

Durban War Games Club



Tactical Engagement Mission Pack (Release 1.0)

Setup

Place Primary Objectives

After setting up the terrain on the table, 6 numbered *Primary Objective* markers (numbered 1 to 6) should be randomly shuffled with their numbers hidden.

Players roll off for who places the first marker, then alternate the placing of markers between players until all markers have been placed. Each marker's number should remain hidden.

Each objective marker must be no closer than 6" to any table edge, and no closer than 12" to another objective marker.

Secret Agenda

Before deployment, each player must select a number from 1 to 6 to be their *Priority Primary Objective*. This number should be written down, and kept hidden from their opponent.

Before deployment, each player must select any 3 *Secondary Objectives* to be their *Priority Secondary Objectives*. This selection should be written down, and kept secret from their opponent.

Deployment

Each player rolls a D6, the player with the highest scoring roll can select which player chooses the deployment type to use (as per *The Battlefield* section of the *Warhammer 40,000 Rulebook*).

The player who did not choose the deployment type can choose which board edge they will control.

Each player rolls a D6, the player with the highest scoring roll decides whether to deploy first, or to make their opponent deploy first.

The player who deploys first can choose which player will play first. The player selected to play second can attempt to *Seize The Initiative*.

After both sides have fully deployed (including infiltration and scout moves), and after any roll is made to *Seize The Initiative*, reveal the number for each *Primary Objective*.

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Objective Scoring

Primary Objectives

There are 6 *Primary Objective* markers placed on the table. At the end of each player turn, the current player will score 1 Game Point if they control at least 1 *Primary Objective*.

Priority Primary Objective

At the end of the game, each player reveals their *Priority Primary Objective*. If a player controls their *Priority Primary Objective* at the end of the game, they will score 3 Game Points.

Secondary Objectives

The list of *Secondary Objectives* can be found on the next page.

Secondary Objectives are objectives that can be achieved at any time. Each *Secondary Objective* can only be achieved once per game. At the end of your player turn, mark off any *Secondary Objectives* which you have achieved.

Each *Secondary Objective* achieved by the end of the game is worth 1 Game Point.

Priority Secondary Objectives

At the end of the game, each player reveals their *Priority Secondary Objectives*. Each player will score 1 additional Game Point for each of their *Priority Secondary Objectives* that they have achieved.

Determine the Winner

Add up all the Game Points for each player. If the difference in player scores is 5 Game Points or less, the game is considered a draw. If the difference in player scores is greater than 5 Game Points, then the player with the highest score is victorious.

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List of Secondary Objectives

	Name	Description
A Ground Control		
1	Behind enemy lines	At least 2 of you scoring units are wholly within your opponent's deployment zone at the end of your turn..
2	Take what is theirs	Control the Primary Object closest to your opponent's board edge at the end of your turn.
3	No stone unturned	Control at least 3 Primary Objectives at the end of your turn.
4	Access denied	Your opponent controls no Primary Objectives at the end of your turn.
5	Divide and conquer	Control the 2 Primary Objectives furthest from each other at the end of your turn.
6	Stacking up	Control at least 1 Primary Objective, and at least twice as many as your opponent controls at the end of your turn.
B Purge		
1	Slay the Warlord	Enemy warlord has been removed as a casualty.
2	Take the fight to them	Destroy an enemy unit that was wholly within their own deployment zone at the start of the turn.
3	Hold the line	Destroy an enemy unit that was within your own deployment zone at the start of the turn.
4	Clear the point	Destroy an enemy unit that was controlling a Primary Objective at the start of the turn.
5	Look them in the eyes	One of your units destroys an enemy unit that was within 6" of itself at the start of the phase.
6	Long shot	One of your units destroys an enemy unit that was at least 36" away from itself at the start of the phase.
C Combat		
1	Weather the storm	Successfully complete a charge while suffering no casualties from overwatch.
2	Hungry for glory	Kill an enemy character in a challenge.
3	Show them the fear	Cause a unit to fall back from combat.
4	Broad attack	Successfully make a disordered charge into 2 or more enemy units.
5	Forceful assault	Destroy a unit on the same turn it was charged.
6	Overpower	Win a round of combat while suffering no unsaved wounds.
D Psychological Warfare		
1	With great power...	Manifest a psychic power with Warp Charge 2 or more.
2	..comes great responsibility	An opponent's psyker suffers a Perils of the Warp.
3	Intervention	Stop a psychic power using Deny the Witch.
4	Abhor the witch	Destroy an enemy psyker.
5	May the force be with you	Destroy a multi wound enemy model with Force.
6	Before the storm	Destroy an enemy psyker before they manifest any power.