

ARC40K 2023: MISSION 2

STRIKE FORCE ALPHA

MISSION BRIEFING

The time is now: after days of planning and stealthy infiltration a band of your most cunning warriors has taken up positions on a vulnerable enemy flank. Their arrival precisely timed to coincide with your main push, this force will strike at the enemy's vulnerable flanks and snatch you victory.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is.

These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Strike Force: During the Declare Reserves and Transports step, each player must select a Strike Force consisting of complete units from their army, totalling no more than 300 points. A Strike Force must contain at least one unit. If you cannot select a Strike Force without exceeding this points limit, then you cannot select one.

Each player must also secretly select and note a point on any battlefield edge. When noting this, players are encouraged to draw a diagram of the table, and use measurements to accurately record their choice, e.g. "22 inches along this table side."

A player's Strike Force must be kept in Strategic Reserve. When units from the Strike Force arrive from reserve, set those units up so that every model is wholly within 6" of the selected point. Any models that cannot be set up in this way are destroyed. Note that the Strike Force does not need to be set up a minimum distance away from enemy units.

PRIMARY OBJECTIVES

This mission has the following primary objective:

CLANDESTINE CHAOS

Progressive Objective

Your elite infiltrators have but one goal: to sow as much anarchy as possible, harrying the enemy's weak points while your primary force has their focus

In the second, third and fourth battle rounds:

At the end of each player's Command phase, the player whose turn it is scores 3VP for each of the following conditions they satisfy (for a maximum of 9VP):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

In the fifth battle round:

- The player who has the first turn scores VP at the end of their Command phase as described above for each of the above conditions they satisfy.
- The player who has the second turn scores VP at the end of their turn as described above for each of the above conditions they satisfy.

In every battle round:

At the end of each player's turn, they score 4VP if they achieved at least one of the following conditions:

- A unit from their Strike Force destroyed an enemy unit this turn.
- A unit from their Strike Force is controlling an objective that is outside their own deployment zone.

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BASED ON A MISSION
PLAYED AT ARC40K 2008

