

URBAN DISTRICT: TENEMENT BLOCKS

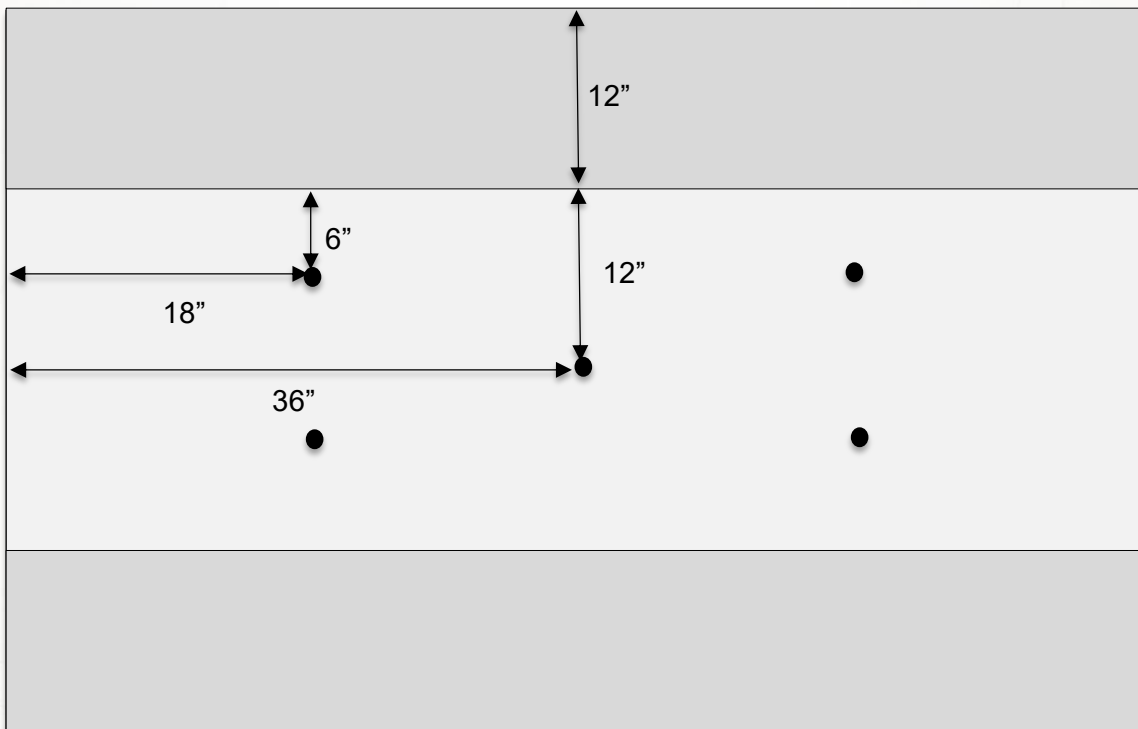
The Traitors have wasted no time in advancing through the heavily populated tenement blocks of the Urban District. The hordes of hapless civilians present will be gunned down or worse: captured as slaves, unless the Loyalists can lead them to safety.

OBJECTIVES

Five Objectives Markers with a value of (2) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose to deploy their entire army first and go first. If they do, the player who lost the die roll chooses which deployment zone the player who went first deploys their army in. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

The player who deployed first goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Rescue/Enslave the Populace
 - In this mission the objectives represent small groups of civilians.
 - Objectives are scored in the Victory Sub-phase as per the normal 3rd edition rules.
 - Each time an objective is scored, it is removed from the battlefield.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Frightened Civilians** and **Reavers and Slavers** special rules found below

Frightened Civilians

In the chaos of the Traitor invasion, terrified and disoriented civilians seek cover in the most desperate of places and run through live combat zones, their sense lost in the tide of carnage they are enveloped in.

At the start of each Active Player's turn, count how many Objective markers are currently on the board. Starting with the Reactive Player, and then alternating between players, a number of Objective markers are placed onto the board until there are five. To place an Objective marker on the board a player nominates a point on the board more than 6" from their deployment zone and more than 6" from any existing objective markers. The player then scatters the Objective Marker 2d6". If this would result in a marker not being placed on the table, it is not placed.

Reavers and Slavers

There are no battlefield objectives or strategic locations being fought for here. The Traitors seek only to kill and enslave the hapless populace, and revel in the terror they sow.

Traitor units do not score extra points from the Line (X) special rule. Instead, Traitor units with the Vanguard (X) special rule are not limited to scoring only one point from holding objectives. In addition, Traitor units with the Vanguard (X) special rule may score extra points in the normal way for the Vanguard (X) special rule, OR they may score extra points when capturing an objective as if they had the Line (X) special rule, where X is the value of X in their Vanguard (X) special rule (they cannot score points from the Vanguard (X) special rule for destroying or making an enemy unit flee off an objective AND as if they had the Line (X) special rule in the same turn).

INDUSTRIAL ZONE: FURNACE PITS

ZONE MORTALIS MISSION

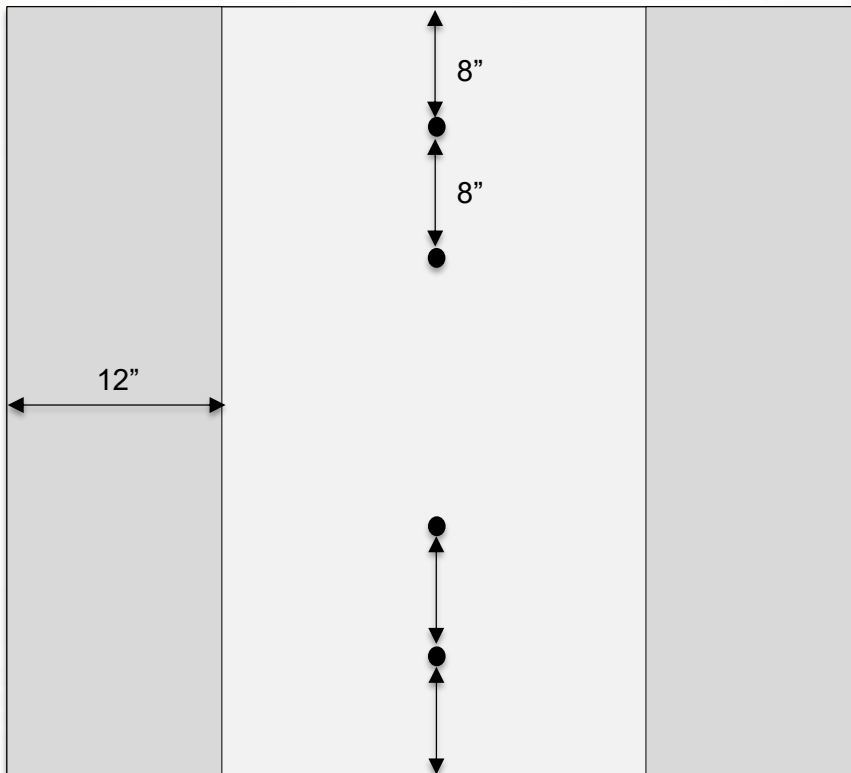
The tremendous manufacturing output of Hightower's industrial district would not be possible without the titanic furnace systems deep underneath them. Those who control these furnaces can cause the city's factories to manufacture ceaselessly, or to fall deathly silent.

OBJECTIVES

Four Objectives Markers with a value of (3) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose to deploy their entire army first and go first. If they do, the player who lost the die roll chooses which deployment zone the player who went first deploys their army in. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

There is no Seize the Initiative in this mission.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the rules for Zone Mortalis found in the Age of Darkness: Zone Mortalis pdf. It will also use the **Heat Blast** special rule found below.

Heat Blast

Without warning, powerful heat vents can issue blistering clouds that cook flesh and even compromise ceramite.

At the beginning of each Active Player's turn, roll a d6 for each objective. On a 4+, all units within 6" take d6 automatic hits as if from a shooting attack. These hits are resolved at Strength 5, AP4, Damage 1.

ADMINISTRATUM: PIONEER'S PROMENADE

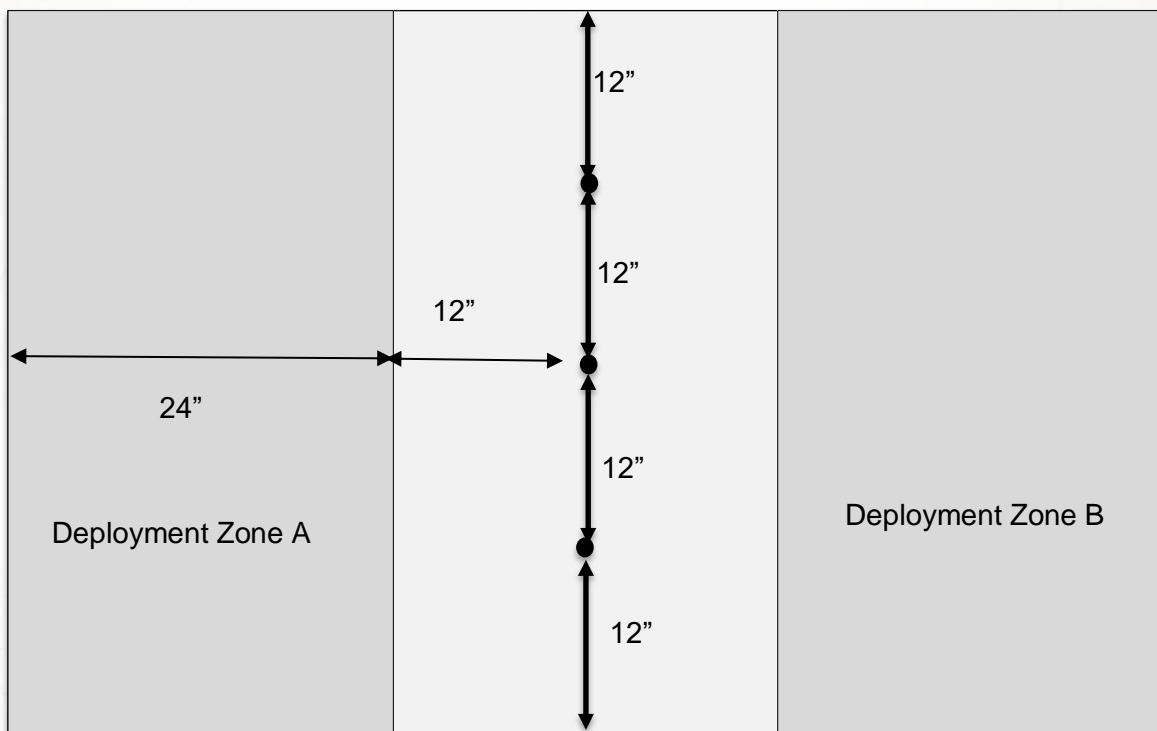
The exquisite marble statutes and fractal tile patterns of the grand causeway that runs through to the heart of the Administratum has turned quickly into a bloody meatgrinder, where each step taken forwards is measured in lives lost and ammunition spent.

