

The Fires of Treachery Act I [Strike Force 1200pts 1v1v1]

VOX Dominus

In the war-torn Certus System, ancient transmission beacons blaze to life, each one a prize of immense strategic value. Three rival factions clash to seize and hold these signals, knowing that only one voice will command the system's future.

MISSION RULES

FREE FOR ALL RULE ADAPTAIONS

Rather than each player gaining 1cp at the start of each player's command phase, each player gains 2cp at the start of each battle round.

Units can only fight in their controlling player's own turn, however, if a rule explicitly allows a model or unit to fight as if it was the fight phase or as the result of being destroyed, then they are exempt from this limitation and can still fight.

Each player can only use the counter-offensive stratagem once per turn. When they do so, the unit that they select to fight can only make attacks against units from the army of the player whose turn it currently is.

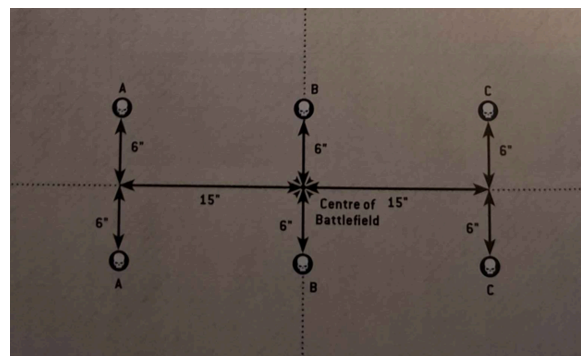
Each time a model from a player's army targets an enemy unit with a ranged attack, if that unit is within engagement range of one or more other enemy units that are controlled by a different opposing player, subtract 1 from the hit roll and subtract 1 from the wound roll.

TAKE COVER

Once per battle round, one Battleline unit from your army can use the Go To Ground stratagem for OCP, even if another unit from your army has already been targeted by that stratagem this phase.

VICTOR BONUS

The victor gains an additional 2RP after this mission. The player who finishes second gains an additional 1 RP after this mission.



MISSION OBJECTIVE

BELLICOSE BROADCAST

Progressive Objective

This mission features three pairs of objective markers: a pair marked A, a pair marked B and a pair marked C.

At the end of the Command phase (or at the end of the turn, in the last turn of the battle), the active player whose turn it is scores 5VP for each Objective Marker they control (up to 10VP per turn).

At the end of the Command phase (or at the end of the turn, in the last turn of the battle), the active player whose turn it is scores an additional 5VP for each pair of objectives they control (up to 10VP per turn).

