission uses the Reserves, Single Combat and Emergency Extraction mission special rules.

## SINGLE COMBAT

The two Primarch models are treated as starting the battle in an ongoing combat. While this combat is ongoing, each Primarch has the It Will Not Die (3+) special rule.

Neither player can select their opponent's Primarch as the target of a Charge until one of the Primarchs has been removed as a casualty.

## EMERGENCY EXTRACTION

If a player's Primarch model loses their last Wound, before the model is removed as a casualty, replace that model with a Wounded Primarch Objective marker. Units from that player's army have the Fearless special rule while within range of their Wounded Primarch Objective marker.