OBJECTIVES

Three Objectives Markers with a value of (2) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose to deploy their entire army first and go first. If they do, the player who lost the die roll chooses which deployment zone the player who went first deploys their army in. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

The player who deployed first goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns. At the end of the fifth game turn, the Active player rolls a d6. On a 4+ a sixth turn is played. The game automatically ends at the end of the sixth turn.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Grinding Advance** special rule found below.

Grinding Advance

As the warring forces clash, both sides seek to advance into their foes territory by pushing the frontline forwards with the application of brute strength.

At the beginning of each Active Player's turn, after objectives have been scored, each objective that was scored is immediately moved 2d6" towards the Reactive Player's deployment zone. If an objective ends this move wholly within the Reactive Player's deployment zone, that objective is removed from the game and the Active Player scores an additional 2 Victory Points.

URBAN DISTRICT: OUTER SLUMS

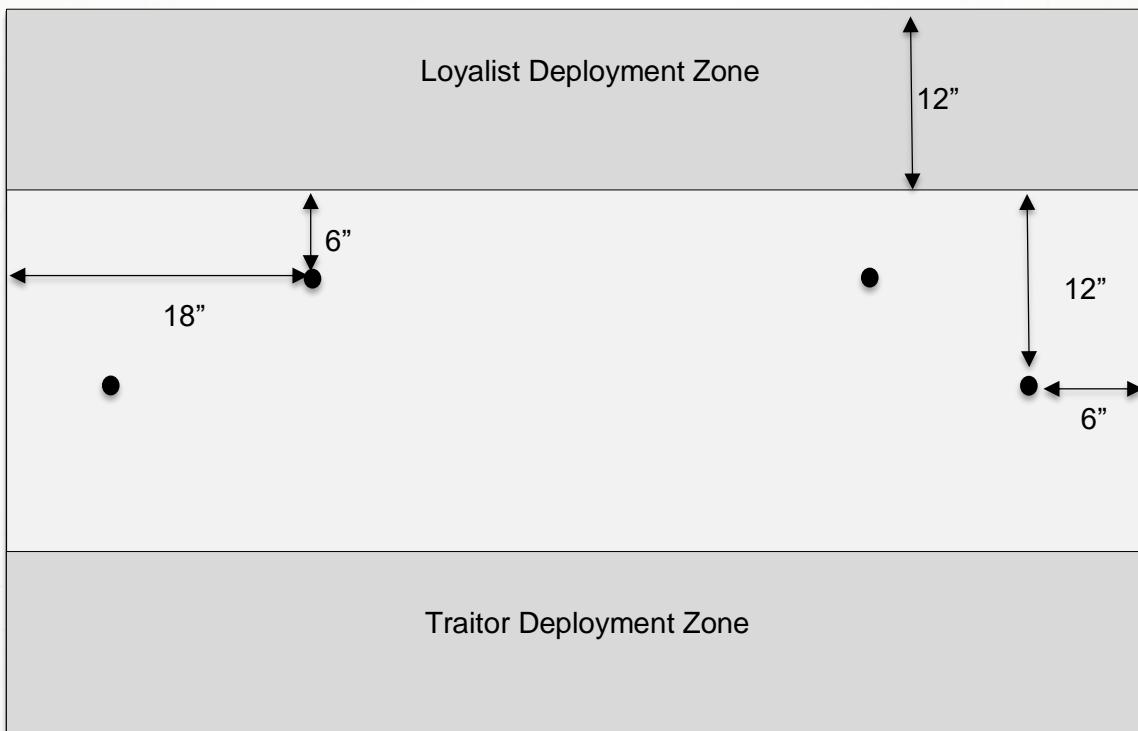
The Imperial Guard of Hightower balked at opening fire on the slums that encircled their city when the traitors advanced, for fear of killing the hundreds of thousands of innocents who it their home. Their cowardice cost the slum dwellers their lives anyway, and the lives of thousands in the tenement blocks as the traitors slaughtered their way through the Urban District. The same mistake cannot be made twice.

OBJECTIVES

Four Objectives Markers with a value of (2) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

The Traitors deploy their entire army in the Traitor's deployment zone. The Loyalists then deploy their entire army in the Loyalist's deployment zone.

The Traitors go first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Traitors – Secure Ground
 - Traitors score Victory Points by capturing Objective Markers.
 - Objectives are scored in the Victory Sub-phase as per the normal 3rd edition rules.
 - Objectives cannot be scored on the first turn of this game.
- Loyalists – Gun Them Down
 - Loyalists cannot score any points from Objective Markers in this game (they can still score points from the Vanguard (X) special rule).
 - Loyalists score 2 Victory Points for every Traitor unit that is completely destroyed or has the routed condition at the end of the game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook.

BALEFIRE FORTRESS: TEMPEST BRIDGE

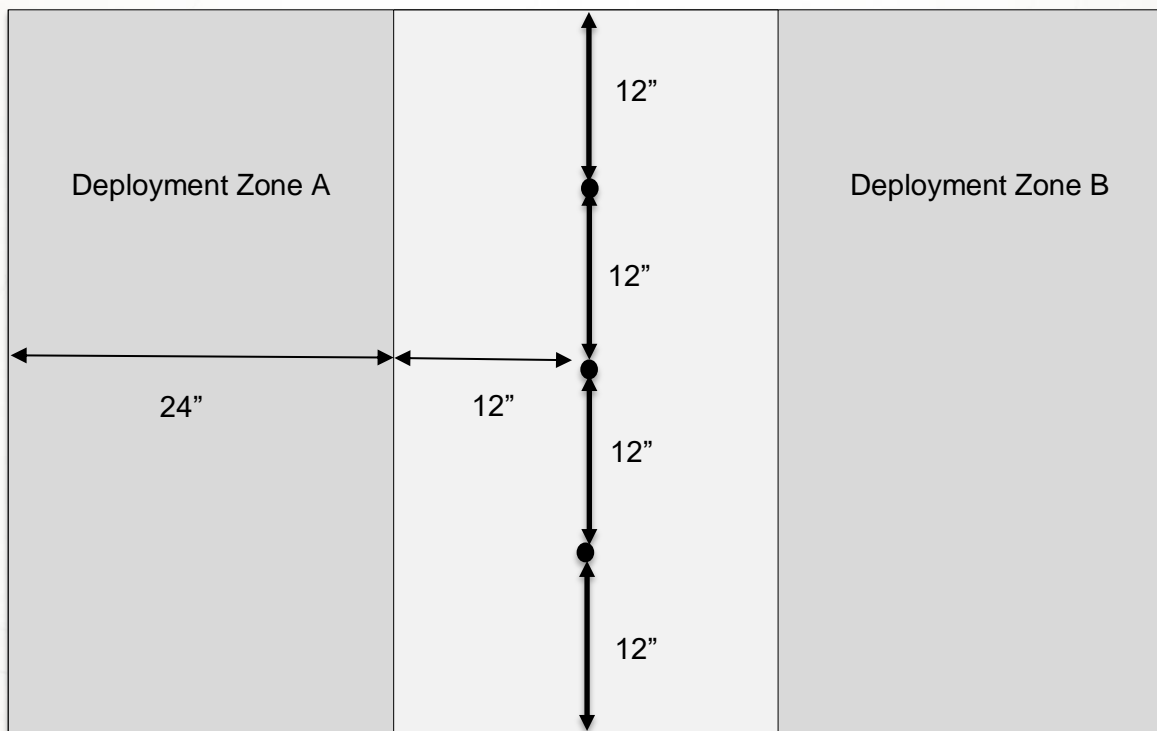
Tempest Bridge is a vast causeway that leads up from the wastelands around Hightower to the rock ledge where Balefire Fortress overlooks the city. This brutal open ground must be crossed in order to force the enemy back.

OBJECTIVES

Three Objectives Markers with a value of (2) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose to deploy their entire army first and go first. If they do, the player who lost the die roll chooses which deployment zone the player who went first deploys their army in. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

The player who deployed first goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.
- Line Breakers
 - At the end of the game, each player earns 2 Victory Points for each unit they control that is wholly within an opponent's deployment zone.
 - If a unit with the Vanguard (X) special rule is wholly within an opponent's deployment zone, then that unit's controller may score an additional X Victory Points for the Line Breakers Primary Objective, where X is the value of that unit's Vanguard (X) special rule.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Big Guns Never Tire** special rule found below.

Big Guns Never Tire

In the brutal open conflict on Tempest Bridge, hard armour is sometimes the only thing that can hold hard won territory.

Units with the Vehicle type may hold objectives in this mission contrary to normal rules for them.

