



## ARCANA CON XXX – 2012

# WARP SPAWNED TUNNELS ...OF DOOM!

The '...Of Doom' part really makes this mission!

- Objective:** You stand on a warp cursed planet. The enemy are overrunning your positions. The opportunity exists to take advantage of the odd space\time tunnels appearing all over the battlefield. Can you take it?
- Deployment:** **Pitched Battle** (Long table edges p.92).
- Victory Conditions:** **Seize Ground** (Multiple Objectives p91).  
'WIPE OUT' rule (p.90), will **NOT** be used in this mission. Objectives **MUST** be secured. Once the last models are removed as a casualty tournament Battle results are calculated from where models are, they may not use future turns to capture objectives. If no objectives are held the game is a draw... EVEN though you have wiped out your opponent, you **MUST** play the mission.
- Total Victory:** You control **BOTH** objectives when the game ends.  
**Draw:** Both players control the same amount of objectives.
- Special rules:** **Warp Tunnels -** Before table sides are determined, each player must take turns to place their two small objective markers on the battlefield. The markers must not be placed within 12" of a table edge or 12" from another marker.
- Number the gates 1-4, left to right, for the player going first.
- The markers act as warp gates. The gates may be embarked (as per the transport vehicle rules) into by one non-vehicle unit per turn. The owning player immediately rolls a dice and consults the table below:
- |    |   |
|----|---|
| 1. | Disembark from Gate 1*  |
| 2. | Disembark from Gate 2*  |
| 3. | Disembark from Gate 3*  |
| 4. | Disembark from Gate 4*  |
| 5. | Owning player may choose disembarkation gate. The unit also gains furious charge and +1 attack from being touched by the warp's power. However, they must reroll successful armour saves in their (and the opponent's) next turn as the unit's insane courage makes them much more susceptible to damage. |
| 6. | Mishap! The unit is lost in the warp and is destroyed   |
- \*If this is the gate the unit has embarked in, the owning player may choose the disembarkation gate
- Leaving the warp gate is treated as if the unit is disembarking from an open topped transport vehicle. All standard exclusions and rules apply.
- Game length:** Ending the Game ( p.90)

