

TANK HAMMER MISSION PACK v1

MISSION SETUP SEQUENCE

1. Determine Mission.
2. Read the mission briefing, set up the Battle Grid and exchange army details.
3. Both players roll off, the player with the higher result is the Attacker, and the other player is the Defender.
4. Players discreetly determine which units from their army will be placed in Reserves (if any).
5. Both players reveal their choices and then alternate deploying their units (minus those held in reserves), starting with the Defender.
6. Both players resolve any pre battle abilities.
7. The game starts and the first Battle Round Begins!

MISSION TABLE

D6	RESULT
1	Shield Relay Showdown
2	Rain of Fire
3	Promethium and Promethium Accessories
4	Shard Fall
5	Sky Strike
6	Hallowed Ground

The terrain layouts on the following pages are *recommendations*. Feel free to follow or deviate from them as your game mat/surface requires, or as you desire. Feel free to share any improvements you discover with the community!

MISSION 1: SHIELD RELAY SHOWDOWN

A key structure of the enemy has been identified in your vicinity, You are ordered to assault and destroy this core structure at any cost.

MISSION RULES

Core Structure: In this mission each player has a Core. Cores are treated as a unit for all rules purposes. It has 45 Wounds and a Sv of 3+. Successful hits automatically wound the Core Structure. Core Structures are affected by the following abilities [**Core Shielding**][**Protect At All Costs**][**Destroy at any Cost**] -see Tank Hammer Core rules for details.

Relay Hack: From the second Battle Round onward, in your Command phase, if your **ENGINEER** is within 3" of an objective, it can attempt to *Hack the Relay*. Roll a D6,

- Adding 2 to the result for each objective you control.

If the result is 6+, it is successful, and the Enemy's Core loses its [**Core Shielding**] ability until your next Command phase.

PRIMARY OBJECTIVE

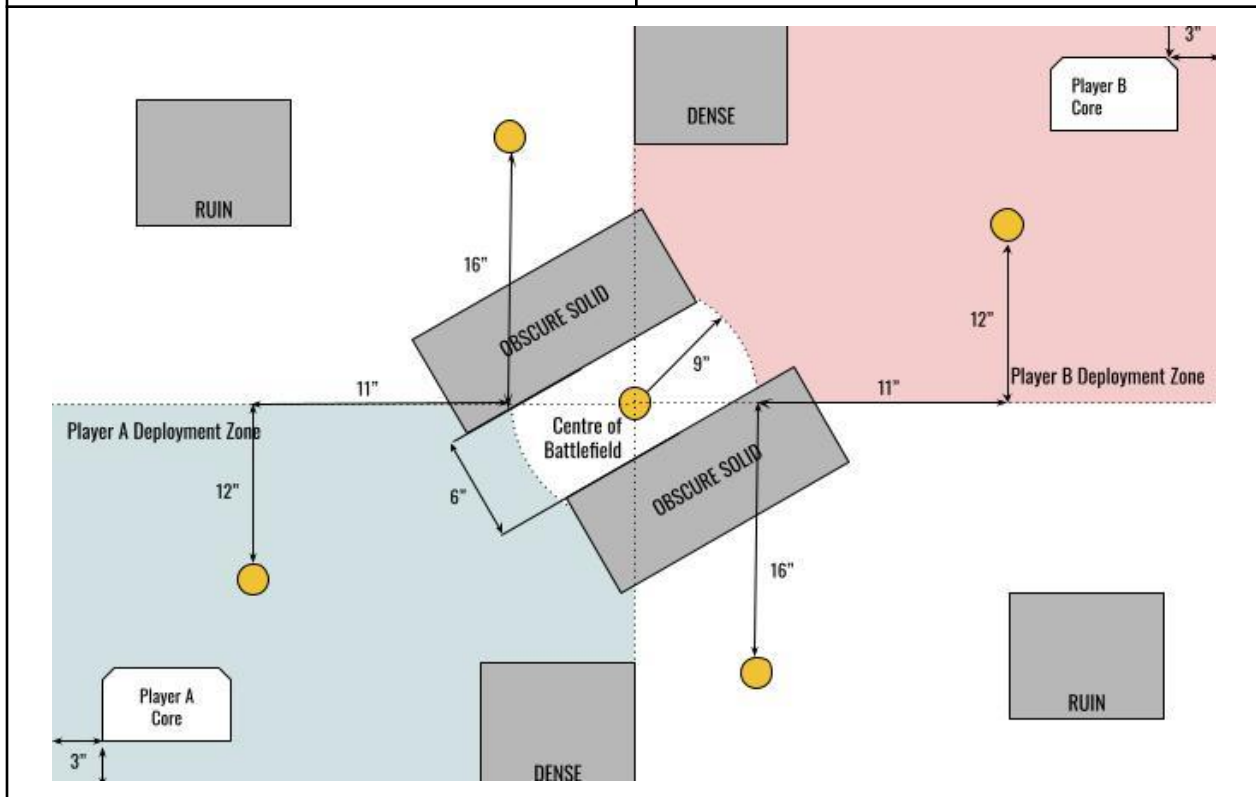
Core Destruction: Each player earns a number of Victory Points equal to the number of wounds they remove from the enemy Core, to a max of **45 VP**.