BALEFIRE FORTRESS: FORTRESS GROUNDS

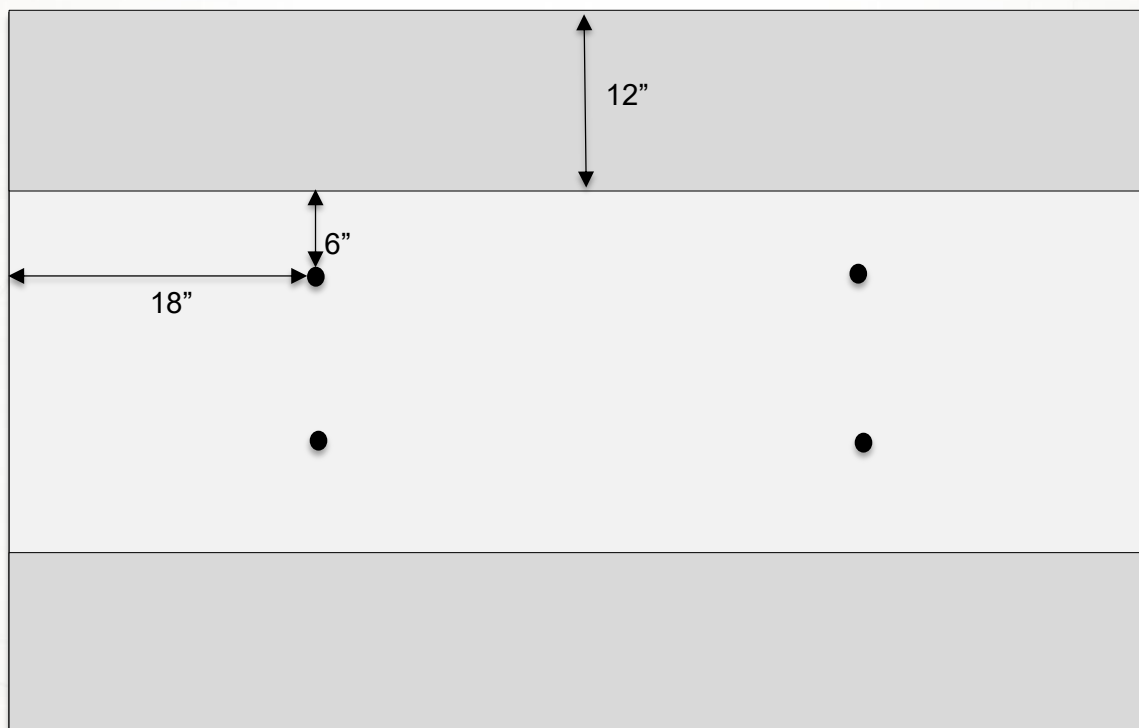
The fortress grounds themselves are labyrinthine, full of redoubts and kill boxes designed to punish invaders. Each side must battle through this brutal warzone and raise their banners on the ramparts to claim control of the fortress.

OBJECTIVES

Four Objectives Markers with a value of (1) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose to deploy their entire army first and go first. If they do, the player who lost the die roll chooses which deployment zone the player who went first deploys their army in. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

The player who deployed first goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Raise the Banners
 - Instead of scoring Victory Points for holding Objective Markers, Objective Markers receive Banner Points from each player. These are accumulated in the same manner as Victory Points normally would be, but the points are held by the Objective Markers rather than players.
 - At the end of the game, the Banner Points at each Objective Marker must be compared. The player with the most Banner Points at a given Objective Marker is said to have claimed that Objective Marker.
 - Players earn three Victory Points for each Objective Marker they have claimed in this manner.
 - In this mission Banner Points are earned at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second earns Banner Points in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot gain Banner Points on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook.

AXIOS STAR PORT: WRECK OF THE *VIRTUOUS BLADE*

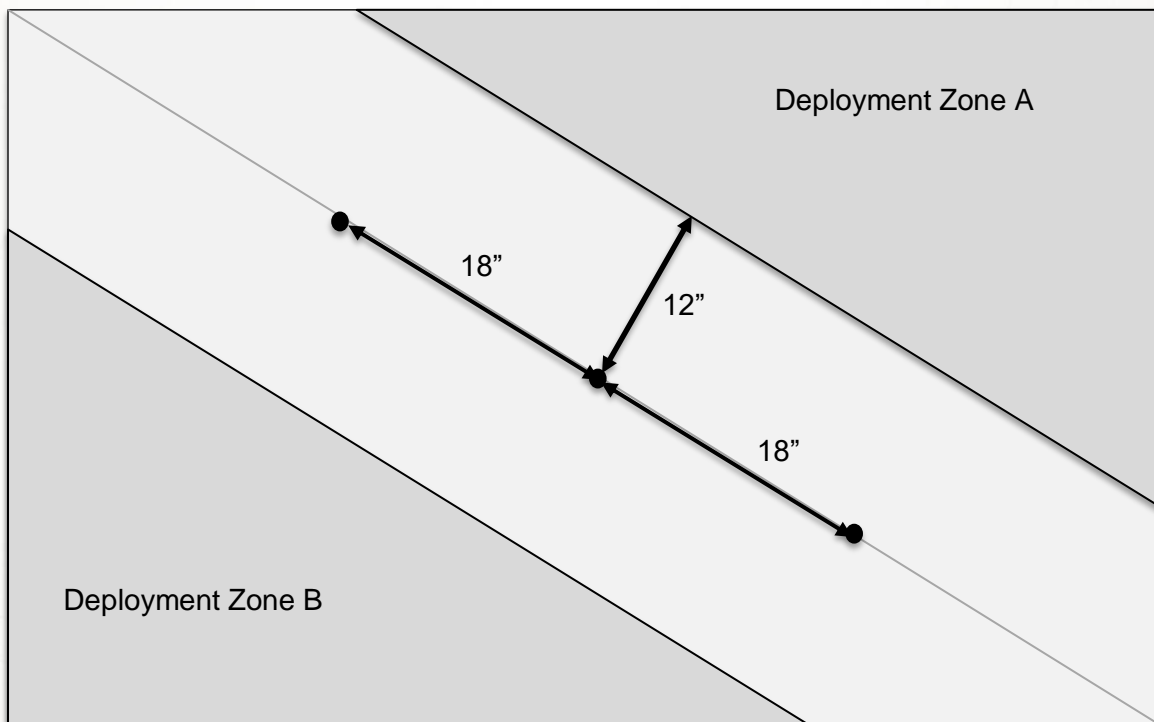
Crippled in the orbital defence of Gabriel's Gate, the Ultramarines destroyer Virtuous Blade crash down on the outskirts of Hightower's outer landing pads. It now sits as a defensible position between the flat Umbra Plains and Hightower's strategic locations.

OBJECTIVES

Three Objectives Markers with a value of (2) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose a deployment zone and deploy their whole army in it. The player who lost the roll then deploys their army in the remaining deployment zone.

The player who won the die roll goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook.

AXIOS STAR PORT: COMMERCIAL PORT

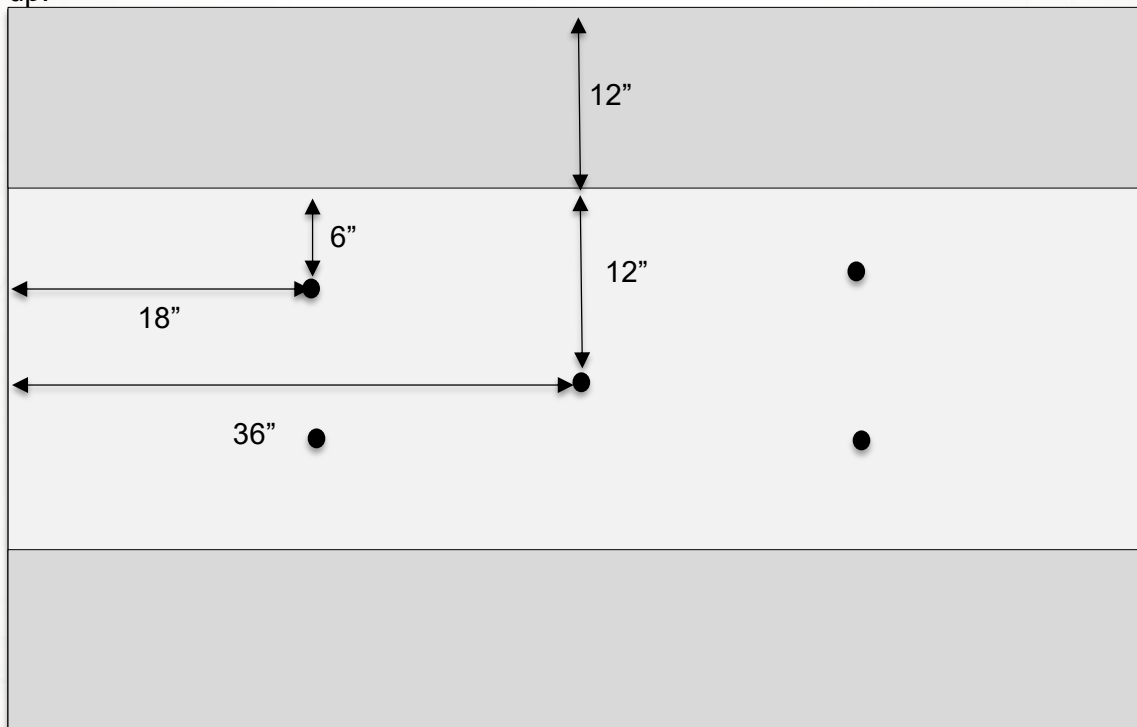
The vast commercial landing zones of the Axios Star Port are built for bulk landers and freighters to disgorge their vast holds as close to the city as possible. Control of these landing pads would provide the Traitors a purpose-built beach head for landing heavy ordnance and supplies that could ensure the Loyalist defenders are overwhelmed.

OBJECTIVES

Five Objectives Markers with a value of (2) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose a deployment zone and deploy their whole army in it. The player who lost the roll then deploys their army in the remaining deployment zone.

The player who won the die roll goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Landing Zones** special rule found below.

Landing Zones

Landing zones built for commercial freighters are just as effective at serving military transports in the heat of battle.

Any unit in Aerial Reserves may add 1 to any Reserves roll they make if they are assigned the Drop Mission or Extract Mission Flyer Combat Assignments.

INDUSTRIAL ZONE: FABRICATION QUARTER

ZONE MORTALIS MISSION

While war rages above ground, the task-slaved servitors of the Fabrication Quarter mindlessly ensure that endless production continues in the Industrial Zone. Control of the Fabrication Quarter and its source of mass produced consumables is essential in the ongoing siege.

