

MISSION 2

THE GAIUS WAR: SPEARTIP ADVANCE

Ultramarines forces must now establish a foothold on Gaius Prime to launch a full ground assault from. On the outskirts of Gaius City is the primary Imperial Stronghold used by the Planetary Defence Force. It would make an ideal forward operating base for the Asartes and also provide a drop site for the company to land safely on. Astartes forces must reach this stronghold by first passing through enemy territory.

THE ARMIES

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

The Space Marine player is the Attacker in this mission. All models in the Space Marine force must have the Ultramarines Chapter Tactics rule. The Space Marine forces are currently awaiting reinforcement and have not established a mobile ground presence yet. As a result no units with the Vehicle type may be taken in the army. Walkers are an exception to this rule.

The Necrons are the Defender in this mission. The Necron Forces defending the outskirts of the city are on sentry duty and are a dug in force used to fighting in buildings. The Necron Forces may not choose and units with the Vehicle type. Walkers are an exception to this rule.

THE BATTLEFIELD

Use the deployment map included with this mission. Neither side may purchase Fortifications. As this is on the outskirts of the city where the Necrons invaded, all buildings should be considered either ruins or derelict.

OBJECTIVE MARKERS

There are no specific Objective Markers in this mission. See Mission Special Rules and Primary Objectives opposite.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender then deploys their forces first anywhere in their deployment zone. The Attacker then deploys all of their forces anywhere in their deployment zone.

FIRST TURN

The Attacking player has the first turn. The Defender 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 Defender scores 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 (excluding those that have exited the Defender's table edge using the Punch Through Their Defences rule, below) at the end of the game, count as destroyed for the purposes of this mission.

Remember that Independent Characters are individual units and award Victory Points if they are destroyed.

At the end of the game, the Attacker scores D3 Victory Points for each of their units that is in the Defender's deployment zone, and D3 Victory Points for each unit that has exited the board via the Defender's table edge (see the Punch Through Their Defences rule, below).

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker*

*In this mission, only the Attacker may be awarded Linebreaker

MISSION SPECIAL RULES

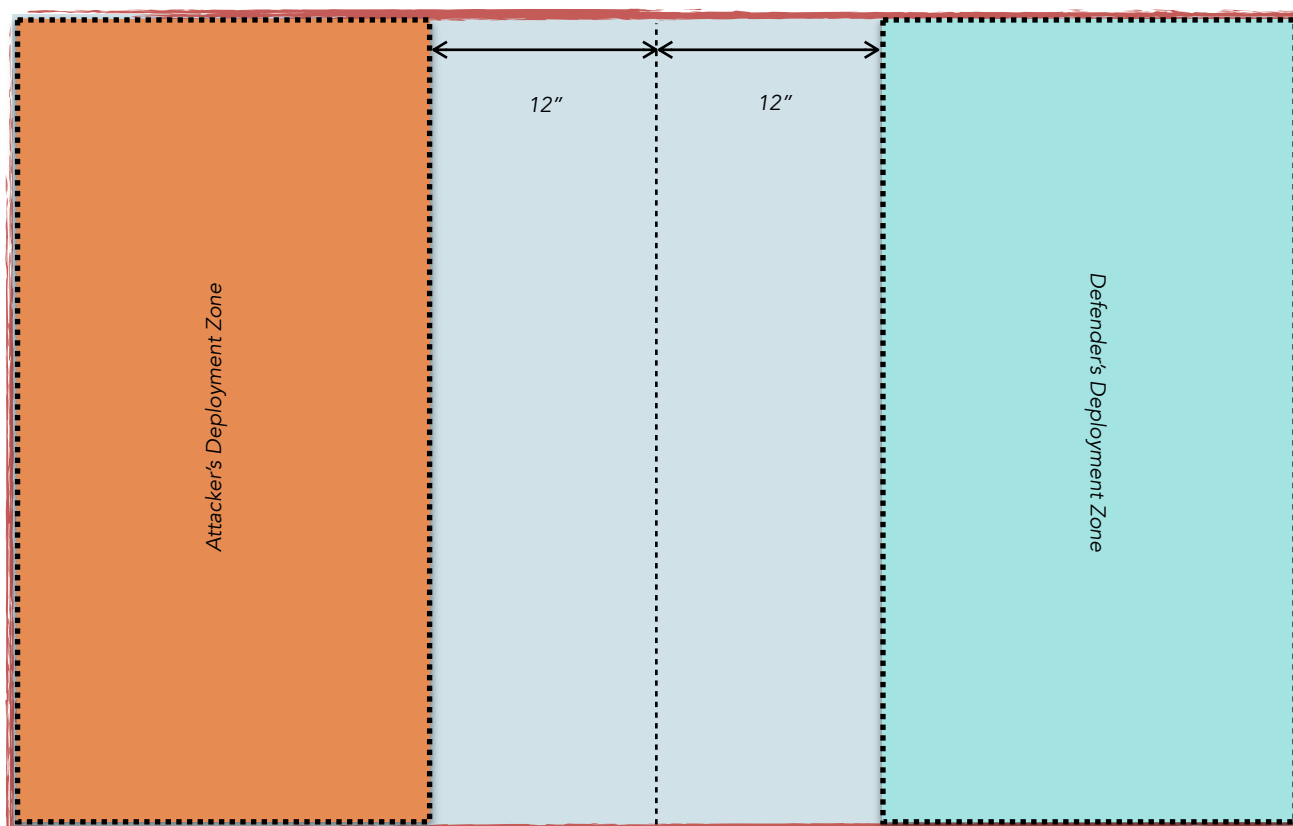
Night Fighting, Reserves.

Punch Through Their Defences: In this mission, the Attacker's units can move off the Defender's table edge. Units that do so take no further part in the game, but award the Attacker with Victory Points as explained above.



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