SECONDARY OBJECTIVES

Slay The Warlord: Score **15 VP** if you destroy the enemy **WARLORD**.

Slay The Engineer: Score **15 VP** if you destroy the enemy **ENGINEER**.

System Shock: At the end of the battle you score **4 VP** for each successful Relay Hack.



MISSION 2: RAIN OF FIRE

The enemy core is equipped with shields rendering conventional weapons ineffective. However, sitting in low orbit is a Weapons Platform, capable of unparalleled destruction, which can be leveraged through battlefield supremacy.

MISSION RULES

Core Structure: In this mission each player has a Core. Cores are treated as a unit for all rules purposes. It has 45 Wounds.

Invulnerable Cores: In this mission, friendly units cannot target, make attacks or deal damage against the enemy core.

Orbital Weapons Platform (Uplink): One or more **TANK** units from your army can start to *uplink* at the end of your Movement phase. Each unit from your army that starts to *uplink* must be within range of a different objective marker you control. The *uplink* is completed at the end of your turn if that unit did not Fall Back, Shoot, or charge this turn. A completed *uplink* deals 5 damage to the enemy core.

High Fidelity Datastream: If an **ENGINEER** is within 3" of an *uplinked* Objective, that marker deals +D3 damage to the enemy core.

PRIMARY OBJECTIVE

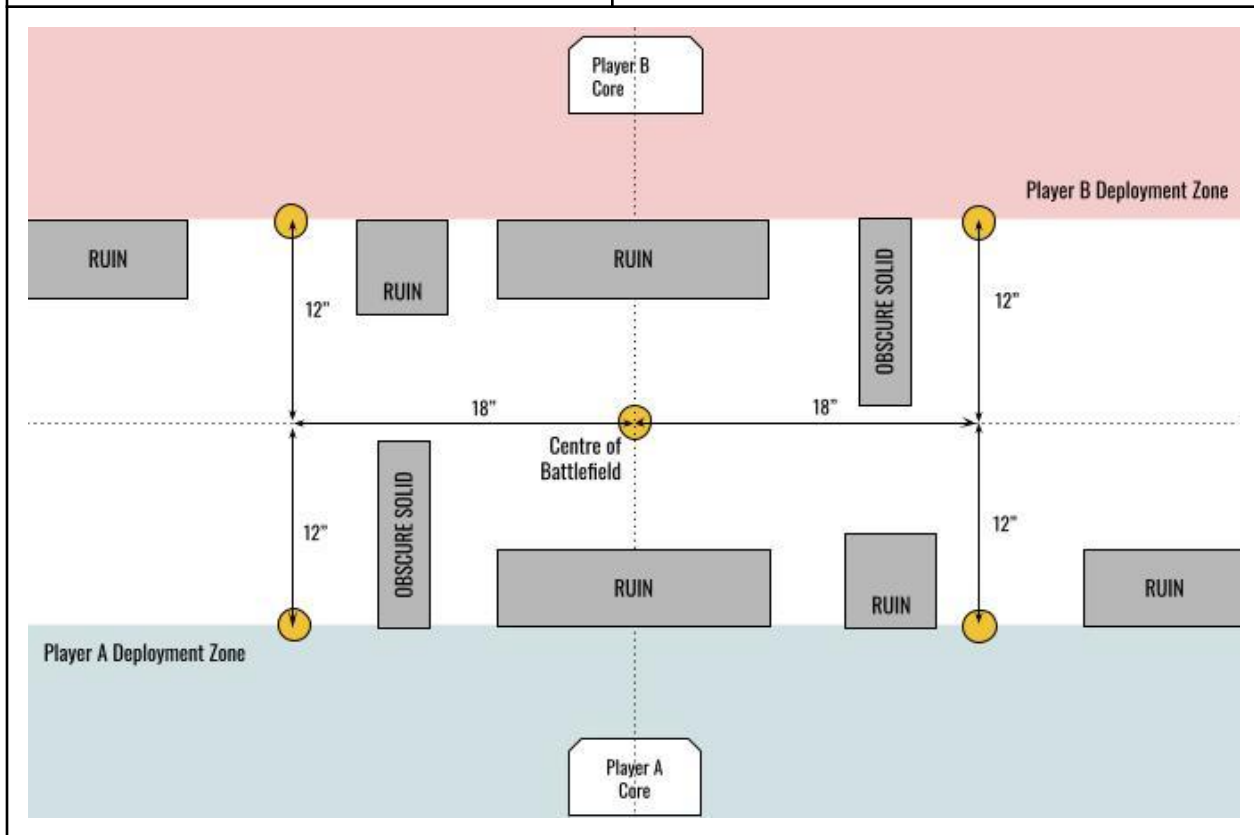
Core Destruction: Each player earns a number of Victory Points equal to the number of wounds they remove from the enemy Core, to a max of **45 VP**.

