



WARHAMMER 40K 2017 MISSION RULES PACK 1.2 (7-12-17)

RULES

The Following Mission Rules will be used:

All Matched Play Rules on page 215 of MRB will be used.

Psychic Focus

Tactical Reserves

Strategic Discipline

Objective Markers

Modified Sudden Death (See Below)

Modified Sudden Death:

The Sudden death rule comes into play when one of the two following things take place: Either one player concedes the battle or If at the end of any turn after the first battle round, one player has no models on the battlefield (Wipe Out). Do not include any Fortifications when determining if a player has any units left on the battlefield unless they have a unit embarked inside the Fortification.

Conceding: If a player concedes, then they immediately remove all of their models from the table. All models removed count as having been slain for the purposes of Kill Points. The non-conceding player does NOT remove their models. After this is done, follow the directions for "Wipe Out" below.

Wipe Out: The player that has models remaining on the table may finish their game, moving as normal to claim objectives, linebreaker, etc. Players MUST still roll at the ends of turn(s) 5 and 6 to see if the game ends, as per the normal Mission Game Length rules.

SCORING

A player can score a maximum of 20 points per round. Scoring is detailed on each Mission.

TERRAIN

The following Battlefield Terrain Rules (pages 248-249 MRB) will be used:

Woods

Ruins

Craters

Barricades

Hills

PRE-GAME STEPS

1 - Choose Warlord Traits (page 186) and note them on your Army List.

2 - Choose Psychic Powers and note them on your Army List.

3 - Inform your opponent of any Reinforcement Points.

4 - Exchange copies of Army Lists with Opponent.

5 - Begin Mission.

MISSION FAQ

1.0 The Relic

- The Relic Counts as an objective when placing another objective within 12".
- The relic should be place under or on the base of the model carrying it.
- If the model carrying the Relic loses the Relic, then the Relic is placed directly under the center of the model that was carrying it BEFORE that model is moved/removed from the table.
- A model has to move into the Relic, so simply dropping it in base contact with another model will not give control of it to that model.
- ANY TYPE OF MOVEMENT that brings a model into contact with ANY part of the Relic results in that model picking it up and that model should immediately place the Relic directly under or on its base.

2.0 Objectives

- All objectives must be placed at least 12" away from any other objective. If this cannot be done, call a judge.
- A unit may hold more than one objective. The player with the most models within 3" of the center of the objective will still claim it.