

GHOSTMAKER MISSION 1: A RISING STORM

As soon as the Thousand Sons make planetfall on CM-9 under the cover of a warp storm, they approach and attack the Endonian Genome stationed there. The Genome are forced to defend the site with their very lives and ensure that the Thousand Sons don't take any ground within the structure.

THE ARMIES

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

The Militarum Tempestus player is the Defender in this mission. All models in the Militarum Tempestus Detachment must have the MILITARUM TEMPESTUS keyword. All models in the Thousand Sons army must have the THOUSAND SONS Keyword. The Militarum Tempestus forces are currently awaiting reinforcement and have not established a mobile ground presence yet. As a result, no units with the VEHICLE keyword may be taken in their Detachment. In addition, they may not deploy via Grav Chute insertion to make use of the Deep Strike Special rule. They may purchase an Imperial Knight in a Super Heavy Auxiliary Detachment, as well as an Imperial Detachment made up of INQUISITION and OFFICIO ASSASSINORUM keywords.

The Thousand Sons are the Attacker in this mission.

THE BATTLEFIELD

Use the deployment map included with this mission. The Excavation Facility must be deployed in the Militarum Tempestus Deployment Zone (Sector Mechanicus Terrain is excellent for this). Aeldari ruins should be placed around the Inner Deployment Zone. Set up other terrain as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

The Defender deploys their forces first anywhere in their Inner or Outer Deployment Zone.

Thousand Sons forces must all be deployed in Reserve. Reserves may enter from any table edge and units with the Deep Strike rules (such as Scarab Occult Terminators) may deploy using this method.

FIRST TURN

The Attacker has the first turn. The Defender may not Seize the Initiative.

BATTLE LENGTH

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

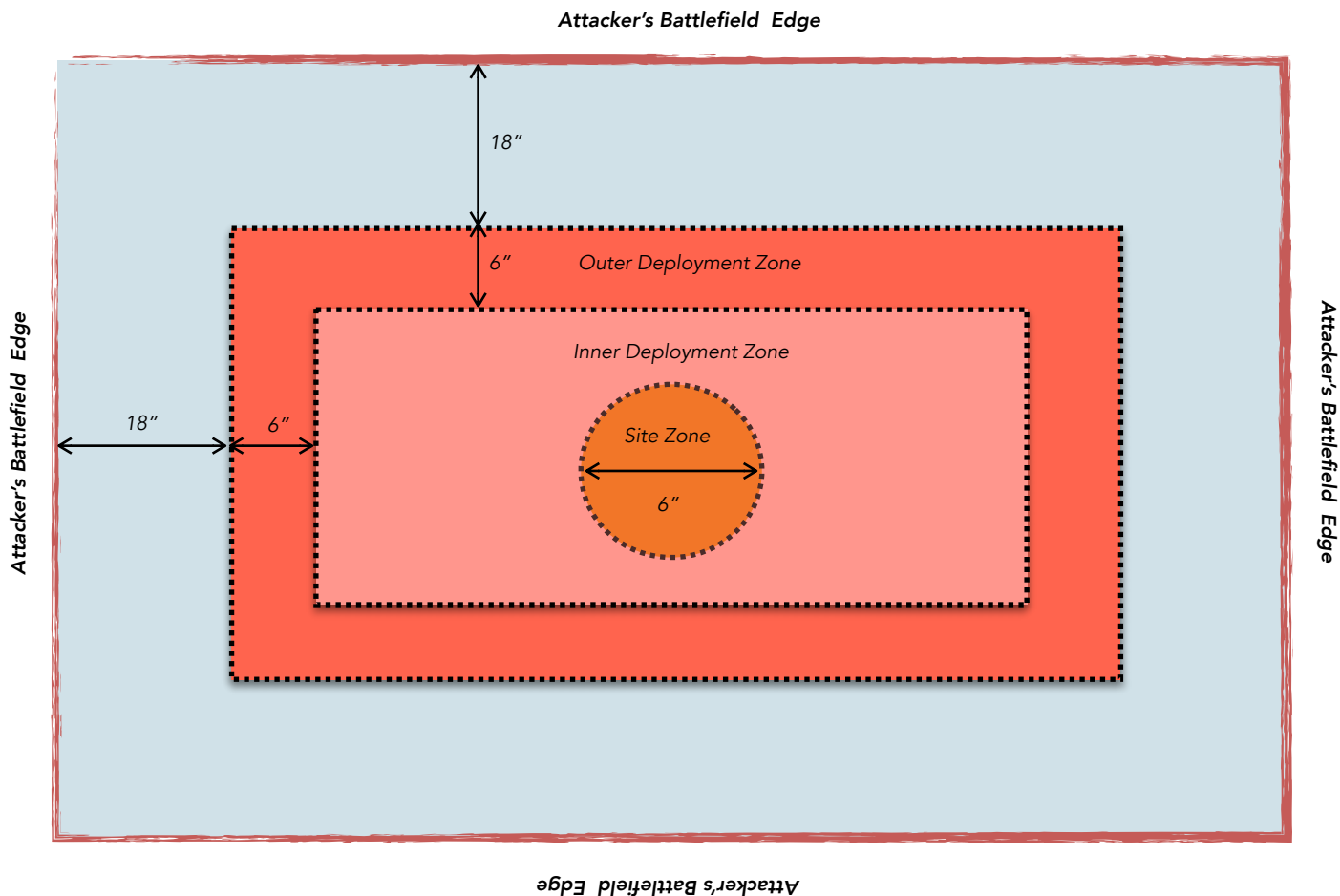
VICTORY CONDITIONS

At the end of the game, the player who has secured the site wins a major victory.

Secure the Site: The player with the most scoring models within the 6" Site Zone in the centre of the battlefield at the end of the game will win a Major Victory.



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