SECONDARY OBJECTIVE

Slay The Warlord: Score **15 VP** if you destroy the enemy Warlord

Uplink Denial: If at the end of your turn, you control an Objective which was controlled by your opponent at the start of your turn, score **3 VP** to a max of **15 VP**.

Slay The Engineer: Score **15 VP** if you destroy the enemy **ENGINEER**.



MISSION 3: PROMETHIUM AND PROMETHIUM ACCESSORIES

I'll tell you what, the promethium reserves located at this refinery will be invaluable to the greater war effort. It is imperative to gather as much as possible and deny the enemy from doing the same.

MISSION RULES

Priority Repairs: When an **ENGINEER** uses a repair ability on a model within 9" of the battlefield's center add D3 to the result.

PRIMARY OBJECTIVE

Kill Points: Score a number of VP (to a max of 45) for each time an enemy **TANK** model is destroyed as a result of one of your attacks.

- Score **1 VP** if the unit is >9 wounds.
- Score **2 VP** if the unit is 10+ wounds.
- Score **3 VP** if the unit is 16+ wounds.

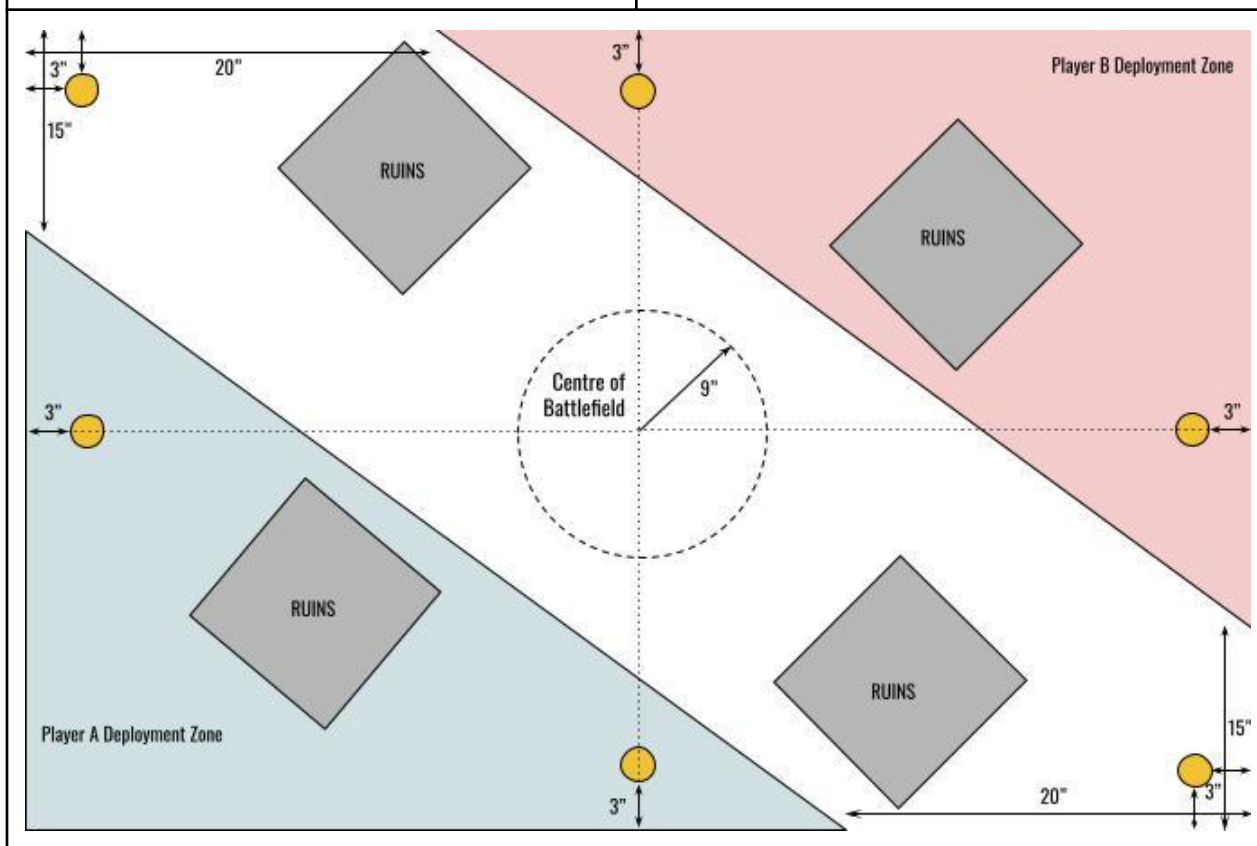
If the attacking model is within 9" of the center, and the target was on an Objective Marker, multiply the scored VP by 2.