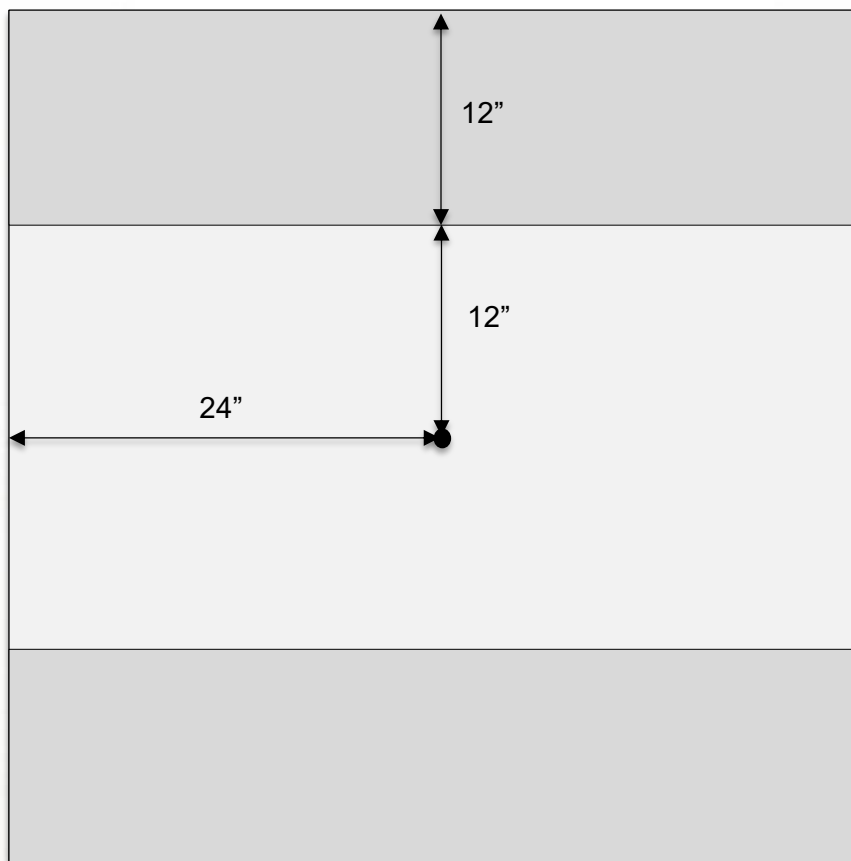
OBJECTIVES

One Objective Marker with a value of (3) is placed in the centre of the battlefield as shown below. This Objective Marker represents a Control Hub.

Then, each player alternates placing an Objective Marker with a value of (1) on the battlefield until there are a total of five Objective Markers on the battlefield. These Objective Markers must not be placed in either deployment zone, and must be placed more than 6" away from other Objective Markers. These Objective Markers represent task-slaved servitors.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose to deploy their entire army first and go first. If they do, the player who lost the die roll chooses which deployment zone the player who went first deploys their army in. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

There is no Seize the Initiative in this mission.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the rules for Zone Mortalis found in the Age of Darkness: Zone Mortalis pdf. It will also use the **Task Override** special rule found below.

Task Override

The servitors that are responsible for assembly in the Fabrication Quarter are controlled by a central hub. Those versed in binharric code may attempt to override the servitors' orders to their advantage.

At the beginning of each Active Player's turn, after Objective Markers are scored, if the Active Player controls the Control Hub Objective Marker, they may have a unit controlling said Objective Marker make an Intelligence test. If the Intelligence test is successful, the Active Player chooses one of the task-slaved servitor Objective Markers and may increase or decrease the value of that Objective Marker by 1.

ADMINISTRATUM: MUNICIPAL HALLS

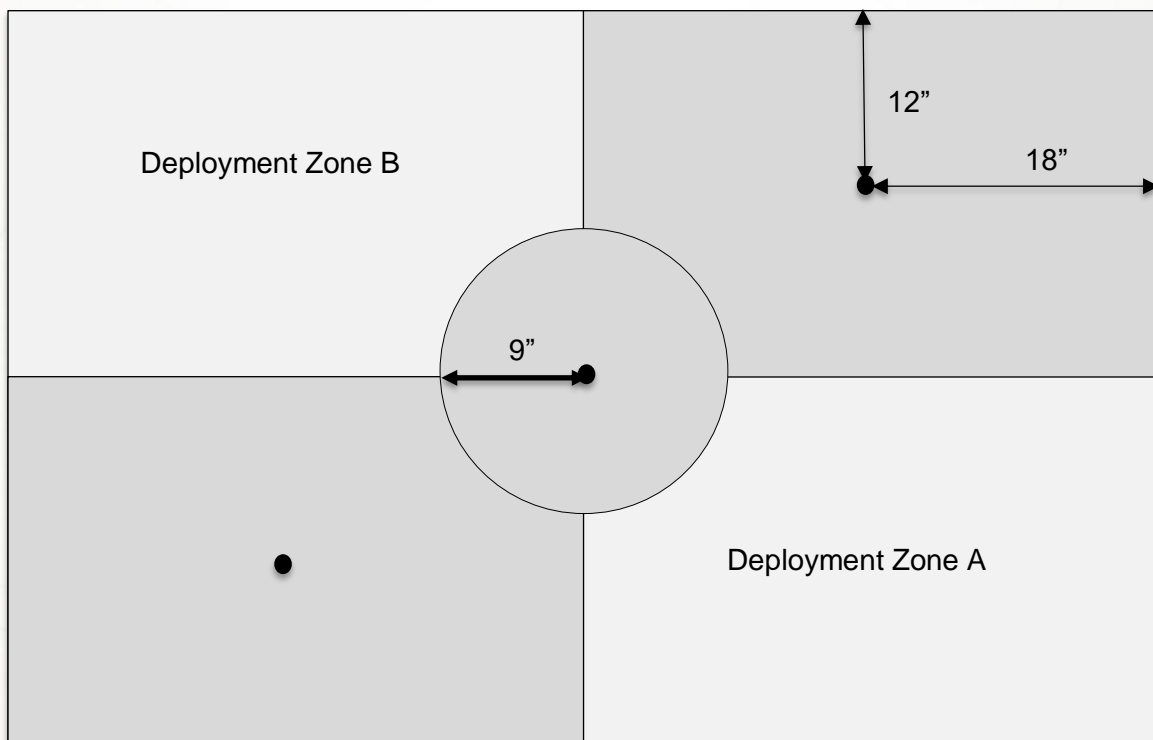
While the grand halls of the Administratum are awe-inspiring spectacles, the roads between them are narrow and snarled with statuary cover that quickly turn battles into grinding attrition conflicts. Nevertheless, sometimes the battlefield cannot be chosen, and the municipal halls are all that stand between the Traitors and the Pinnacle.

OBJECTIVES

Three Objectives Markers with a value of (2) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose a deployment zone and deploy their whole army in it. The player who lost the roll then deploys their army in the remaining deployment zone.

The player who won the die roll goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Big Guns Never Tire** special rule found below.

Big Guns Never Tire

In the brutal kill zones of the municipal halls, hard armour is sometimes the only thing that can hold hard won territory.

Units with the Vehicle type may hold objectives in this mission contrary to normal rules for them.

URBAN DISTRICT: EAGLE PLAZA

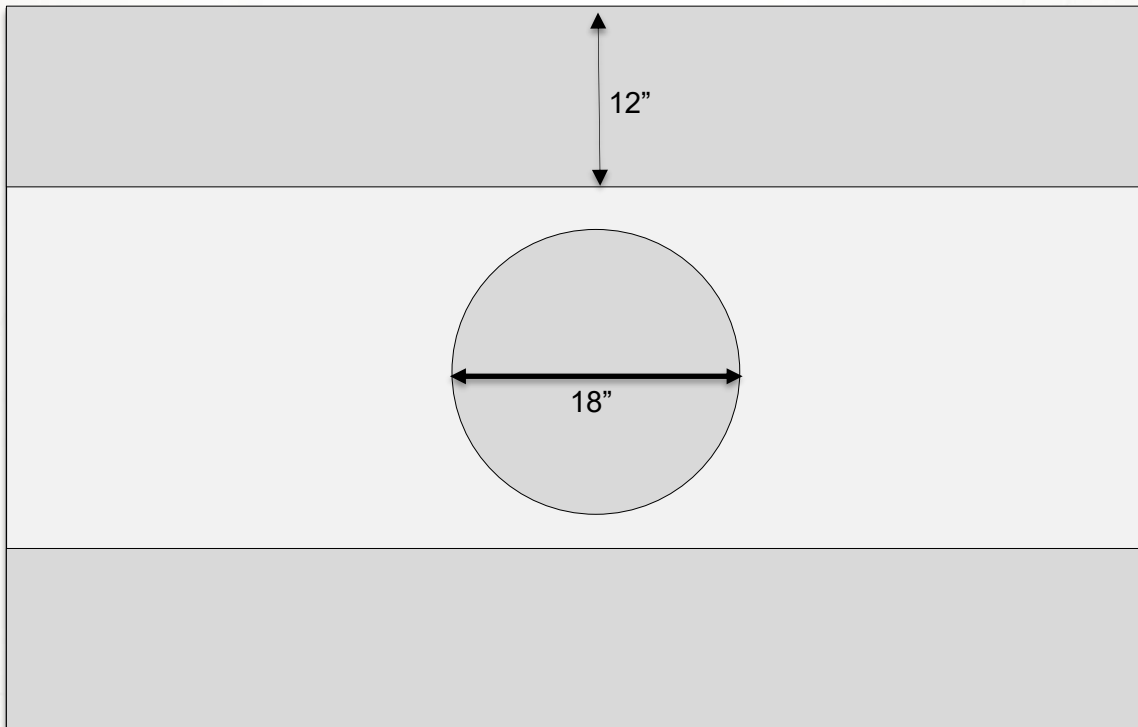
Standing at the heart of the Urban District, the Eagle Plaza is a civil monument of titanic proportions. The Traitors have chosen this location to open a warp rift to and desecrate the planet. If they are not stopped then the city and the planet are surely lost.

