

## The Shifting Symphony

*Records falter in the wake of this war. The theft of a single chronomantic device — a so-called ‘timepiece’ — has unleashed ruin beyond measure. The Emperor’s Children, drunk on their stolen prize, clash with the Thousand Sons whose sorceries unravel in furious pursuit. Where they meet, the land itself fractures: one moment shrouded in Tzeentch’s deceiving mists, the next thrumming with Slaanesh’s maddening pulse...*

---

### MISSION RULES

#### RULE NAME

##### The Ecstatic Pulse (*Slaanesh’s Influence*)

- Objective markers marked **A** begin the battle under the **Ecstatic Pulse**.
- While a unit is within range of such a marker, that unit gains **+1 Strength** to their melee weapons.

##### Whispers of the Changer (*Tzeentch’s Influence*)

- Objective markers marked **B** begin the battle under the **Whispers of the Changer**.
- While a unit is within range of such a marker, that unit gains **+1 Strength** to their ranged weapons.

##### Shifting Polarity

From the second battle round onwards, at the start of each round, all objective markers shift:

- Ecstatic Pulse → Whispers of the Changer
- Whispers of the Changer → Ecstatic Pulse

#### ALLIES OF CONVEINCE

Each Player must bring a legal Incursion list. For the purposes of Battle Size, this mission is considered a Strike Force.

For reserve limits, one team could have all of one of their player’s army in Deep Strike.

Each Team generates 1 Command Point at the start of their Command Phase.

#### BATTLE FORMATIONS

Each player must choose one half of their deployment zone (top or bottom). They must deploy their entire army within that half.

Units deployed outside the deployment zone (e.g., Infiltrators) are unaffected by this restriction.

#### HEAVY ARE THE CROWNS

Each player on the **winning team** gains **1 additional Mark for Greatness** for the unit that destroys an opponent’s **Warlord** (max 1 per player).

In addition, the winning team nominates **1 eligible enemy unit** from each opponent’s army to gain an **extra Mark for Greatness**.

### MISSION OBJECTIVES

#### CONTROL THE ARTIFACTS

##### Progressive Objective

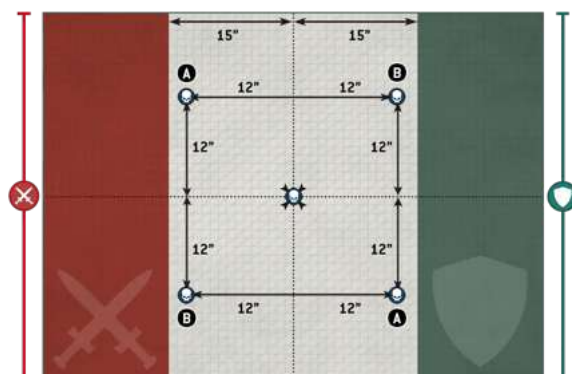
Starting from the second battle round, at the end of the Command Phase (or the end of the turn if it is the fifth round and the team is going second):

- Score 5VP if the active team controls one or more objectives.
- Score 10VP if the active team controls more objectives than their opponent.

#### CUT OFF THEIR HEADS

##### End Game Objective

- At the end of the battle, each team scores 15VP for each enemy Warlord destroyed.



## Optional recommended terrain layouts for The Shifting Symphony.