SECONDARY OBJECTIVE

Slay The Warlord: Gain **15 VP** if you destroy the enemy **WARLORD**.

Take and Hold: In your Command Phase, gain **4 VP** if you hold more Objectives than your Opponent. The player going 2nd scores this objective at the end of their turn in Battle Round 5.

I Have the High Ground: Gain **15 VP** if at the end of the game you have a unit within 9" of the center of the battlefield.



MISSION 4: SHARD FALL

An explosion in low orbit has resulted in shards of invaluable Blackstone to fall across the battlefield.

MISSION RULES

Shardfall: At the start of each turn roll 3D6 and a Scatter dice. Place an objective marker equal to the amount rolled in inches in the direction of the scatter dice from the battlefield's center and place a second objective marker that same distance in the opposite direction. These objectives are always placed on the ground level.

Pickups: When a **TANK** model makes contact with an objective marker, that shard is said to be held by that model and that marker is removed from the battlefield.

Priority Acquisition: While an **ENGINEER** is embarked within a Dedicated Transport model, in your Shooting phase that model can move as if it were your Movement phase instead of shooting.

Priority Transports: While a Dedicated Transport model is holding a shard, it benefits from a [**Feel No Pain 5+**].

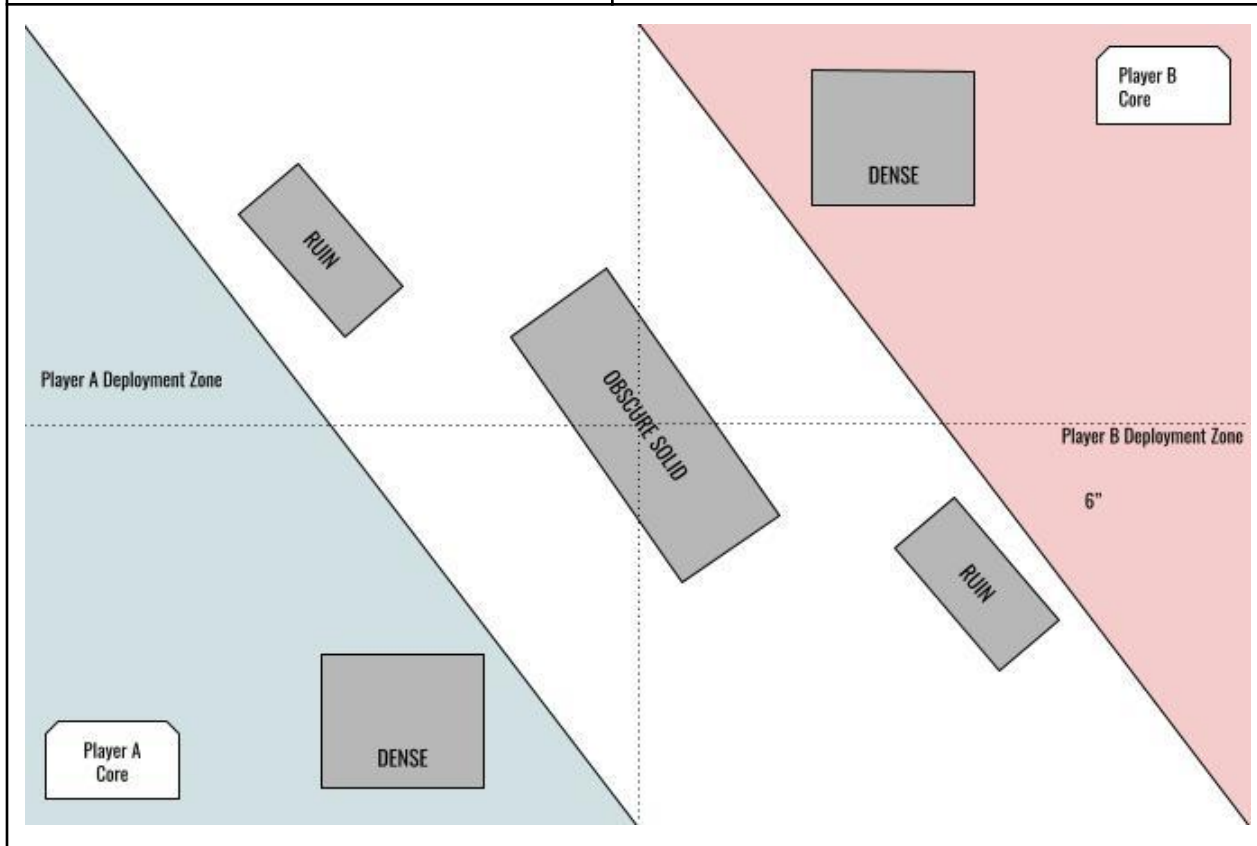
PRIMARY OBJECTIVE

Prized Retrieval: Each player scores **5 VP** at the end of their turn for each held Shard, to a max of **45 VP**.