OBJECTIVES

No Objective Markers are used in this mission.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose to deploy their entire army first and go first. If they do, the player who lost the die roll chooses which deployment zone the player who went first deploys their army in. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

The player who deployed first goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns. At the end of the fifth game turn, the Active Player rolls a d6. On the roll of a 4+, a sixth turn is played. The game automatically ends at the end of the sixth turn.

PRIMARY OBJECTIVES

- Cataclysmic Ritual
 - Traitor units with the Psyker or Maelific subtype may each attempt to earn a Ritual Point once each turn when within 9" of the centre of the battlefield. To do so, they make a Willpower check in the shooting phase instead of making a shooting attack. If they succeed on this check, they earn one Ritual Point. If they fail the Willpower check, they suffer Perils of the Warp. Esoterists may reroll failed Willpower checks to earn Ritual Points.
 - Loyalist units with the Psyker subtype may each attempt to Disrupt the Ritual once each turn when within 9" of the centre of the battlefield. They may make a Willpower check in the shooting phase instead of making a shooting attack. If they succeed on this check, they remove one of the Traitor's Ritual Points.
 - At the end of the game, if the Traitors have four or more Ritual Points, they win the game. Otherwise, the Loyalists win the game.

SECONDARY OBJECTIVES

- There are no secondary objectives in this game.

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Doomsday Portent** special rule found below.

Doomsday Portent

With a cataclysmic ritual complete, reality tears and a portal to the empyrean erupts in the centre of Hightower. Hell has come to Gabriel's Gate

If the Traitors win this game and complete the Cataclysmic Ritual, it is an ominous sign for the defence of Gabriel's Gate that will certainly have a significant impact on the campaign going forward. Please advise an EO.

BALEFIRE FORTRESS: BROKEN WALLS

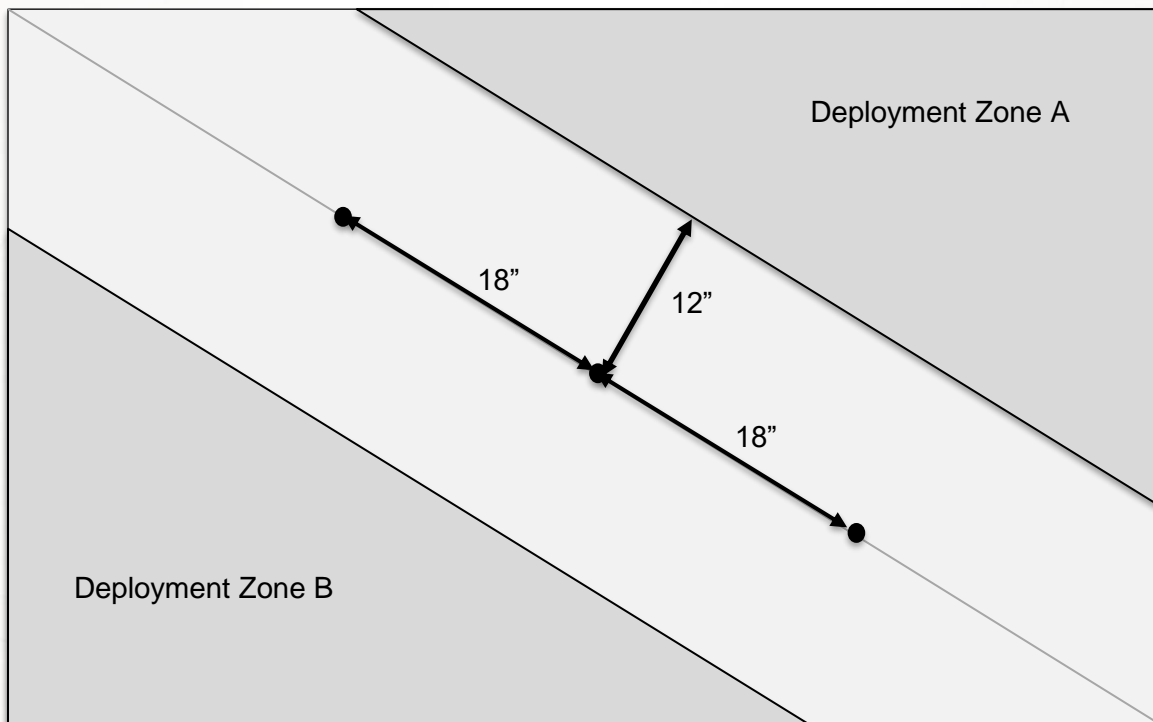
As the broken walls of the Balefire Fortress lie smouldering, loyalists scramble to establish some meagre defensive holdout from the ruins. Traitors are reduced to shelling broken bits of rubble, for any stone left atop another is a position from which the desperate loyalists will mount a defence.

OBJECTIVES

Three objective markers with a value of (0) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

The Loyalists deploy their entire army in the Loyalist deployment zone. The Traitors then deploy in the Traitor deployment zone.

The Loyalists go first in this mission. There is no Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Fractured Defences** and **Desperate Holdouts** special rules found below.

Fractured Defences

The walls of the Balefire Fortress are shattered. All that remains for the loyalists to fight from are piles of rubble and warped metal.

Loyalist units suffer a -1 penalty to cover saves that they make while in their deployment zone.

Desperate Holdouts

Few places in this ruined battlefield hold much tactical advantage. However, as warriors establish holdouts and fortify their locations, these positions rise to prominence and importance as battlefield objectives.

Whenever an Objective Marker is scored, increase its value by (1) to a maximum of (3).

BALEFIRE FORTRESS: ORBITAL LASER & SHIELD GENERATOR

The Balefire Fortress sits atop an outcropping over Hightower and protects the city's orbital laser and void shield generators. There is no easy way to assault it. The Traitors must breach the walls of the fortress in order to get through to the orbital defences.

OBJECTIVES

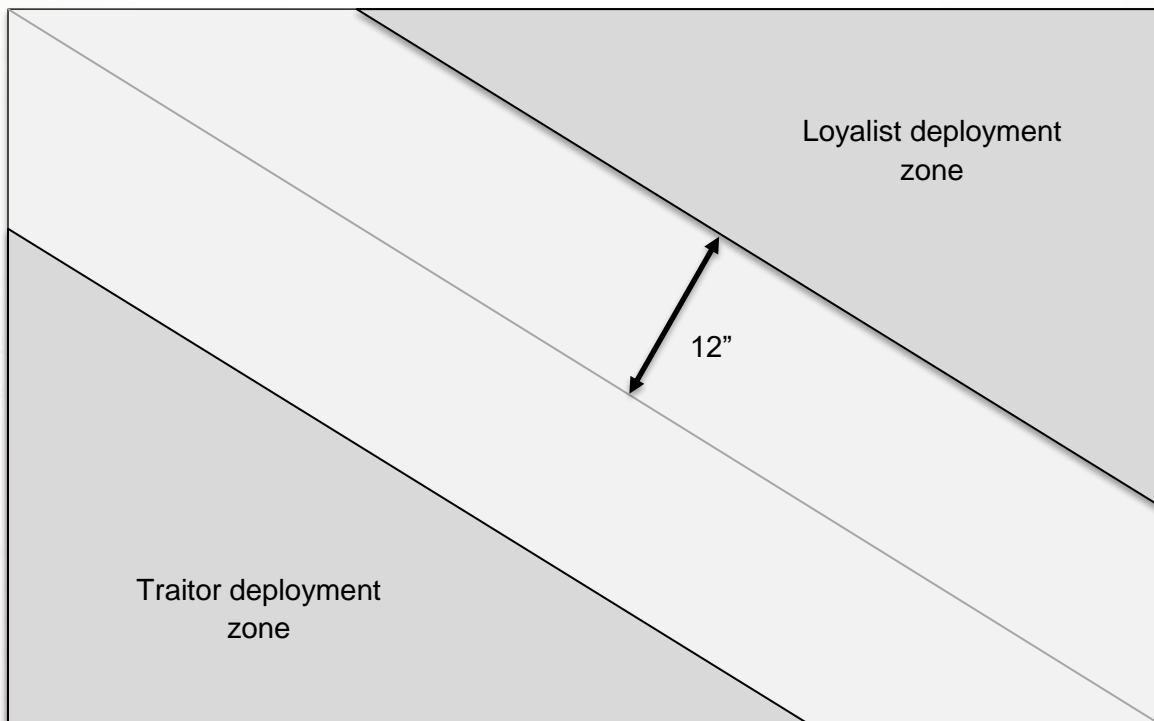
No Objective Markers are used in this mission.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.

During set up, the Loyalist player must set up a piece of terrain that represents the orbital laser, and a piece of terrain that represents the void shield generator in their deployment zone. These pieces of terrain must be more than 6" away from any board edge and more than 12" from each other.

The terrain should visually represent the orbital laser and a shield generator as best as possible. In any case, the terrain must be more than 12" long at any point and more than 6" high at any point.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

The Traitors deploy their entire army in the Traitor deployment zone. The Loyalists then deploy in the Loyalist deployment zone.

The Traitors go first in this mission. There is no Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Destroy/Protect the Orbital Defences
 - The Orbital Laser and Void Shield Generator count as Fortifications.
 - The Void Shield Generator has AV 14 on all sides, 10 hull points, a 5+ invulnerable save against shooting attacks, and no transport capacity.
 - The Orbital Laser has AV 15 on all sides, 10 hull points, and no transport capacity
 - They otherwise function as area terrain of a type determined by the players at the start of the game.
 - The Traitors gain 5 Victory Points for destroying the Orbital Laser or the Void Shield Generator. They instead gain 12 Victory Points if both are destroyed
 - At the end of the game, the Loyalists score 3 Victory Points for each of the terrain features that have not been destroyed.
- Line Breakers
 - At the end of the game, each player earns 2 Victory Points for each unit they control that is wholly within an opponent's deployment zone.
 - If a unit with the Vanguard (X) special rule is wholly within an opponent's deployment zone, then that unit's controller may score an additional X Victory Points for the Line Breakers Primary Objective, where X is the value of that unit's Vanguard (X) special rule.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (4)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Broken Bastion** special rule found below.

Broken Bastion

The mighty orbital laser and void shields are Hightower's last defence against orbital assault. If they fall, nothing will stand in their place.

