

BOARDING ACTION MISSION

DESPERATE HOLDOUT

There is nowhere left to retreat to. This is the final line of defence. As the attacking forces move in for the kill, it is time for the defenders to make their last stand. They must achieve victory, or they will be slaughtered.

Mission Rules

Mine the Hatches: Before the battle, at the start of the Deploy Armies step, for each half of the battlefield, the Defender player secretly selects four Hatchways within that battlefield half to sabotage and makes a note of their selections.

Each time a unit from the Attacking player's army opens a Hatchway, if that Hatchway has not been opened before, the Defender player must reveal if it was sabotaged. If it was, roll one D6: on a 2+, that unit suffers 1 mortal wound and, until the end of the Attacking player's next Movement phase, halve the Move characteristic of models in that unit and those models cannot make ranged attacks.

Beleaguered Reinforcements: Before the battle, when setting up units from their army, the Defender player can only set up units on the battlefield using the Defender Patrol Entry Zones (they cannot use the Backup Entry Zones). In addition, Strategic Reserves units from the Defender player's army cannot be set up on the battlefield in the first battle round, and when they are, they can only use the Backup Entry Zones.

Push Through: The Attacking player has the first turn.

Ready and Waiting: At the start of the battle, units from the Defending player's army count as having Set Overwatch.

Null Blockers: In the [Reinforcements step](#) of the Attacking player's [Movement phase](#), each time they set up a unit on the battlefield, that unit cannot be set up within 9" of any objective markers or within 9" of any of the Defending player's Entry Zones.

Underdog Bonus: If a player receives an Underdog bonus, that player starts the battle with 1 additional Command point.

Both players start with an army of 500 points.

MISSION OBJECTIVES

GIVE NOTHING, TAKE EVERYTHING

End Game Objective

At the end of the battle, each player scores 30 victory points for each objective marker they control.

Victory Bonus

The player with the highest score gains a weapon modification for one of their units

Command Card Draw

Add 2 to your command roll for each objective held at the end of the battle to a max of 4.

