

GHOSTMAKER MISSION 3: THE FERRYMAN'S GATE

The Thousand Sons were determined to claim all the Aeldari Webway portals on CM-9 undeterred and needed to not only remove the military presence of the Endonian Genome swiftly, but to break through their main lines to reach Dig Site 3. As a result, Uraeus Karnek brought substantial forces to bear against the Endonian Stronghold in an effort to crush and scatter the Imperial forces, before marching to Site 3 directly.

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 must purchase an Imperial Stronghold (See Ghostmaker Campaign Data Slate separately).

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. 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 Imperial Stronghold must be deployed on the Militarum Tempestus Deployment Zone Front 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 Defender then deploys their forces first anywhere in their Front Line deployment zone.

Thousand Sons forces must all be deployed within their Deployment Zone after the Militarum Tempestus have deployed 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)

Reserves may enter from any table edge in the player's own deployment zone.

FIRST TURN

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

THEIR NUMBER IS LEGION:

The Thousand Sons use the **Sustained Assault** rules (see pg 195 of *Warhammer 40,000 The Rules*) to represent the overwhelming numbers of automaton troops they have brought to claim CM-9. However, they may only attempt to bring back Troops and Dedicated Transport choices. If they successfully bring back both at the same time, they may start their Troops units in the transport. Each time one of the Attacker's replacement units arrives, set up the unit wholly within 6" of the Attacker's battlefield edge. The Attacker must attempt to bring on units if they can - there can be no holding back.

BATTLE LENGTH

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

VICTORY CONDITIONS

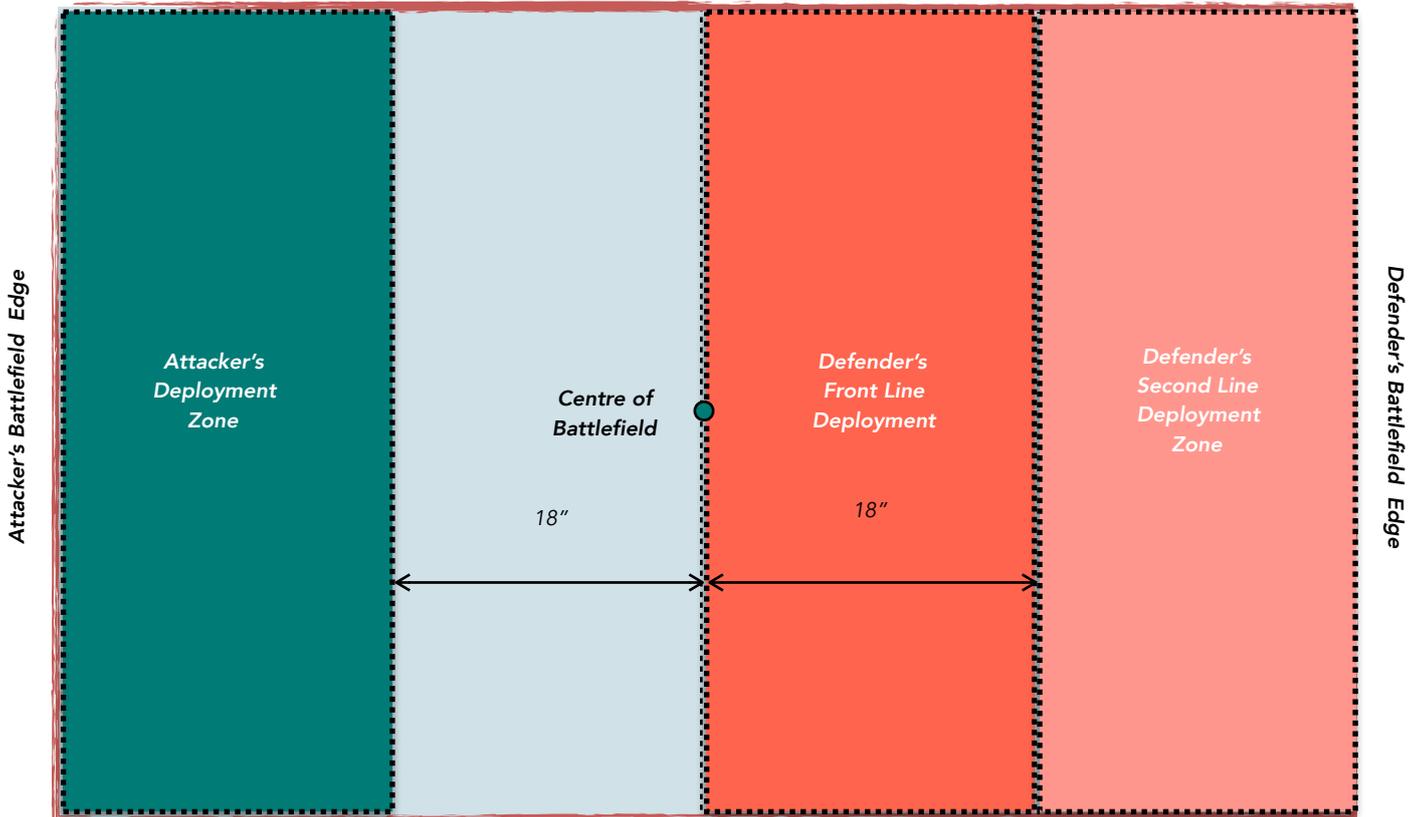
At the end of the game, the player who has scored the most Victory Points wins a major victory. If both players have the same number of Victory Points, the game is a draw. Victory points are achieved for the following:

Break Through: The Attacker scores 1 victory point for each of their units with at least one model completely within the Defender's Front Line deployment zone at the end of the battle. They score 2 victory points instead for each of their units with at least one model completely within the Defender's Second Line deployment zone at the end of the battle.

Destroy any Approach: Each time one of the Attacker's units is destroyed, the Defender scores 1 victory point.

Slay the Warlord, First Blood, As detailed in *Warhammer 40,000 The Rules*.

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