

GLENNPEROR

Ö-lar

Mission Pack

+++ DESTINATION: ORUSTO PRIME - HERETICAL ACTIVITY DETECTED +++

MAP AND DEPLOYMENT: [HAMMER AND ANVIL](#)

+ Each objective starts with a COUNTER. The S objectives start with 6, the H and C starts with 0.

+ **[SCORING]** From Second battle round: At the start of the your Command Phase score equal amount of primary as the counters of all objectives you control indicate.

+ **[ACTION]** At the start of the shooting phase, any unit can perform an action on the S objectives, this action completes at the end of your turn.

- Once completed, decrease the COUNTER of that objective by 1. If COUNTER hits 0 remove the objective.
- Every time an action is completed, increase the counter on the C and your H objective by 1, to a maximum of 15.

+ **[TRIGGER]** Every time a unit that started the turn on an objective marker is destroyed:

- Decrease the COUNTER of that objective by 1.
- Increase the COUNTER on objective C by 1.
- *(If this happen on the C objective, it will subtract and then add 1 to the C objective - this will trigger the spawning of daemons if the count is high enough)*

+ **[TRIGGER]** At the start of the battle round, if there are no units on a S objectives, deploy 1 unit of [TRAITOR GUARDSMEN](#) on the objective. See next slide for Datasheet and Rules.

+ **[TRIGGER]** If the COUNTER of the C objective reaches:

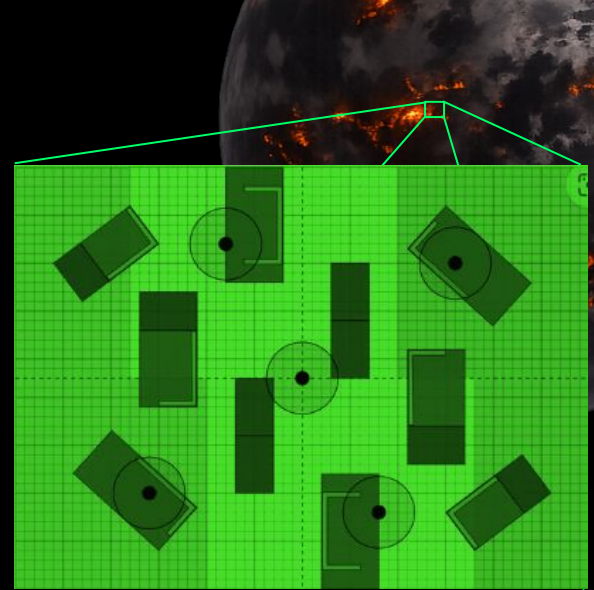
- 10 - Spawn 1 model of [DAEMONS OF THE MAELSTROM](#) wholly on the center objective
- 15 - Spawn 2 model of [DAEMONS OF THE MAELSTROM](#) wholly on the center objective
- Any time the COUNTER would go above 15 - Spawn 3 model of [DAEMONS OF THE MAELSTROM](#) wholly on the center objective

Always place the models as close as possible to the closest player controlled unit.

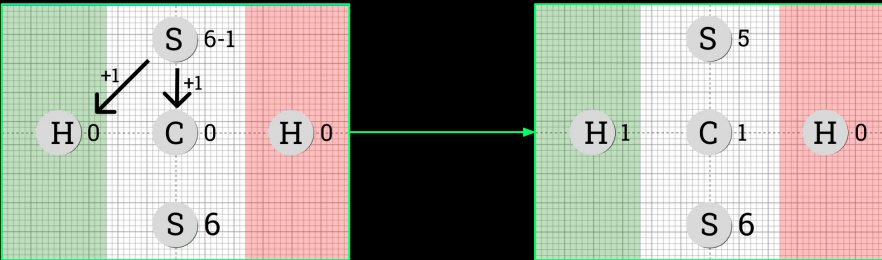
See following slides for Datasheet and Rules.

NOTE: If there are no more available models, then immediately spawn another model as soon as one becomes available.

SECONDARY OBJECTIVE : Use cards as usual.

