SECTOR ABLAZE MISSIONS

MISSION 1

ASSAULT THE SECTOR

"I would hear your cry of surrender, or you will hear the shattering of your walls."

Attr. Princeps Majoris Zekial, Legio Krytos

MISSION SPECIFICS

Key Locations: Instead of regular Objective Markers, there are three specific Objective Locations within the Defender's deployment zone..

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Instead of regular Objective Markers, there are three specific Objective Locations within the Defender's deployment zone.

- **City Outskirts:** The City Outskirts is an area of the battlefield representing the edge of the city, 3" in width and running from long table edge to long table edge.
- **Plaza:** The Plaza is a 5"x5" area on the battlefield that is clear of all Structures and may include a minimal amount of other areas of terrain.
- **Command Centre:** The Command Centre is a Structure that must cover an area of at least 3"x3". The Command Centre cannot be destroyed.

The Plaza and the Command Centre are deployed by the Defender before any other terrain is deployed. They must be at least 6" away from any battlefield edge and at least 15" away from one another.

Scoring

At the end of the battle, players must determine who controls which Objective. You score:

- 6 VPs if you control the City Outskirts.
- 10 VPs if you control the Plaza.
- 15 VPs if you control the Command Centre.

You control the City Outskirts if the total Tactical Strength of your models within it is two or more times greater than the total Tactical Strength of your opponent's models within the City Outskirts.

You control the Plaza if the total Tactical Strength of your models within it is two or more times greater than the total Tactical Strength of your opponent's models within the Plaza.

You control the Command Centre if you have one or more Detachments garrisoned within it. If neither player has a Detachment garrisoned within it, then the Command Centre is treated as an Objective marker the size of its area, and the Tactical Strength of all models within 3" of it is used to calculate who is in control as normal.
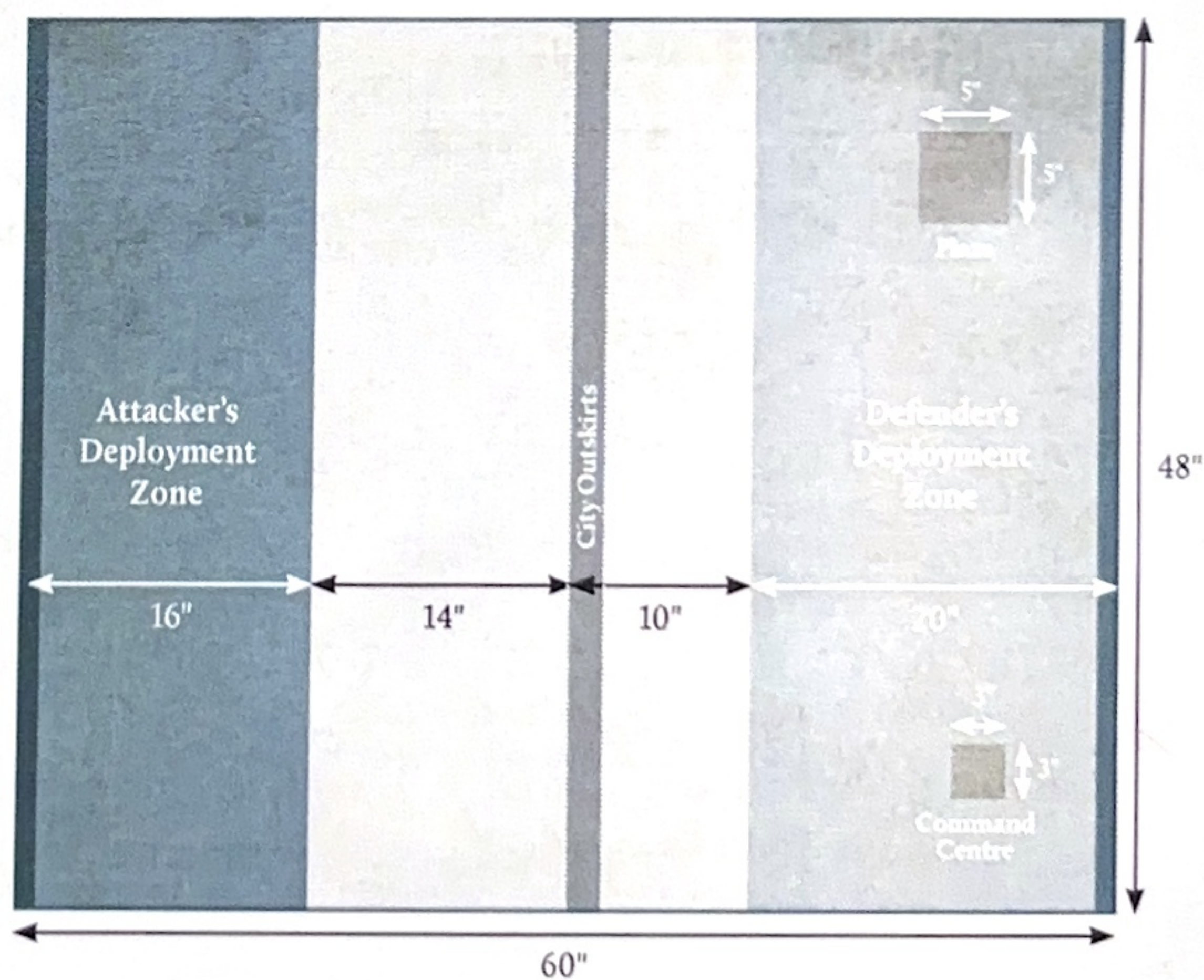
MUNITIONS RAID

