

DEATH MIRE

PHASE II SPECIAL MISSION

The following is a variant standard Warhammer 40,000 Battle Mission.

The Badab War was fought on hundreds of worlds scattered across the Maelstrom Zone and beyond, and in a myriad of environments from the lush plains of agri-worlds to the twisted, labyrinthine cityscapes of the hives of the inner Badab Sector. One of the most infamous and hostile of these warzones was found on Gargathea in the Khymaran Drift. This strategically important world was a hellish sphere of corrosive swamps shrouded under a dense, toxic sky which would kill a human in mere moments. Battles fought here were bitter and brutal struggles for control of a handful of scavenger ruins and hidden bases, and attrition was high. For the Loyalists, the Raptors Chapter proved the masters of this harsh environment, skilfully executing a series of devastating raids deep within the death mire zones, destroying vital supply depots. This would prove pivotal to the control of the planet.

FORCES

The Loyalists (who are attacking) have 2,500 points of forces available to them chosen as normal for a standard mission.

The Secessionists (who are defending) have 2,000 points of forces available to them chosen as normal for a standard mission, and in addition they have defensive assets (see Set-up).

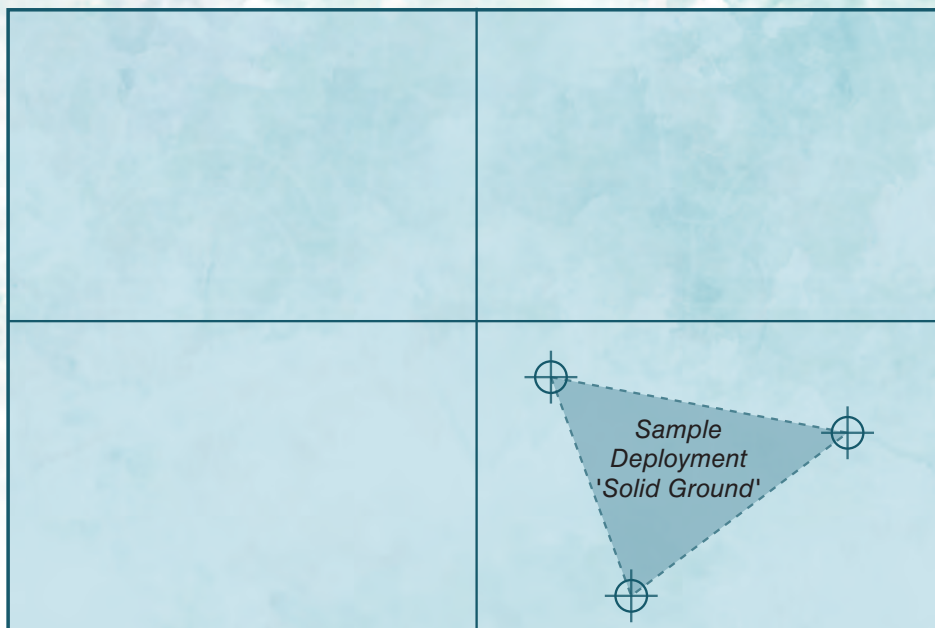
OBJECTIVES/VICTORY CONDITIONS

Before the game begins, the Secessionist (defending) player is assigned three objectives representing vital resources and equipment. Two of these objectives should be 'blanks' and one of which should be marked on its underside. These are placed by the Secessionist player so that the one that is marked remains hidden from view. These objectives can be placed anywhere within the Secessionist's deployment zone (see set-up). The goal of the Loyalist player is to destroy these objectives, which gains them victory points, while the Secessionist side must attempt to assure their survival.

- The unmarked objectives are worth 2 victory points each
- The marked objective is worth 3 victory points.

At the end of the game the side with the greatest number of victory points is victorious.

In addition, either side may achieve victory by completely destroying the enemy in the game.



DESTROYING OBJECTIVES

Each objective should be modelled on a 40mm base, they are classed as being impassable terrain, but do not block line of sight. Each has an armour value of 12 and is destroyed by any Glancing or Penetrating hit they suffer. However to represent the fact that it is difficult to be certain of their complete destruction at range, they have a 4+ invulnerable save against all damage except that inflicted by an enemy model in assault.

SET-UP/DEPLOYMENT

The game uses a 6' by 4' table which should have terrain representing a swamp/wilderness world with areas such as clumps of trees, dense foliage, wrecks, craters (representing sink holes), low hillocks etc, with a total footprint of roughly a quarter of the table, dispersed evenly across the table in a mutually agreeable fashion.

The table is divided into quarters for deployment, and the two sides roll off to determine which has the choice of table quarters. The side which lost the roll takes the diagonally opposite table quarter to their opponent as theirs.

The Secessionist player gets three structures (which should be represented by buildings, ruins etc, with a footprint of not greater than 8" by 8" each,) which must be placed by them within their table quarter, forming a roughly triangular shape, with no structures closer than 12" apart from each other. This creates an area of 'solid ground' in the space contained within the perimeter of the three structures.

The Secessionist player then places their objectives anywhere within their deployment zone.

The Secessionist player then may deploy their forces anywhere within their deployment zone but not within 6" of the centre of the table.

The Loyalist player then deploys their forces anywhere within their deployment zone but not within 6" of the centre of the table.

THE FIRST TURN

The Loyalist (attacking player) has the first turn unless the Secessionist player can steal the initiative.

SPECIAL RULES

The following special rules from the Warhammer 40,000 rule book are used for this mission: Reserves, Night Fighting and Deep Strike. A player's Reserves may enter via any table edge in their deployment zone. Deep Strikes are further modified by the Choking Skies rule below.

Hell Mire: All terrain including clear terrain outside of the area of solid ground within the Secessionist player's deployment zone is counted as Dangerous Terrain for vehicles. In addition all terrain features placed on the board (which are not impassable) except the three structures and any in the space of solid ground in the Secessionist deployment zone are also classed as Dangerous to all models.

Choking Skies: The dense, toxic fog which shrouds the planet plays havoc with auspex and sensor systems. As a result, the distance which any deep striking unit or barrage attack scatters is doubled, (a 'hit', however, still lands on target).

ENDING THE GAME

This game is played for six full game turns or until one side has destroyed the other.

Playing as part of the Badab War Campaign:

When played as part of the Badab War Campaign (see Imperial Armour Volume 9), this mission is worth three campaign points to the victor, and nothing in the case of a loss. This result contributes to Phase II of the Badab War campaign.