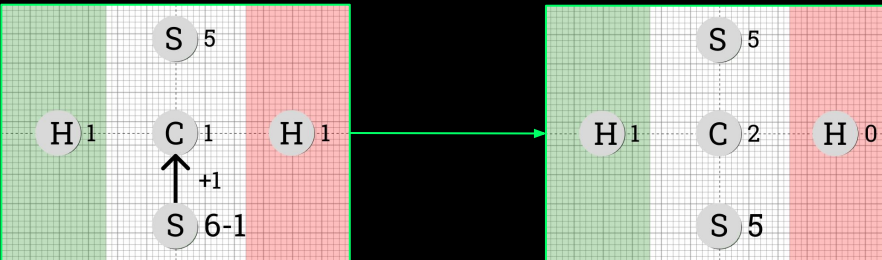


+++ DESTINATION: ORUSTO PRIME - HERETICAL ACTIVITY DETECTED +++



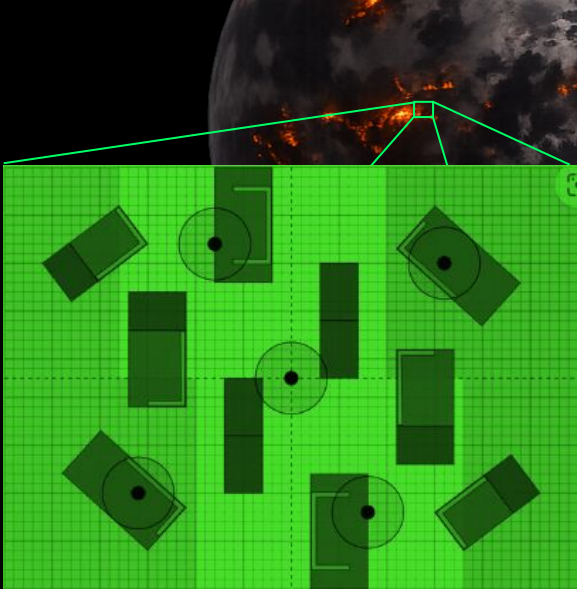
ACTION COMPLETED

- Decrease S COUNTER by 1
- Increase your H (Home) objective and C COUNTER by 1



Unit is destroyed while on an objective marker

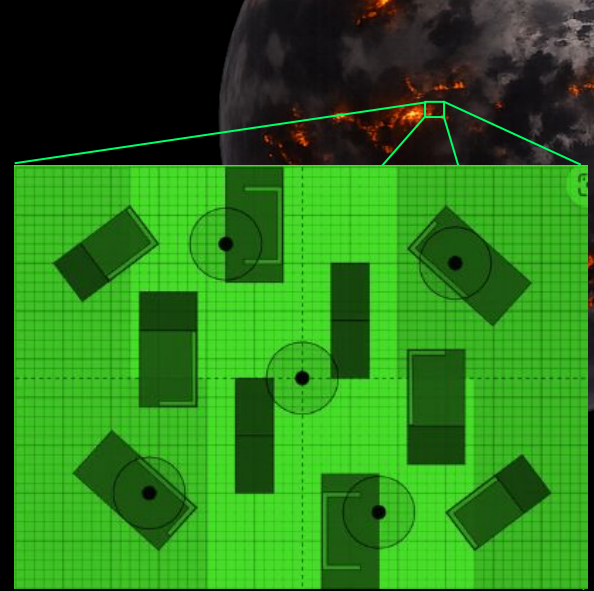
- Decrease S COUNTER by 1
- Increase C COUNTER by 1



+++ DESTINATION: ORUSTO PRIME - ACHIEVEMENTS +++

+ [FAITH OPERATING WITHIN ACCEPTABLE PARAMETERS] Win the game without any daemons spawning.

+ [HERESY LEVELS: OPTIMAL] Lose the game, have at least 9 daemons spawn over the course of the game.



TRAITOR GUARDSMEN SQUAD (10 MODELS)

M

6"

T

3

SV

5+

W

1


LD


7+

OC

2

TRAITOR GUARDSMEN

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

Twisted Defence Force: While on an objective, this unit has the benefit of cover.

When set up on the battlefield, deploy the squad (10 models) as close as possible to the objective. They will then fire their lasguns at the end of every turn on the closest visible unit.

If engaged in combat, they will always fight last.

KEYWORDS: Infantry, Grenades, Chaos, Damned, Traitor Guardsmen Squad



FACTION KEYWORDS:
Heretic Astartes



DAEMON OF THE MAELSTROM (1 MODEL)

M

10"

T

5

SV

4+

W

4

LD

7+

OC

1

✘ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	D6+4	4+	5	-1	2

ABILITIES

CORE: [Feel No Pain 5+]

Furious Arrival: When set up, this unit attempt to charge to closest eligible player controlled unit.

Chains Of The Maelstrom: This unit can never end a normal move outside of range of the center objective marker.

It is however allowed to end a charge-move outside of range of the objective marker.

If this unit finds itself outside of range of the objective marker and not within engagement range of another unit. It must move within range of the objective marker. If it is not possible to do so, remove this unit from the game.

Beware Of Dog! At the end of every movement phase, this unit will move as close as possible to the closest player controlled unit, if that unit is within charge range, it will attempt to charge.