If the Orbital Laser or the Shield Generator are destroyed in your game, it is an ominous sign for the defence of Gabriel's Gate that will certainly have a significant impact on the campaign going forward. Please advise an EO.

INDUSTRIAL ZONE: REFUSE DUMP

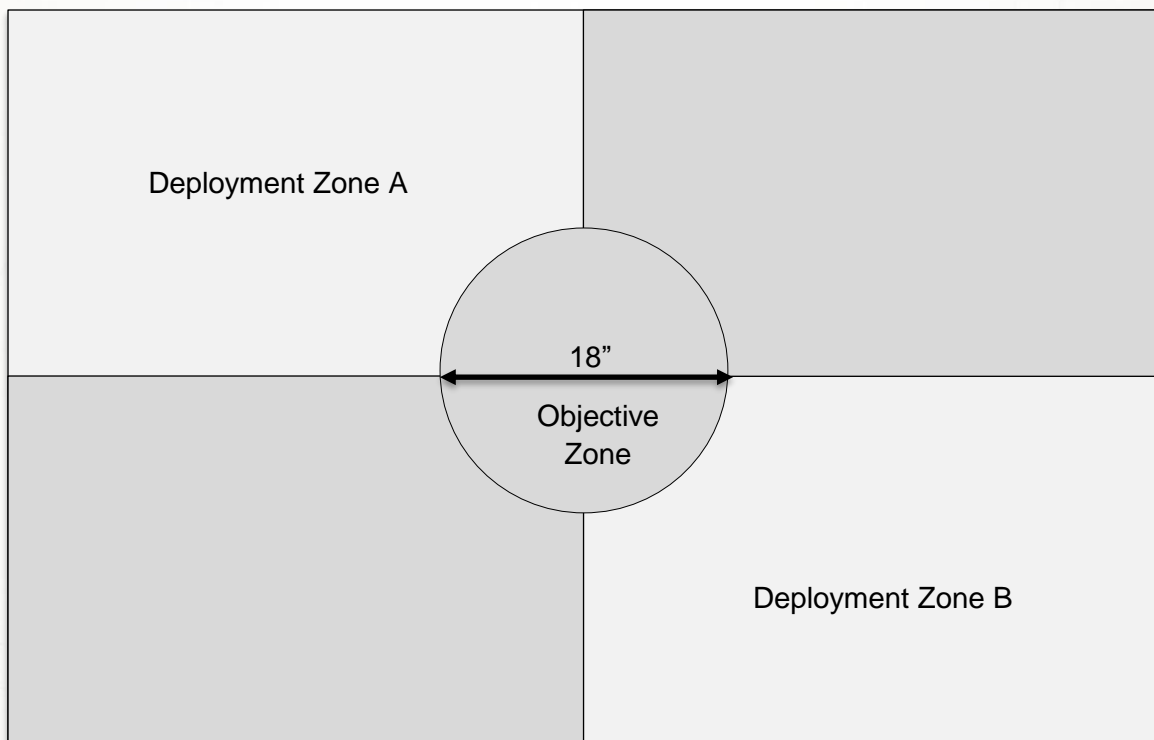
Fouled by the corrosive byproducts of Hightower's industry, the refuse dump is of significant strategic value as the access point to the city's underbelly and industrial zone. If the loyalists are able to secure and seal it, a vital avenue of attack will be robbed from the traitors.

OBJECTIVES

No Objective Markers are used in this mission.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose a deployment zone and deploy their whole army in it. The player who lost the roll then deploys their army in the remaining deployment zone.

The player who won the die roll goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Secure the Entrance zone
 - There is an 18" diameter circle area centred on the centre of the battlefield. This is called the Objective Zone.
 - At the start of each player turn, At the beginning of the Start phase before the Effects subphase, the Active Player scores 1 Victory Point for each infantry unit wholly within the Objective Zone.
 - If the Active Player is a Traitor, any of the infantry units wholly within the Objective Zone that have a variant of the Line(X) special rule score one additional Victory Point.
 - If the Active Player is a Loyalist, any of the infantry units wholly within the Objective Zone that have a variant of the Vanguard (X) special rule score one additional Victory Point.
 - The Vanguard (X) special rule does not get triggered by destroying units within the Objective Zone.
 - (So functionally, Vanguard (X) is not scored normally but Loyalist units with Vanguard (X) may score extra points for being within the Objective Zone).

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Corrosive Waste** special rule found below.

Corrosive Waste

The industrial run off that bubbles out from the refuse dump is horrendously toxic and erodes skin and biological tissue within seconds of exposure.

At the end of each player turn, all non-vehicle units under the Active Player's control that are wholly within the Objective Zone suffer d6 automatic hits from the corrosive waste they are mired in. This corrosive waste counts as a ranged weapon with the following profile:

Range	FP	RS	AP	D	Special Rules	Traits
-	D6	2	4	1	Poisoned (2+), Breaching (4+)	-

ADMINISTRATUM: GOVERNOR'S ROAD – INCOMPLETE.

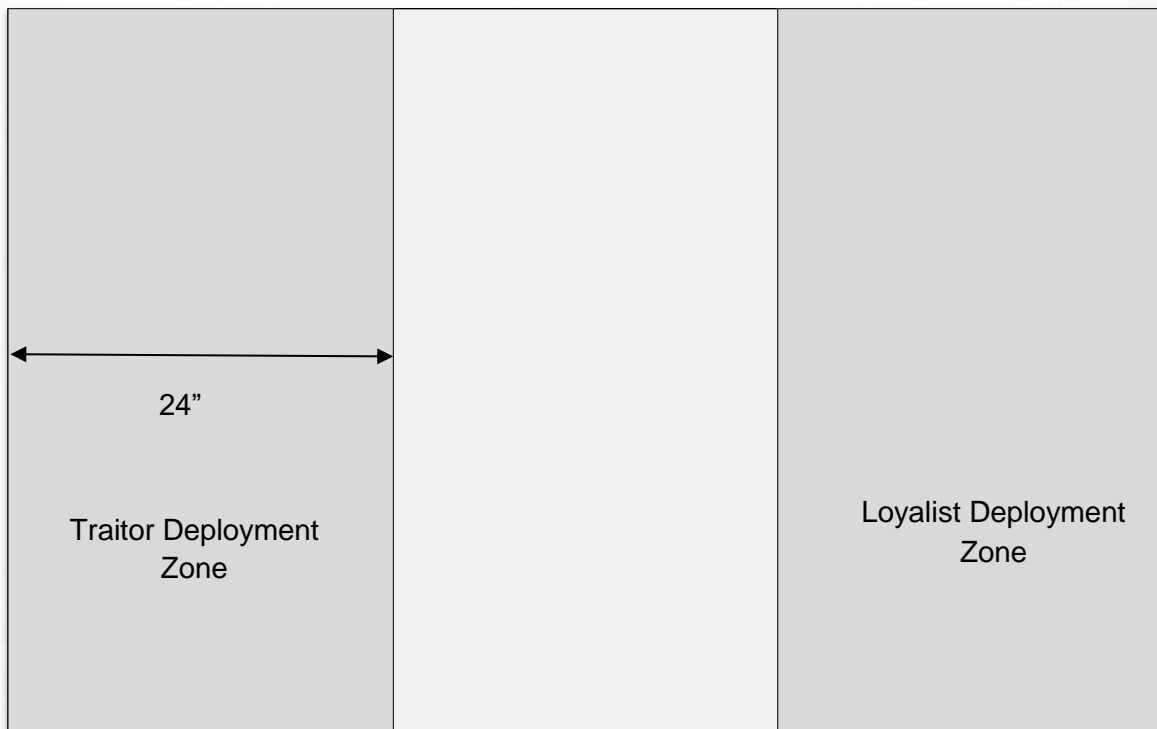
Stretching northwest into the inhospitable wastes of Gabriel's Gate, the Governor's Road was historically the path that those sentenced to exile were forced to take in order to leave Hightower. Fitting now that the loyalists must force the traitors through this area to exile them from this quadrant of the battlefield.

OBJECTIVES

No objective markers are used in this mission.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may deploy their entire army first and go first. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

The player who deployed first goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns. At the end of the fifth game turn, the Active player rolls a d6. On a 4+ a sixth turn is played. The game automatically ends at the end of the sixth turn.

PRIMARY OBJECTIVES

- Line Breakers
 - At the end of the game, the Traitor player earns 2 Victory Points for each of their units that is wholly outside their deployment zone. They gain 3 Victory Points instead for each unit wholly within the Loyalist Deployment Zone.
 - Units with the Anti-Grav subtype earn an additional Victory Point
- Drive Them Back
 - The Loyalist Player scores 1 Victory Point for every Traitor unit completely destroyed during the game.
 - At the end of the game, the Loyalist player earns 1 Victory Point for each of Traitor unit that is wholly within the Traitor deployment zone.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Shame of Exile** and **Desperate Attack** special rules found below.

Shame of Exile

Driven from the city and out to the edge of the warzone, the traitors can feel shame at their backs as they are forced down the Governor's Road like exiles – a metaphor for their fate should Horus fail to usurp the Emperor.

After the first game turn, Traitor units wholly within their deployment zone suffer a penalty of -1 to their Leadership and Cool characteristics, but also gain the Hatred special rule.

Desperate Attack

With their assault in this quadrant fraying at the seams, the Traitors launch themselves at the Loyalists in desperate fury in order to scavenge coherency in the face of a complete rout.

The Traitor player earns double the listed number of Victory Points for the First Strike, Giant Killer, and Slay the Warlord Secondary Objectives, but gain no Victory Points for the Last Man Standing Secondary Objective.

URBAN DISTRICT: MARKET QUARTER

The Traitors have set their sights on Eagle Plaza at the heart of the Tenement District. As they march through the Market Quarter, the Loyalists must blunt their advances.

