

# ARC40K 2023: MISSION 1

## THUNDERHAWK DOWN

### MISSION BRIEFING

*The fury of the battle on the ground is mirrored in high-orbit, with mighty fleets clashing at this very moment. The wrecks of these vessels are bound to contain something of value, whether vital intelligence, military hardware or even simple riches.*

### 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.

**Mayday!:** At the start of the second battle round, place the **Major Objective** using the following method:

- Roll 10d6, and add the results up.
- Measure that distance from the centre of one randomly determined short table edge directly towards the centre of the opposite short table edge. Now place the major objective marker at this location.
- Any unit within 6" of this objective marker immediately suffer d6 mortal wounds.

### PRIMARY OBJECTIVES

This mission has the following primary objectives:

#### **SECURE THE WRECKAGE**

##### *Progressive Objective*

*Your forces must march across the debris-laden battlefield, claiming what they can and denying what remains to the enemy. Sensors indicate that the flaming gunship streaking towards you contains a target of the utmost importance. Secure it, no matter the cost!*

#### **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 two or more objective markers.
- They control more objective markers than their opponent.
- They control one or more objective markers in enemy territory

Note: The **Major Objective** is never considered to be in either player's territory.

#### **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.

#### **At the end of the battle:**

At the end of the battle, the player who controls the **Major Objective** scores 15VP

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**BASED ON A MISSION  
PLAYED AT ARC40K 2003**