"Strength and courage win battles. Logistics win wars.

Attr. Archmagos Karmus of the Munitoria Logis

Mission Specifics

Munition Depot: There are three Munition Depots on the battlefield, deployed as shown on the deployment map. Each Depot is an Objective marker represented by a bunker. Munition Depots are captured like normal Objective markers, with the Tactical Strength of any model within 3" of a Depot used to determine who has control of it.

During the Calculate Victory Points stage of the End phase, starting from turn 2, if a Depot was controlled by the Defender at the start of the turn and they retain control of it, the Defender may detonate the Depot. They gain no Victory Points from the Depot in that turn and the Depot is destroyed and removed from the battlefield. Every model, friend or foe, within 5" of a Depot must make a Save roll at -1 AP, bypassing Void Shields; if they fail, they suffer a Wound.

At the end of the battle, the Defender loses 10 VPs for each Depot that is destroyed.

Scoring

Seek and Eliminate:
At the end of each round, the playpr who destroyed the most Detachments from their opponent's Army during that round scores 2 VPs.
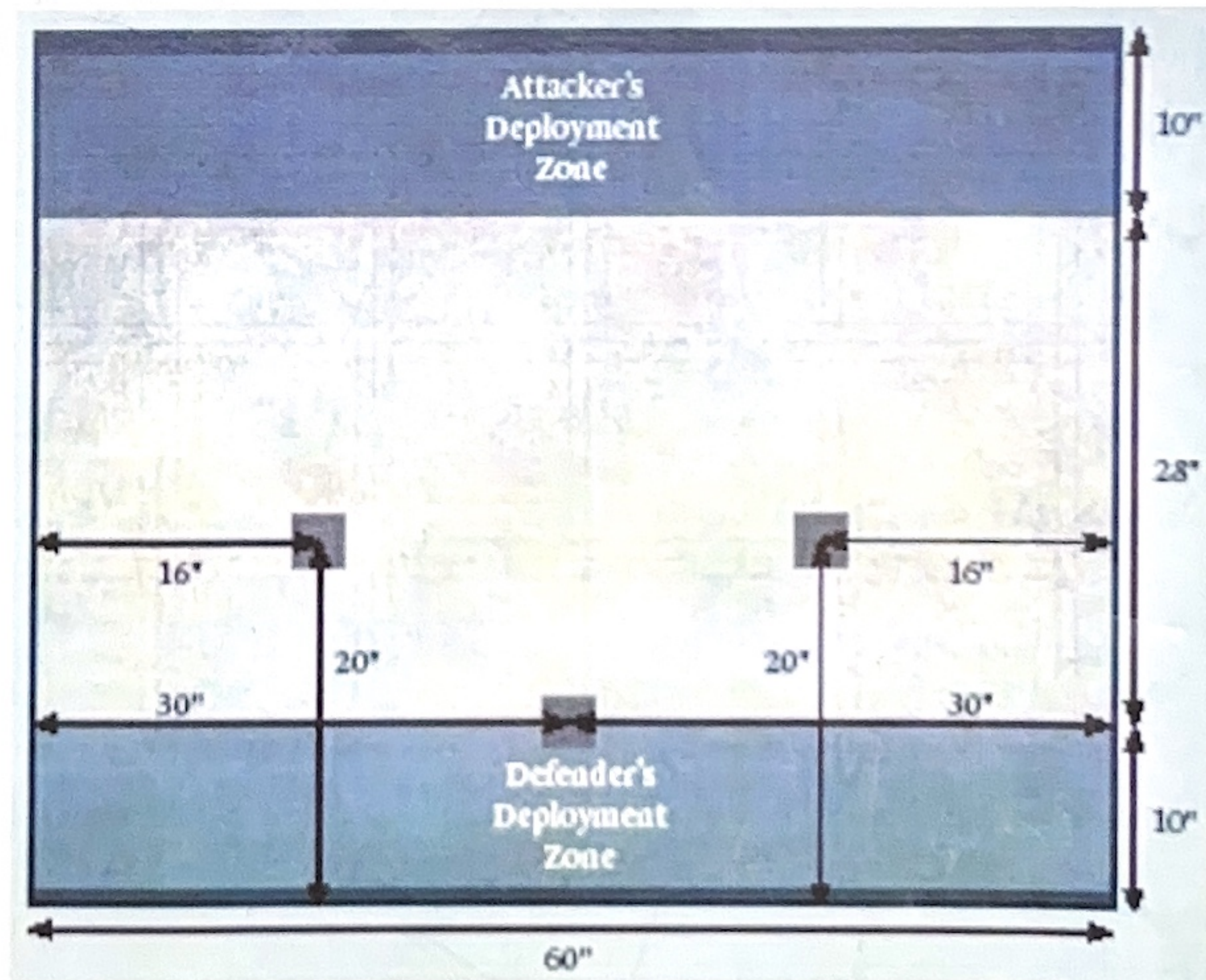
Armoured Breakthrough:
At the end of the battle, each player scores a number of VPs for each Detachment from their Army that is wholly within 6" of the depot, equal to the Scale of that Detachment.

Depot Control:
At the end of each round, you score 5 VPs for each Munition Depot you control.

SECTOR ABLAZE MISSIONS

MISSION 3

ARMOURED ENGAGEMENT

"Squadron 032, form line on Vehicle 032/2A. Advance to engage."

