

# THE GAIUS WAR: STAND OR DIE

With Ultramarines forces now on the ground of Gaius Prime, it is critical for them to reinforce themselves and prepare a staging point to strike out from. Taking hold of a primary Military installation just outside of the city, the Space Marines suddenly find themselves under attack from a force that is far superior to their own. If the Space Marines can hold the installation long enough for their reinforcements to arrive, they will have the perfect staging post to strike into the city from.

## THE ARMIES

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

The Space Marine player is the Defender in this mission. All models in the Space Marine force must have the Ultramarines Chapter Tactics rule. The Space Marines must purchase an Imperial Stronghold (See Gaius War Campaign Data Slate separately).

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.

The Necrons are the Attacker in this mission. The Necron Forces have no set restrictions.

## THE BATTLEFIELD

Use the deployment map included with this mission. The Imperial Stronghold must be deployed on the Space Marine Deployment Zone line (24" onto the board) with its rear walls facing their own table edge. Set up other terrain as described in *Warhammer 40,000: The Rules*.

## DEPLOYMENT

The players must first determine their Warlord Traits.

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

Necron forces must all be deployed within 12" of the board's centre. They may not place units in reserve before the game begins, but may use reserves later in the game (see *The Long Harvest* later)

In this mission all units will Fall Back towards the nearest table edge. Reserves may enter from any table edge in the player's own deployment zone.

## FIRST TURN

The Victor of Mission 2 takes the First Turn. The opponent 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 Attacker scores 1 Victory Point for each enemy unit that has been completely destroyed. The Attacker also gains 2 Victory Points for Linebreaker instead of 1.**

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.

**At the end of the game, the Defender scores D3 Victory Points for each of their units that is left in their deployment zone.**

## SECONDARY OBJECTIVES

**Slay the Warlord, First Blood, Linebreaker (for the Attacker only)**

## MISSION SPECIAL RULES

**Night Fighting, Reserves.**

**The Long Harvest:** The Nefritai Dynasty responded quickly to the presence of the Ultramarines on Gaius Prime, deploying their fastest Canoptek units to prevent the Astartes gaining a strong foothold on the planet.

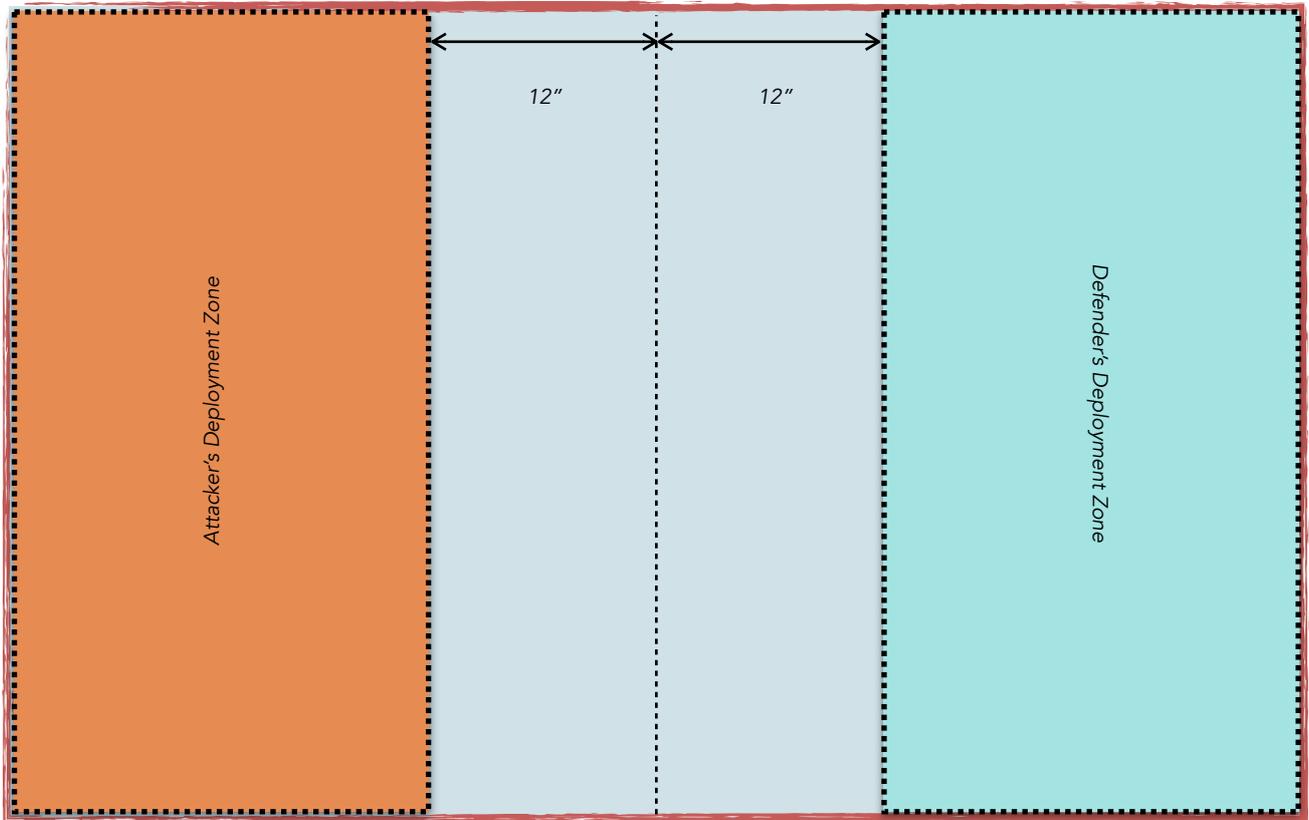
The Attacking player's Fast Attack units that are destroyed can be brought back into play later during the battle to represent the speed and waves of attack the Necrons made against the Ultramarines on Gaius Prime.

Any Necron Fast Attack units that are destroyed may be immediately placed into Ongoing Reserve.

At the beginning of each of the Attacking player's Movement phases, these units may then move onto the battlefield via the any of the Attacker's table edges in his Deployment Zone (see map). Note that these units do not count as part of the same Detachment they were initially taken in (so would not benefit from Formation rules if taken as part of one), but do have the exact same equipment and unit size as they were purchased with in the Attacking player's army list.



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