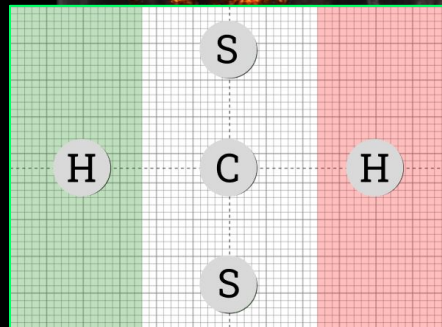
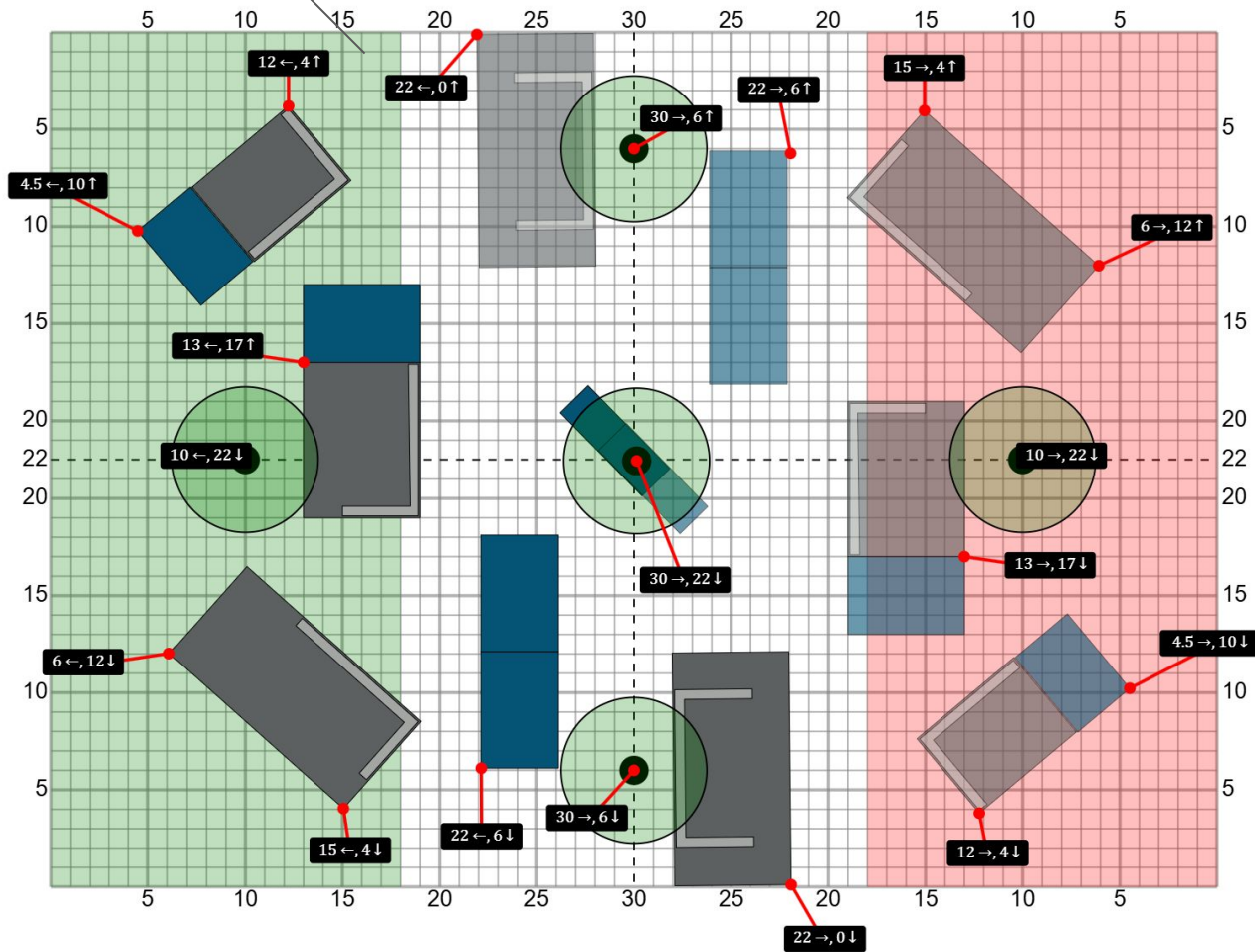
KEYWORDS: Beast, Chaos, Khorne, Spawn



FACTION KEYWORDS:
DAEMONS OF THE MAELSTROM



Heretical Ritual — Hammer and Anvil



+++ PORTAL +++

The portal at the center of the battlefield only blocks true line of sight, and is not breachable.

+++ SACRIFICE PILES +++

The piles of body bags are **OBSCURING** and models are allowed to end their movement in top of the piles (You monster - Have some respect for the dead!)

+++ DESTINATION: ORUSTO PRIME - CITY FIGHT +++

MAP AND DEPLOYMENT: [CITY FIGHT](#)

PRIMARY OBJECTIVE: RECOVER DATA-CORE MODULES from a crashed voidship, containing vital intelligence on enemy forces.

+ **[SETUP]** Place one TOKEN on each objective in No Man's Land.

+ **[SCORING]** From Second battle round at the start of the your Command Phase:

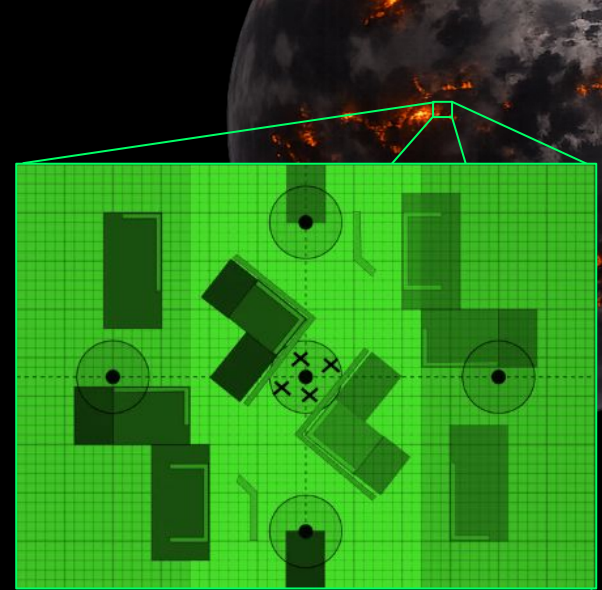
- Score 3 victory points for each objective marker you control in No Man's Land
- 1 victory point for each TOKEN inside of your deployment zone.