SECONDARY OBJECTIVE

Secured Relics: Each time a friendly unit holding any shards makes contact with the friendly core, those shards are said to be secured in the core. Score **15 VP** for each shard secured, to a max of **45 VP**. Shards which are secured are no longer held by that unit.

Denial: Each time a friendly unit holding any shards is destroyed, those shards are also destroyed, and you lose 5 VP for each shard lost.



MISSION 5: SKY STRIKE

As the battle rages on enemy convoys overhead desperately seek to escape with precious resources.

MISSION RULES

Convoys Overhead: In this mission at the start of each player's turn a high altitude enemy convoy appears and remains targetable until the end of that player's turn. Those convoys have the **FLY** and **AIRCRAFT** keywords and the **[Hard to Hit]** ability. They are always considered to be visible and only attacks with a range greater than 24" can target the convoys.

The characteristics of those Convoys changes each Battle Round as defined below.

- BR 1 = T7, 20W, Sv 3+
- BR 2 = T6, 18W, Sv 3+
- BR 3 = T6, 14 W, Sv 3+
- BR 4 = T6, 10W, Sv 3+
- BR 5 = T6, 8W, Sv 3+

Target Lock: Instead of issuing any other supportive abilities in the Command phase, your **ENGINEER** can select a unit within 3" to benefit from **[Hit +1]** when targeting a convoy. This lasts until your next Command phase.

PRIMARY OBJECTIVE

No Escape: Score a number of Victory Points for destroying enemy convoys. The VP gained depends on the Battle Round that convoy appeared in.

