

MISSION 1

THE GAIUS WAR: STEEL RAIN

After an Ultramarines Speartip strike force is broken by Necron forces, it is discovered that survivors are being held within the militarised zone on Gaius Prime. Among the Astartes survivors are two high ranking officers whose strategic value is critical to the campaign. The survivors of the Speartip must be rescued and a foothold established on Gaius Prime to launch the rest of the war from.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*, with the following exceptions:

All models in the Space Marine force must have the Ultramarines Chapter Tactics rule.

Only units that can be placed in Deepstrike Reserve or have the Flyer type can be purchased for the force. The Space Marine player must purchase at least one Flyer that can also Hover with a transport capacity.

All models in the Necron force must have the Necron Faction. As this is a ground defence force awaiting reinforcement, no models may be taken with the Flyer type. Furthermore, no Fortifications or models with the Artillery type may be purchased, as this is a mobile infantry force.

THE BATTLEFIELD

Use the deployment map included with this mission. One building must be placed in the centre of the board. This will represent the holding cell of the wounded Astartes. Set up other terrain as described in *Warhammer 40,000: The Rules*.

OBJECTIVE MARKERS

There are two Primary Objective Markers, representing the two highest ranking Astartes officers. They are both worth 2 Points. These are always placed on the ground floor within the central building on the Battlefield.

DEPLOYMENT

All units in the Space Marine army must be placed in Deepstrike Reserve or have the Flyer type.

Necron forces must all be deployed within 12" of the board's centre. They may not put units in Reserve.

In this mission all units will Fall Back towards the nearest table edge. Reserves may enter from any table edge.

FIRST TURN

The Space Marine player has the first turn. The enemy player may not Seize The Initiative.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Objective Markers are worth 2 Points to the player that controls them. If one player controls both Objective Markers then 1 addition point is awarded for a total of 5 Points.

At the end of the game, each player also receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated

Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood

THE OFFICERS

The Objective Markers represent the two highest ranking Astartes Officers. The following rules cover seizing, moving and dropping the Relic.

Seizing the Officers: A non-vehicle model in a scoring unit can seize an Officer by moving into base contact during the Movement Phase - that model then automatically picks the Officer up at the end of the phase. From that point, the Officer remains with the model (move the Officer with the model to show this) until he is dropped, which can happen voluntarily, but happens automatically if the model is slain. Furthermore, the Officers are wounded and must either be helped by the Space Marine controlling them or move under gunpoint by the Necron guard. A model may not shoot or cast Psychic Powers while holding an Officer.

The controlling player can choose to have his model drop the Officer at any time, in which case he places the counter 1" away from the model. This immediately happens if moved into Impassable Terrain or forced to fall back.

Moving with the Officers: The Officers are wounded and swift movement may kill them, so the model carrying an Officer cannot Run and may not move further the 6" in a turn with the Officer. If forced to do so, the Officer is immediately dropped. A model with the Officer can embark on a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Officer is on board. The only exception to this is the Designated Evacuation Flyer (see below).

A model carrying the Officer can transfer it to any friendly non-vehicle model that is part of a scoring unit if the two models end their Movement phase in base contact. The Officer may only be passed to a friendly model once per Movement Phase.

Designated Evacuation Flyer: One Flyer in the Space Marine Army must be a Designated Evacuation Flyer. On board this transport flyer is an Apothecary and Medi-Servitors ready to stabilise the wounded Officers. A model holding an Officer may embark on a hovering Designated Evacuation Flyer and in the following turn the Flyer may move off into Zooming mode. This will not harm the Officers, despite moving more than 6".

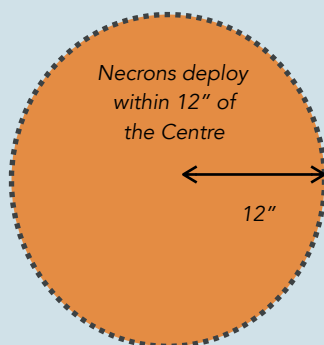
If a the Flyer moves off the board into Ongoing Reserves whilst carrying either one or both of the Officers, it is immediately Removed From Play. It does not count as destroyed for Victory Point purposes but it can not return to the battlefield this game.

The Space Marine player is immediately rewarded the Victory Points for holding the Officer as if it were the end of the game. If he holds both Officers in the Flyer then he will also receive the bonus Victory Point for controlling both Officers, for a total of 5 Victory Points.

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Space Marine forces Deepstrike or move Reserves on from any board edge.



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