+ **[SCORING]** At the end of the game, each player score 5 victory points for each TOKEN inside their deployment zone.

TOKEN SPECIAL RULES: See [DATA-CORE MODULES](#) slide

SPECIAL TERRAIN RULES: See [HAZARDS OF THE BATTLEFIELD](#) slide

SECONDARY OBJECTIVE : Use cards as usual



+++ DATA-CORE MODULES +++

+ [ACTION] At the end of the CHARGE PHASE, an INFANTRY unit within engagement range of a an enemy CARRIER unit start an action to capture the TOKEN the unit is carrying. The unit can still fight but does not gain the charge bonus (no fight first).

+ [ACTION] At the start of the SHOOTING PHASE, a unit within engagement range of a TOKEN can start an action to pick it up. The unit cannot act in any way while performing this action. This overrides all rules that would allow it to act.

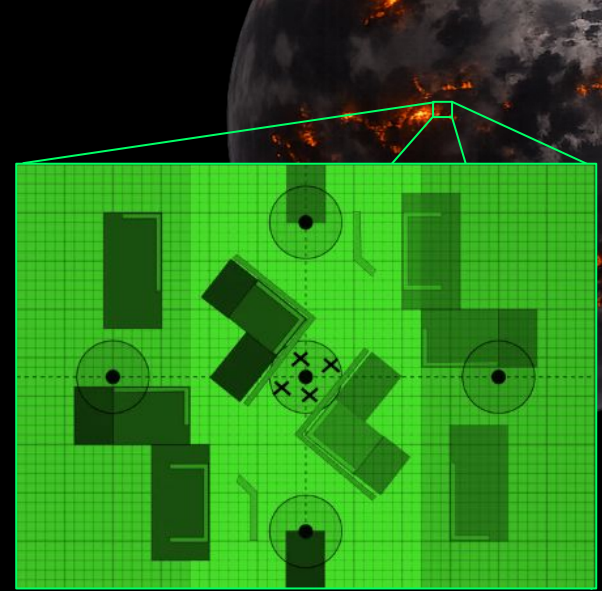
+ [RESOLUTION] Both actions complete at the end of the FIGHT PHASE if the controlling player has more OC within engagement range of the TOKEN than their opponent.

+ [RESULT] When completed, the unit picks up the TOKEN. Place it next to one MODEL in ENGAGEMENT RANGE of the token in the unit; that model is the CARRIER.

+ [DROP] If the unit is within its controlling player's deployment zone, the TOKEN may be dropped. Place it as close as possible to the CARRIER. It is no longer carried.

+ [ON DEATH] If the CARRIER is destroyed, place the TOKEN as close as possible to that model. It is no longer carried.

+ [FALL BACK] A unit carrying a TOKEN must take a Desperate Escape test at -1 when it FALLS BACK



+++ HAZARDS OF THE BATTLEFIELD +++

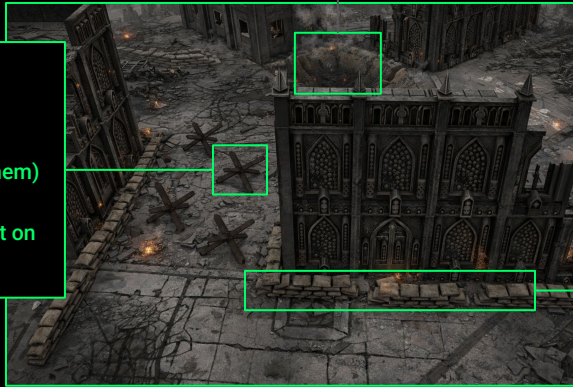
+++ CRATERS +++

+ Each time a ranged attack is allocated to an model wholly within 3' of this terrain feature, that model has the benefit of [STEALTH]

+++ TANK TRAPS +++

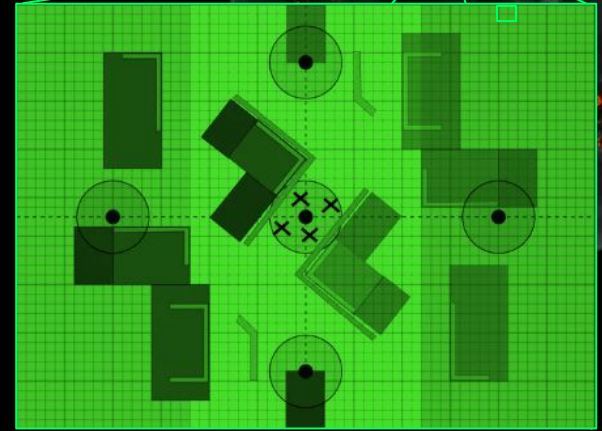
+ Tank traps are not breachable (i.e. infantry etc. needs to move around them)

+ Models can not end their movement on top of them.