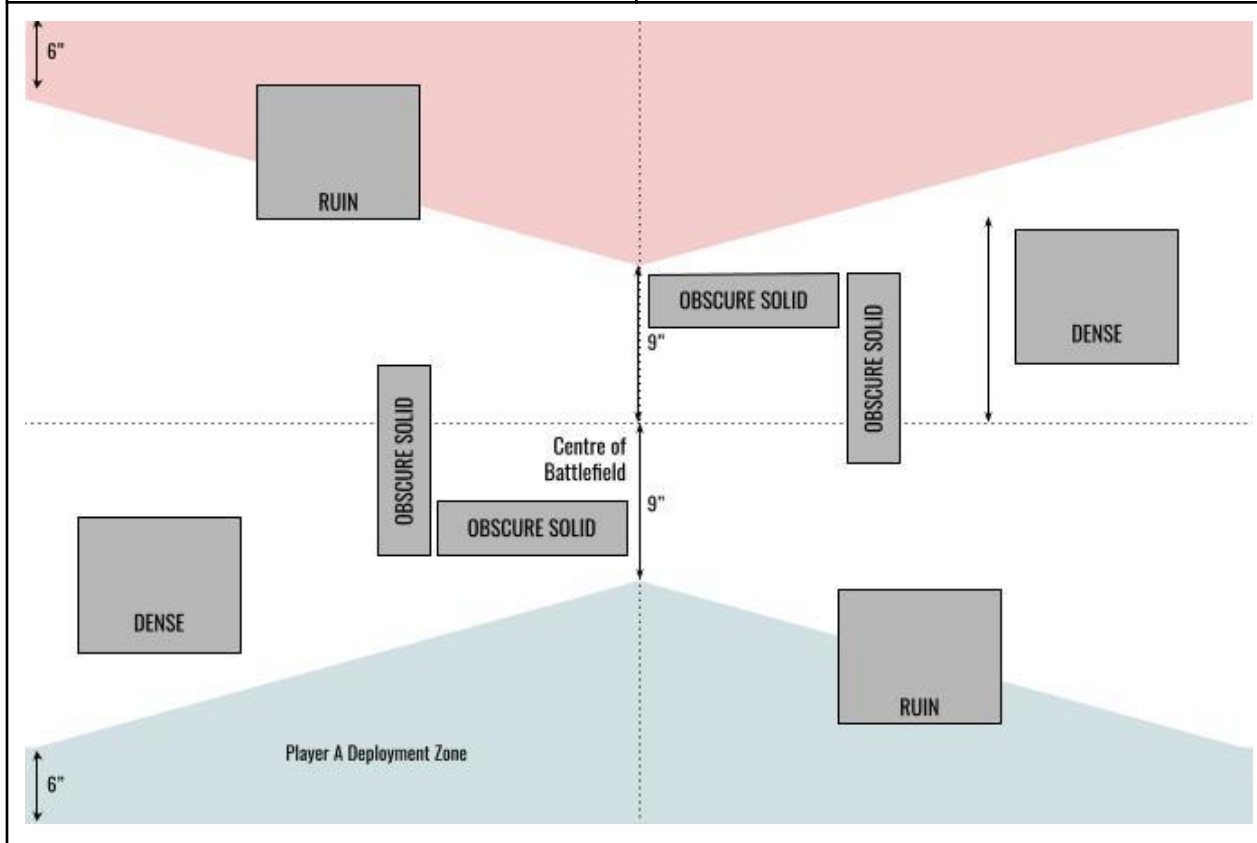
- BR 1 = **20 VP**
- BR 2 = **12 VP**
- BR 3 = **5 VP**
- BR 4 = **5 VP**
- BR 5 = **3 VP**

SECONDARY OBJECTIVE

Slay The Warlord: Score **15 VP** if you destroy the enemy **WARLORD**.

Slay The Engineer: Gain **15 VP** if you destroy the enemy **ENGINEER**.

Revenge: Score **3 VP** if you destroy the enemy unit which destroyed a convoy of yours in the previous turn. The player who goes second cannot score in the 5th Battle Round.



MISSION 6: HALLOWED GROUND

The enemy has desecrated these ancestral lands with their heretical idolatry. These affronts must be brought down!

MISSION RULES

Icons of Idolatry: In this mission each objective marker also represents an Icon, each is labeled as belonging to either player.

An Icon is treated as an immobile unit for all rules purposes.

- Can only be interacted with in the shooting phase.
- An Icon is treated as a model with the following characteristics:
 - T5, W10, Sv 3+.
 - Each attack cannot deal more than 1 damage to this unit.
 - The Blast weapon ability is ineligible vs Icons.

Demolition Charge: At the end of your Movement phase, If an **ENGINEER** is within 3" of an enemy Icon, it can detonate explosives on that Icon. It suffers 3D3 Mortal Wounds.

PRIMARY OBJECTIVE

Tear Down Their icons: Score **9 VP** for each enemy Icon which was destroyed.

SECONDARY OBJECTIVE

Slay The Warlord: Score **15 VP** if you destroy the enemy Warlord

Grind Them To Dust: Score **3 VP** for each destroyed enemy Icon you control in your Command Phase. Each destroyed Icon can only be scored once.

Purge The Unclean: Score **15 VP** if you destroy the icon in your opponent's deployment zone.