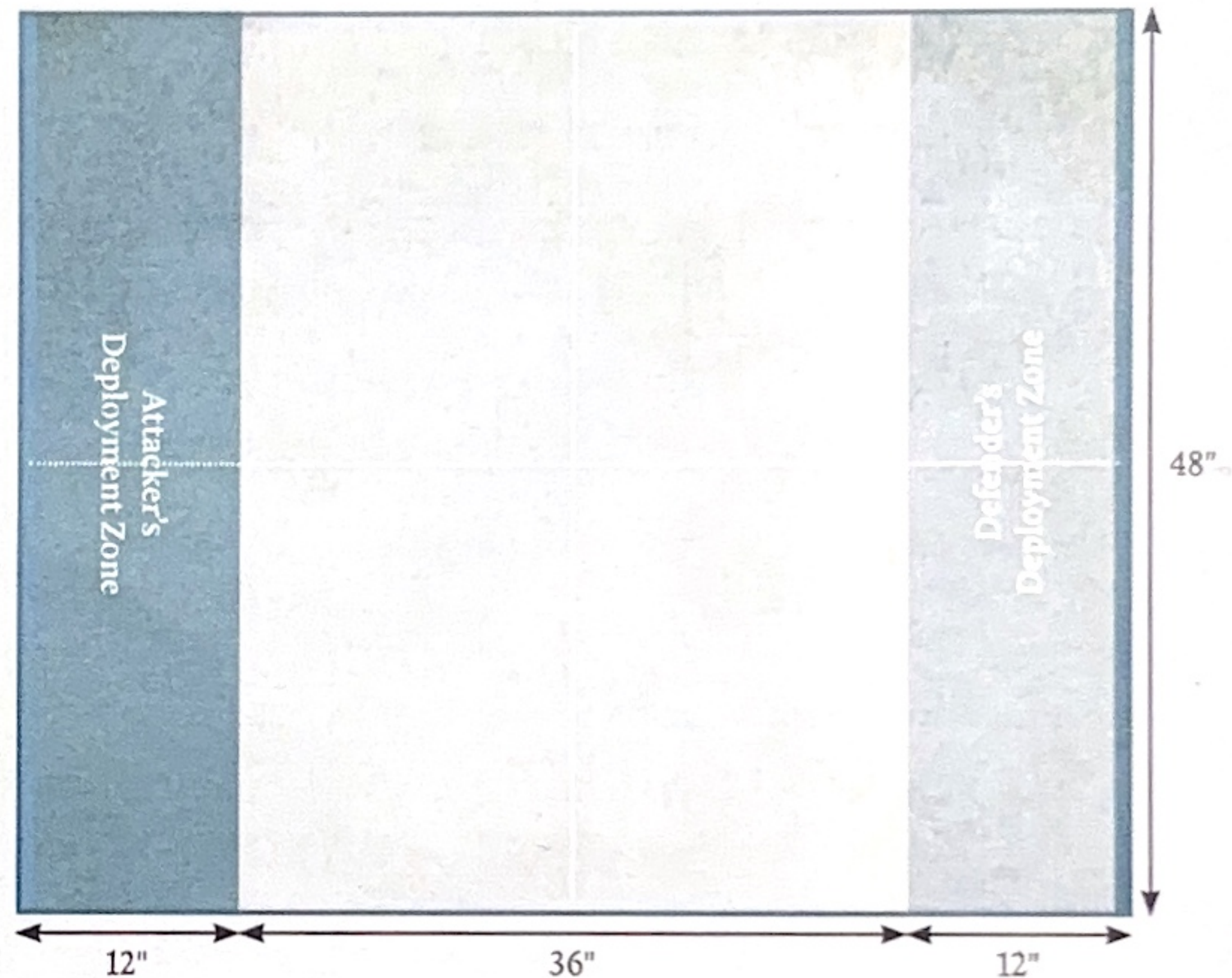Decurion-lieutenant Zhoras, Iron Warriors Legion

Scoring

Seek and Eliminate:
At the end of each round, the player who destroyed the most Detachments from their opponent's Army during that round scores 3 VPs.

Armoured Breakthrough:
At the end of the battle, each player scores a number of VPs for each Detachment from their Army that is wholly within their opponent's deployment zone, equal to the Scale of that Detachment.

Attacker's Deployment Zone

Defender's Deployment Zone

48"

12"

36"

12"