+++ SANDBAGS +++

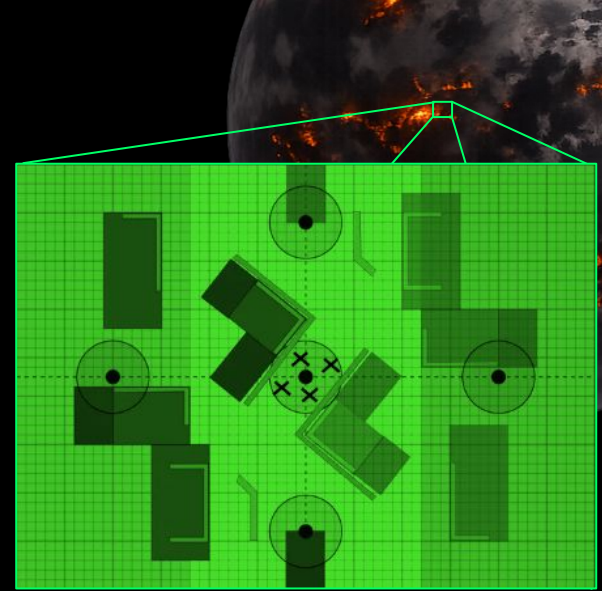
+ These follow the BARRICADE rules



+++ DESTINATION: ORUSTO PRIME - ACHIEVEMENTS +++

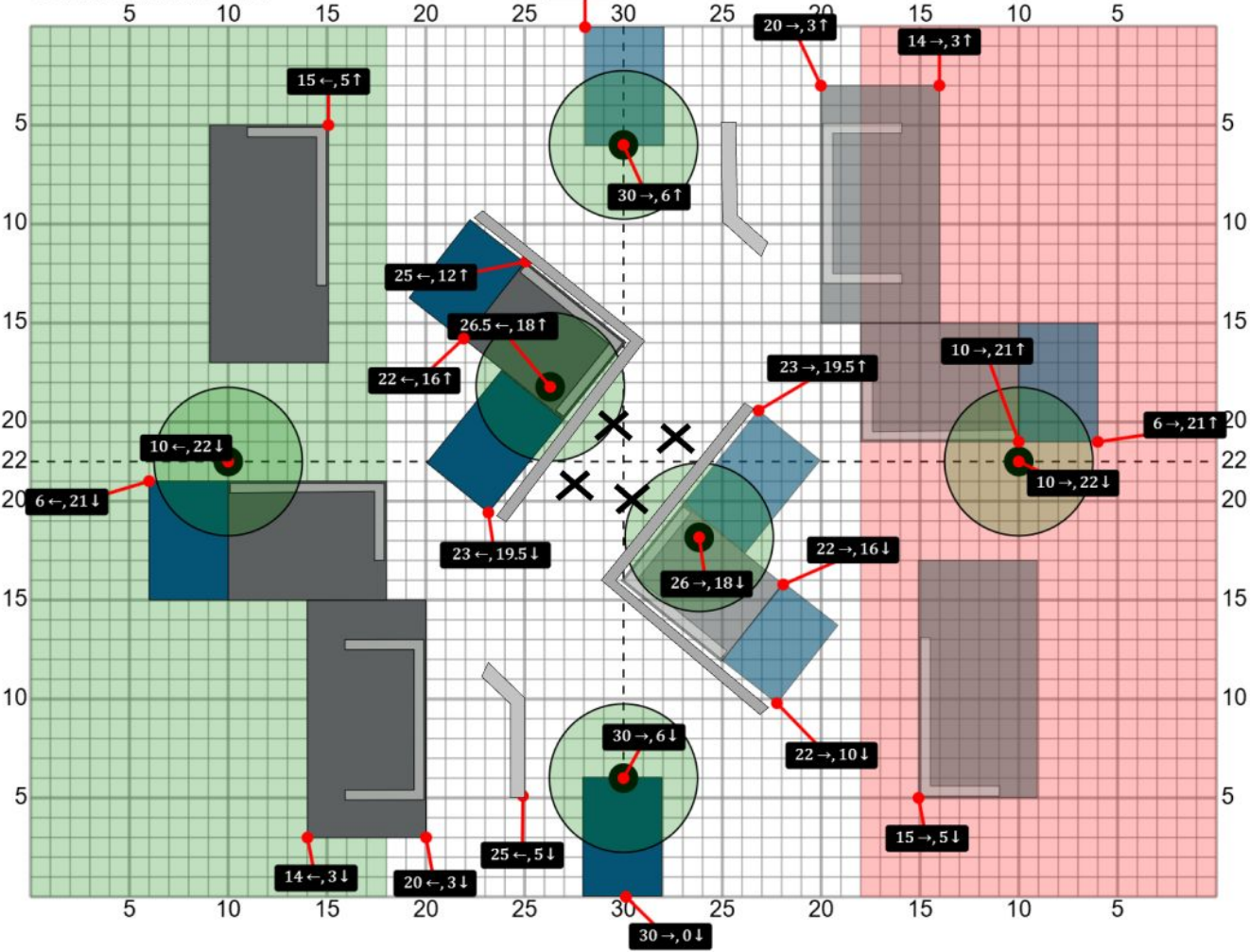
+ [NO DATA LEFT BEHIND] Win the game with all tokens in your deployment zone at the end of the game.