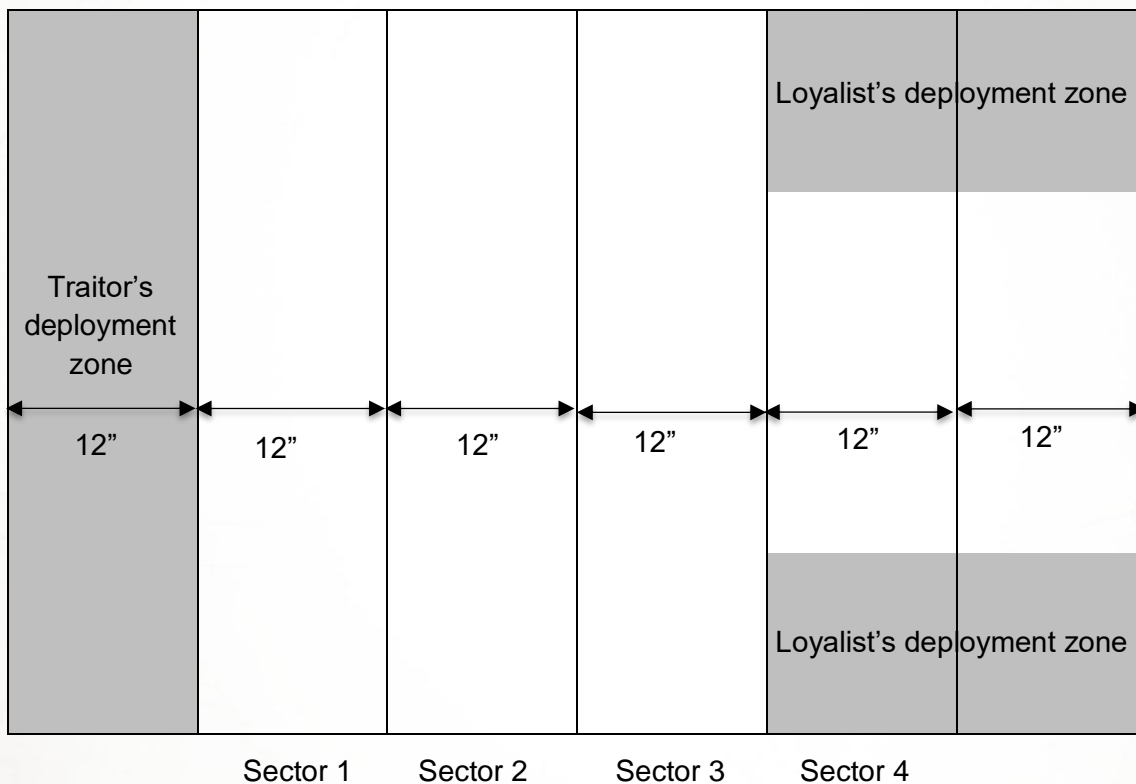
OBJECTIVES

Before deployment, the Loyalist must place an Objective marker in Sector 1. The Traitor must then place an objective marker in Sector 2. Players then continue to alternate placing objective markers in Sector 3 and Sector 4. Objectives cannot be placed in impassible terrain, or within 12" of a table edge or another objective.

The value of these Objective Markers depends on the Sector in which they are placed – see Primary Objectives for more information on this.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

The Traitor deploys their entire force into the Traitor's Deployment Zone. The Loyalist then deploys their entire force into the Defender's Deployment Zones.

The Traitor goes first in this mission. There is no Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Clear the Sector (Traitors)
 - At the end of each of their player turns as the Active player, the Traitor scores Victory points for controlling specific Objectives, with the number of Victory points being scored being determined by the Sector and the Game Turn:
 - In Game Turn One, no Victory Points can be scored by controlling objectives.
 - In Game Turn Two, 1 Victory Point can be scored for controlling an Objective in Sector 1 only.
 - In Game Turn Three, 1 Victory Point can be scored for controlling an Objective in Sector 2 only.
 - In Game Turn Four, 2 Victory Points can be scored for controlling an Objective in Sector 3 only.
 - In Game Turn Five, 3 victory points can be scored for controlling an Objective in Sector 4 only.
- Hold Back the Advance (Loyalists)
 - The Loyalists scores 1 Victory Point each time an enemy unit gains the Routed status, and 1 Victory Point for every destroyed enemy unit.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook.

AXIOS STAR PORT: OUTER LANDING PADS

Countless civilian landing pads dot the outer edges of the Axios Star Port, surrounding the larger commercial zones. Though they are not large enough for bulk carriers, they will serve the Traitors in landing large numbers of smaller craft full of infantry and light vehicles.

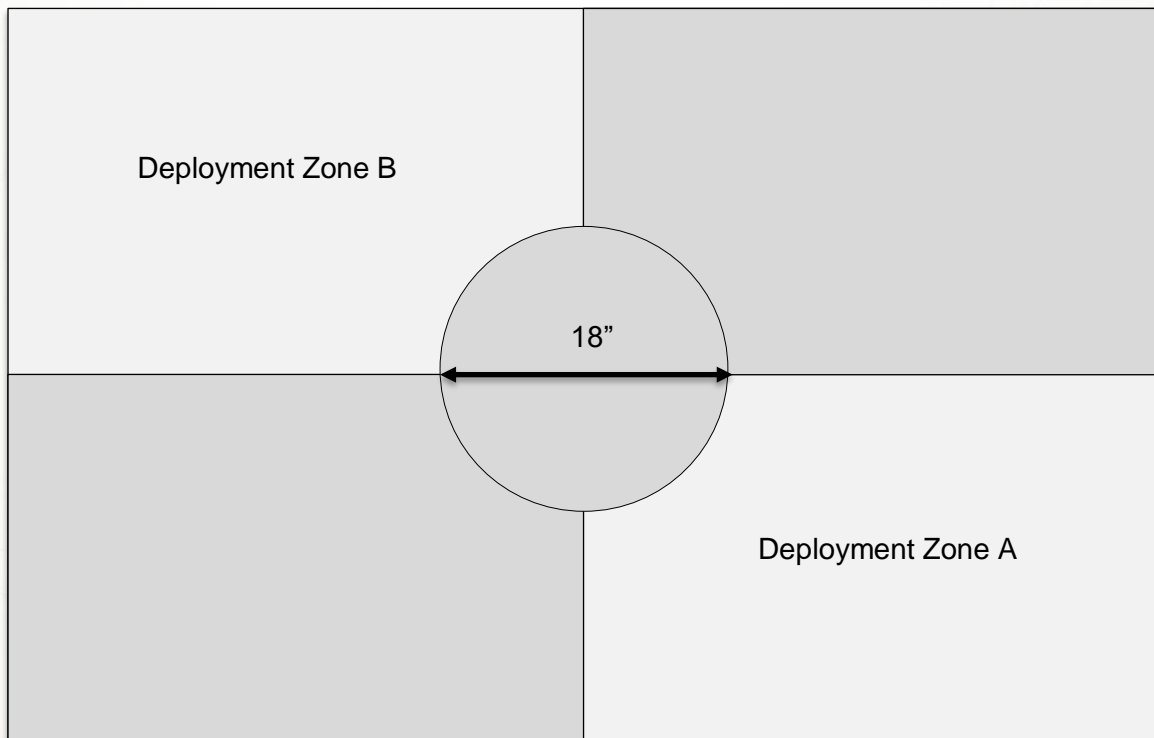
OBJECTIVES

No Objective Markers are used in this mission.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.

In each of the quarters that are not deployment zones, a single large piece of area terrain that represents a landing pad must be placed somewhere more than 9" from a deployment zone and 6" from the central circle.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose to deploy their entire army first and go first. If they do, the player who lost the die roll chooses which deployment zone the player who went first deploys their army in. Once the player who won the die roll has deployed their entire army, the player who lost the die roll deploys their entire army.

The player who deployed first goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture the Landing Pads
 - At the beginning of each Active player's turn, that player scores 3 victory points for each Landing Pad that they have at least one unit wholly on, and which the Reactive Player has no units wholly on. *(Make sure to discuss with your opponent what constitutes wholly on the terrain before the game so as to avoid confusion).*
 - Units with the Line (X) special rule are able to score additional victory points using that rule for holding a Landing Pad.
 - A unit with the Vanguard (X) special rule may score victory points using the Vanguard (X) special rule as if Landing Pads were objectives.
- Harry Flanks
 - At the end of the game, each player earns 2 Victory Points if they control a unit that is wholly within an opponent's deployment zone.
 - If a unit with the Cavalry unit type is wholly within an opponent's deployment zone, then that unit's controller may score 5 victory points instead of 2.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook.

INDUSTRIAL ZONE: THE SLUCEWAYS

ZONE MORTALIS MISSION

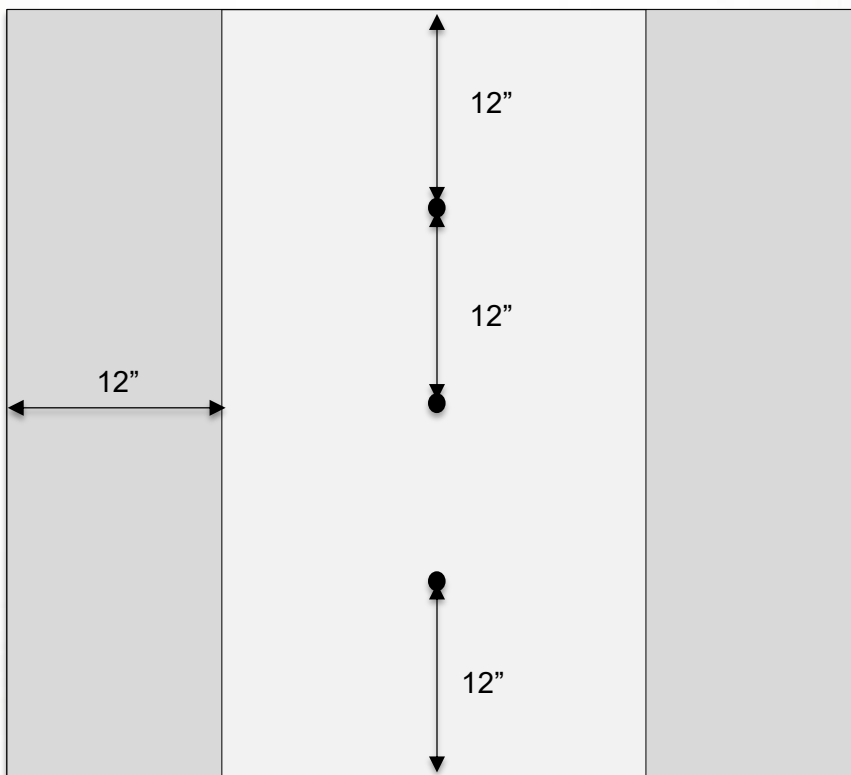
The network of sluiceways under Hightower manages the runoff from the cooling systems of the Furnace Pits. While they are not a strategic asset in and of themselves, they are the most comprehensive tunnel system for travelling through the warren like Industrial Zone and are a vital transit route for both attacking and defending forces.