SECTOR ABLAZE MISSIONS

MISSION 4

CLEAR THE AREA

"Subjugator twelve, engage enemy at the third waypoint, Subjugator one will advance to the crossroads. Load AP shells, gunner, target right low."
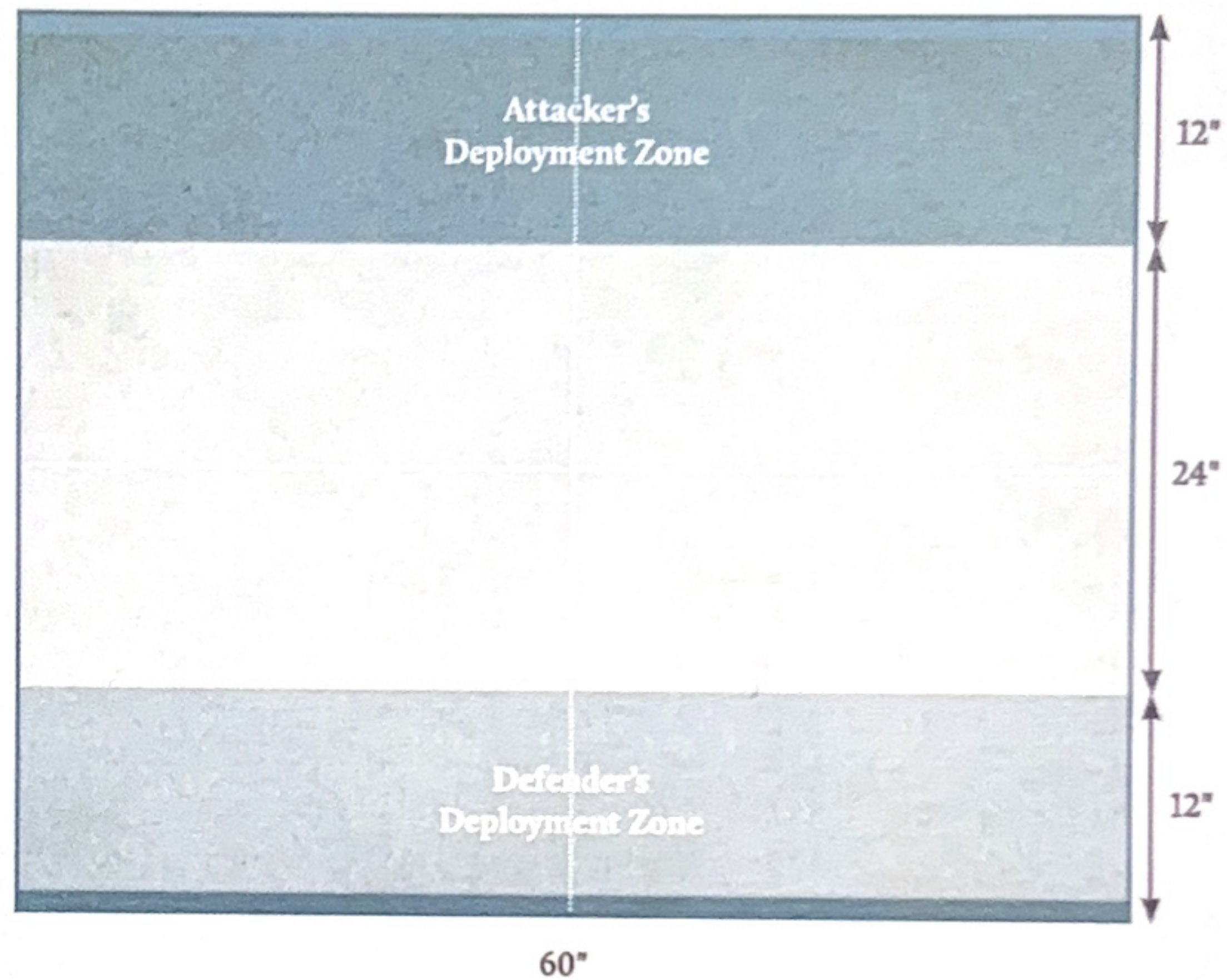
Spearhead-centurion Castrmen Orth, Iron Hands Legion

Scoring
Seek and Eliminate:
At the end of each round, the player who destroyed the most Detachments from their opponent's Army during that round scores 3 VPs. If any of these Detachments were wholly within that player's deployment zone, they score 1 additional VP.

Armoured Breakthrough:
At the end of the battle, each player scores a number of VPs for each Detachment from their Army that is wholly within their opponent's deployment zone, equal to the Scale of that Detachment.

Attacker's Deployment Zone — 12"

24"

Defender's Deployment Zone — 12"

60"

SECTOR ABLAZE MISSIONS

MISSION 5

THE FINAL ASSAULT

"We pushed forwards at full speed, for to go back was death. The foe was so numerous that even though we fired until our guns glowed red, we almost collided as our formations passed through theirs."

Sub-commander Antus Ril, 71st Cohort – Tallarn Reborn

Scoring
Seek and Eliminate:
At the end of each round, the player who destroyed the most Detachments from their opponent's Army during that round scores 3 VPs. If any of these Detachments were wholly within that player's deployment zone, they score 1 additional VP.

Armoured Breakthrough:
At the end of the battle, each player scores a number of VPs for each Detachment from their Army that is wholly within their opponent's deployment zone, equal to the Scale of that Detachment.