+ [RETURN TO SENDER] Lose the game, but no tokens are in the opponent's deployment zone at the end of the game



City Fight — Hammer and Anvil

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+++ DESTINATION: KHARON - RITES OF EXTRACTION +++

MAP AND DEPLOYMENT: [RITES OF EXTRACTION](#)

PRIMARY OBJECTIVE: CONTROL EXTRACTION LINES; Awaken the machine spirits.

+ **[SETUP]** Objectives are marked as 1-2-3-4-5-6, each in the sequence is linked to the before and after. So 3 is linked to 2 and 4, 1 is linked to 2 etc.

+ **[SCORING]** From Second battle round: At the start of the command phase, gain 3 victory points for each objective marker you control.

+ **[SCORING]** At the end of each turn, that player scores 1 victory point for each objective they control in one unbroken chain from their home objective.

SECONDARY OBJECTIVE : Use cards as usual



+++ DESTINATION: KHARON - RITES OF EXTRACTION +++

+ **[ACTION]** RITE OF ACTIVATION - OVERCHARGE PROTOCOL. Units wholly within range of an objective marker they control can elect to enact the OVERCHARGE PROTOCOL when activating to shoot. This will give them +1 to wound for that activation, but all weapons in the unit gain the HAZARDOUS rule. If a weapon with this rule is used, subtract 1 from the HAZARDOUS roll. The unit must then roll a battle shock test.

For each HAZARDOUS roll failed, subtract 1 from that test.

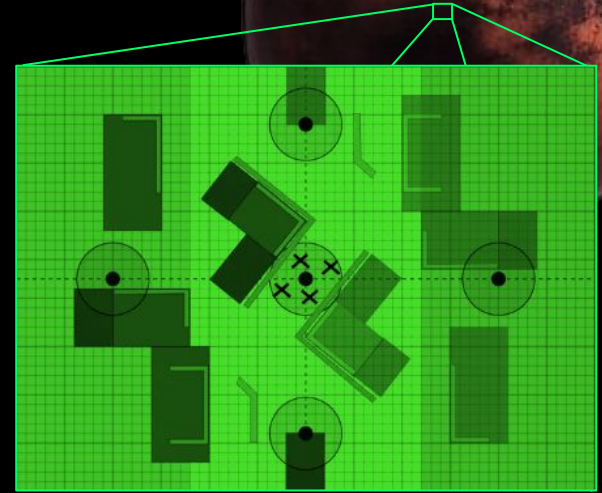
+ **[TRIGGER]** Units wholly inside the range of an objective marker that they control, and is linked, gain +1 OC and +1 LD.



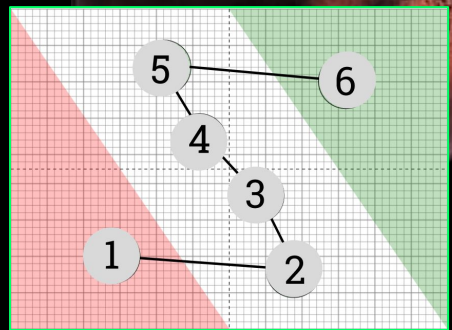
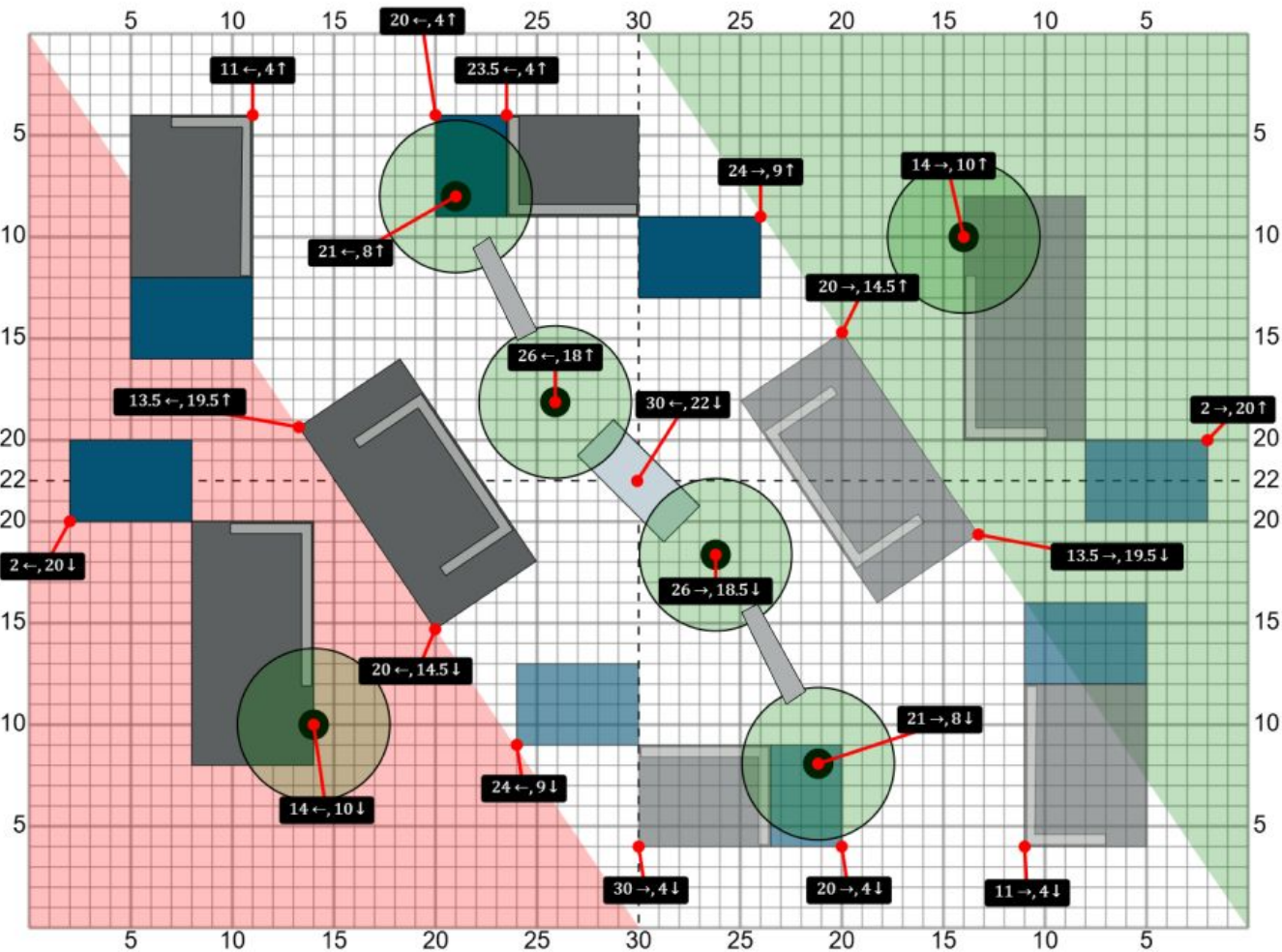
+++ DESTINATION: KHARON - ACHIEVEMENTS +++