OBJECTIVES

Three Objectives Markers with a value of (3) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

Both players roll a die. The player who wins the die roll may choose a deployment zone and deploy their whole army in it. The player who lost the roll then deploys their army in the remaining deployment zone.

The player who won the die roll goes first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Capture Objective Markers
 - In this mission Objectives are scored at the beginning of the Start Phase, before the Effects Subphase.
 - In the fifth turn, the player who went second scores Objectives in the Victory Subphase of the End Phase as per normal, rather than in the Start Phase.
 - Objectives cannot be scored on the first turn of this game.

SECONDARY OBJECTIVES

- First Strike (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the rules for Zone Mortalis found in the Age of Darkness: Zone Mortalis pdf.

ADMINISTRATUM: NO MAN'S LAND

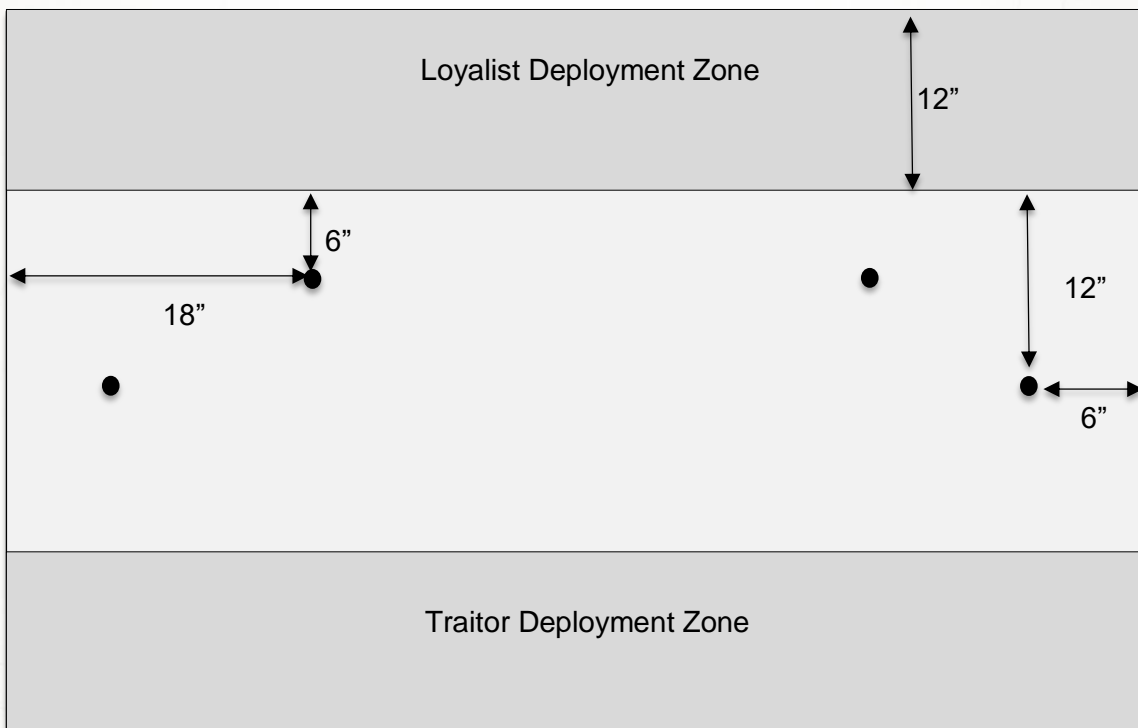
The flat stretch of land outside the walls of Hightower claimed many Traitor lives in the initial assault on the city. Now it will claim more as the Traitors seek to regain their foothold in the Administratum, and the Loyalists seek to hold their hard-earned ground.

OBJECTIVES

Four Objectives Markers with a value of (2) are placed on the Deployment Map outlined below.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

The Traitors deploy their entire army in the Traitor's deployment zone. The Loyalists then deploy their entire army in the Loyalist's deployment zone.

The Traitors go first unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Traitors – Secure Ground
 - Traitors score Victory Points by capturing Objective Markers.
 - Objectives are scored in the Victory Sub-phase as per the normal 3rd edition rules.
 - Objectives cannot be scored on the first turn of this game.
- Loyalists – Gun Them Down
 - Loyalists cannot score any points from Objective Markers in this game (they can still score points from the Vanguard (X) special rule).
 - Loyalists score 2 Victory Points for every Traitor unit that is completely destroyed or has the routed condition at the end of the game.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (2)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook.

BALEFIRE FORTRESS: FORTRESS WALLS

The Balefire Fortress sits atop an outcropping over Hightower and protects the city's orbital laser and void shield generators. There is no easy way to assault it. The Traitors must breach the walls of the fortress in order to get through to the orbital defences.

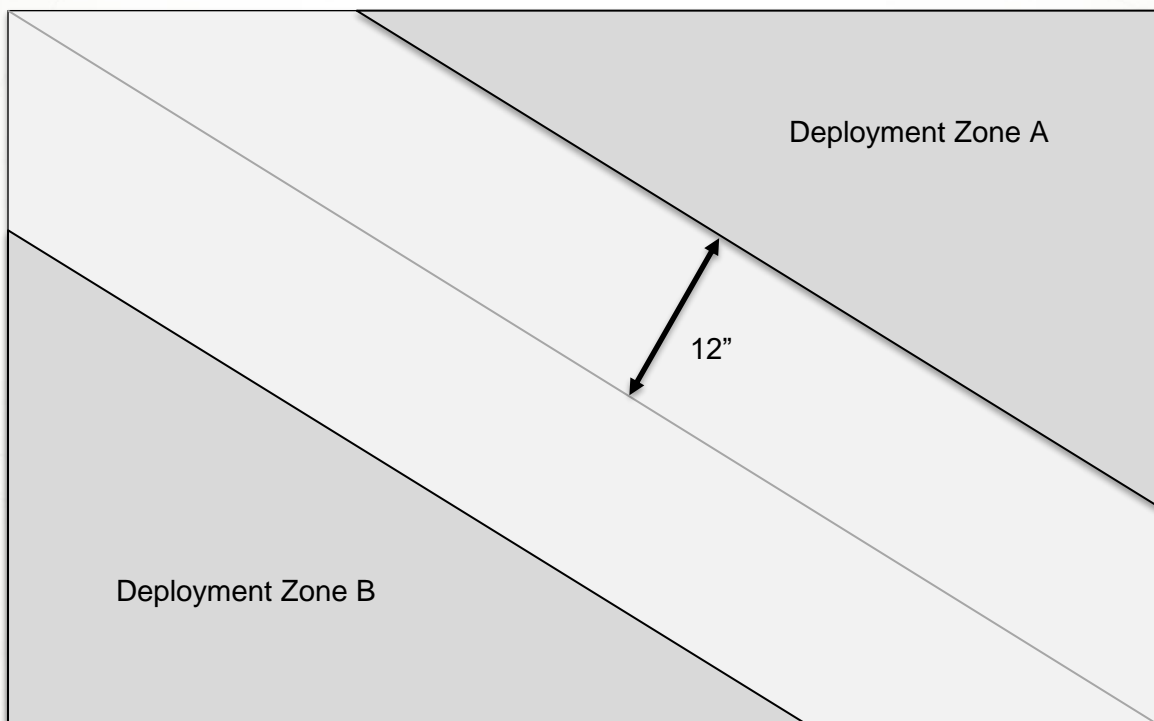
OBJECTIVES

No Objective Markers are used in this mission.

DEPLOYMENT MAP

The following Deployment Map is used rather than rolling for one in Step 5 of the battle set up.

During set up, three pieces of terrain must be placed along the edge of the Defender's deployment zone closest to the centre of the battlefield. Ideally these pieces of terrain are three large wall section that form a line along the deployment zone. Otherwise they should be at least 6" tall and more than 6" in length. These represent the Fortress Walls. Move other terrain to accommodate these walls.



MISSION RESERVES

Follow this step as per the instruction on page 306 of the Age of Darkness Rulebook.

DEPLOYMENT & FIRST TURN

The Traitors deploy their entire army in the Traitor deployment zone. The Loyalists then deploy in the Loyalist deployment zone.

The Traitors go first in this mission. There is no Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

PRIMARY OBJECTIVES

- Destroy/Hold the Fortress Walls
 - The Traitors gain 6 Victory Points for each section of the Fortress Walls that are destroyed.
 - At the end of the game, the Loyalists score 6 points for each section of the Fortress Walls that have not been destroyed.
- Line Breakers
 - At the end of the game, each player earns 2 Victory Points for each unit they control that is wholly within an opponent's deployment zone.
 - If a unit with the Vanguard (X) special rule is wholly within an opponent's deployment zone, then that unit's controller may score an additional X Victory Points for the Line Breakers Primary Objective, where X is the value of that unit's Vanguard (X) special rule.

SECONDARY OBJECTIVES

- First Strike (2)
- Giant Killer (2)
- Last Man Standing (4)
- Slay the Warlord (2)

MISSION SPECIAL RULES

This mission uses the **Reserves** special rules from page 310 of the Age of Darkness Rulebook. It also uses the **Fortress Walls** special rule found below.

Fortress Walls

Adamantium bound and deeply rooted, the walls of the Balefire Fortress will not easily break.

The Fortress Walls count as Fortifications with AV 14 on all sides, 6 hull points and no transport capacity. Any infantry unit wholly on the ramparts of the walls is granted a 4+ cover save from shooting attacks. If a status would be inflicted on a Fortress Wall, the Fortress Wall loses one hull point instead of having the status applied to it.