+ [THE SPICE MUST FLOW] Win the game with all objectives connected at the end of the game.

+ [C-C-C-COMBO BREAKER!] Lose the game, but control the opponents home objective at the end of the game.



Rites of Extraction — Crucible of Battle



+++ MAIN CONTROL UNIT +++

The portal in the center of the battlefield is treated only blocks true line of sight, and is not breachable.

+++ EXTRACTION PIPES +++

These are follow the rules of [BARRICADES AND FUEL PIPES](#) from the CORE RULES.

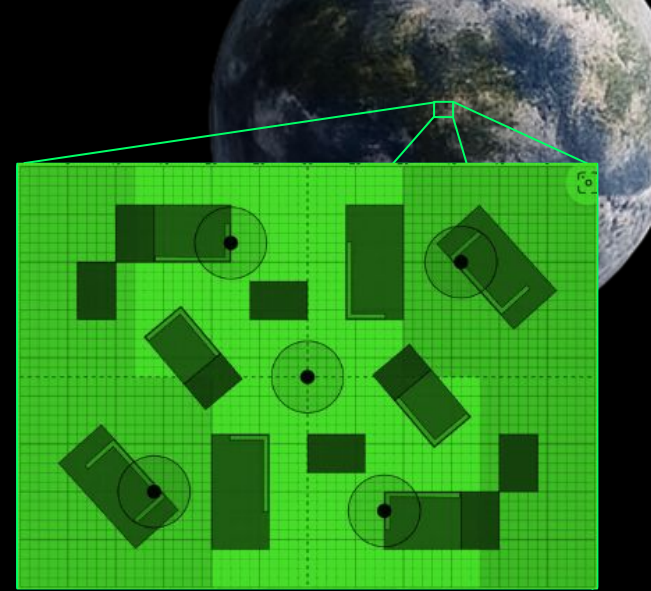
+++ DESTINATION: VINDON - SANCTIFIED GROUND +++

MAP AND DEPLOYMENT: SANCTIFIED GROUND

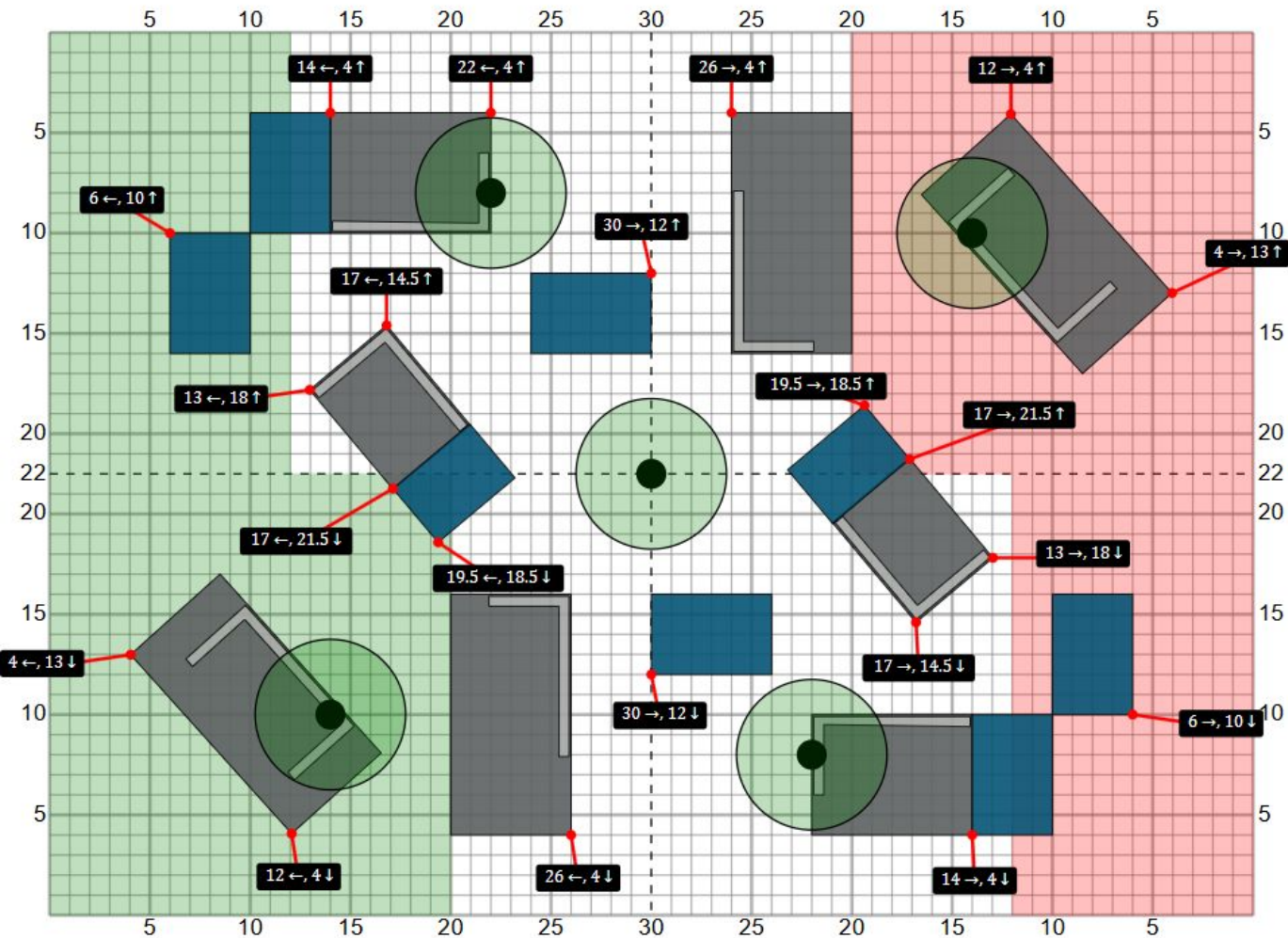
PRIMARY OBJECTIVE: SANCTITY DENIED / SANCTITY PRESERVED

+ [SCORING] See TERRAFORM primary objective

SECONDARY OBJECTIVE : Use cards as usual



Temple World - Tipping Point



+++ STATUES OF FAITH +++

(ITS JUST A SHIELD GENERATOR): INFANTRY units whole within 3' of this terrain feature have **STEALTH** and a 6++ save against ranged attacks.

GRACE OF THE SAINT: Units with the **IMPERIUM** keyword gains +1ld while within 3' of this terrain feature.

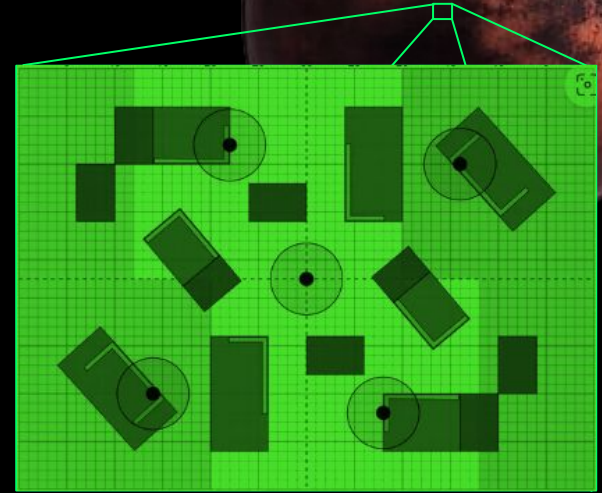
DEATH TO THE FALSE EMPEROR: Units with the **CHAOS** keyword gets +1 to charge every time they declare a charge against a unit wholly within 3' of this terrain feature

PROBABLY IMPORTANT ROCK: Units without the **IMPERIUM** or **CHAOS** keywords get +1 to advance rolls that ends within 3'

+++ DESTINATION: VINDON - ACHIEVEMENTS +++

+ HIS GRACE IS COMPLETE Win the game with all objectives terraformed at the end of the game.

+ KILROY WAS HERE Lose the game, but terraform the opponents home objective



++ CHANGE LOG ++

2026-04-07

- + City Fight: Added requirement to model assigned as CARRIER of TOKEN, it needs to be in engagement range of TOKEN to be eligible to be assigned.
- + City Fight: Added requirement to INFANTRY Units wanting to start action in the charge phase, they need to have charged and to be in engagement range of an enemy CARRIER unit.