WARHAMMER 40,000

GALAXY IN FLAMES

FATE OF KONOR

IMPERIUM WINNING

MISSION 2 SEEK AND DESTROY

The fighting on Konor has been fierce, yet through the valour and determination of those tasked with defending the system's capital planet, the Imperium's forces have thus far endured. Elite warriors and armoured walkers now scour the ruined industrial districts for pockets of surviving invaders even as stealth units encircle them and close in for the kill.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but if their army is Battle-forged, they will be able to use the unique Fate of Konor Stratagems and the appropriate Stratagems included within this mission.

In this mission, if one player's Warlord has the **CHAOS** keyword, they are automatically the Defender, and their opponent is the Attacker. If both player's Warlords have the **CHAOS** keyword, or neither player's Warlord has the **CHAOS** keyword, the players must roll off to decide who will be the Attacker and who will be the Defender.

THE BATTLEFIELD

Create a battlefield using the deployment map included with this mission and then set up terrain. The battlefield should contain plenty of ruined manufactorum buildings and pipe relays, representing the sprawling industrial complexes that dominate the forge world's landscape as far as the eye can see.

DEPLOYMENT

After terrain has been set up, the players then alternate deploying their units, one at a time, starting with the Defender. A player's models must be set up wholly within their own deployment zone, though up to half of the Attacker's units can instead be placed in Reserve (see the Narrative Play Mission Rules in the *Warhammer 40,000* rulebook), representing their forces having spread out across the complex in their search for their foe.

FIRST TURN

The Defender rolls a D6. On a roll of 6, the Defender can choose to take the first turn; otherwise the Attacker has the first turn.

RESERVES

Starting from the second battle round, the Attacker rolls a D6 for each of their units in Reserve at the end of their Movement phase. On a 3+, the unit being rolled for arrives from Reserve. Units automatically arrive at the end of the Attacker's fourth Movement phase if they have not already done so.

When a unit arrives from Reserve, set it up anywhere wholly within 6" of the Attacker's battlefield edge that is not within 9" of any enemy models.

BATTLE LENGTH

The players should use the Random Battle Length rules (see the Narrative Play Mission Rules in the *Warhammer 40,000* rulebook) to determine how long the battle lasts.

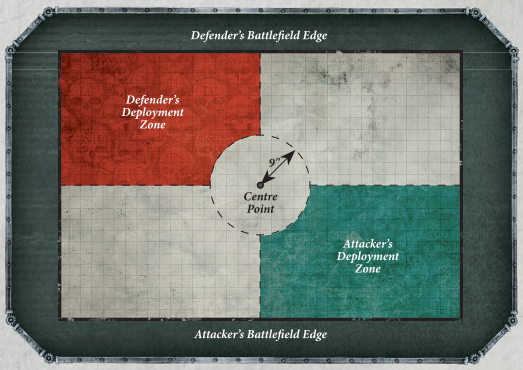
VICTORY CONDITIONS

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:

Heavy Duty Onslaught: Each time an enemy unit is destroyed, you score 1 victory point. You score 1 additional victory point if the last model in the enemy unit was slain by a unit with an unmodified Save characteristic of 2+ or 3+.

Hold Your Ground: If at the end of the game, the Defender has any units with at least one model wholly within their deployment zone at the end of the battle, they score 1 victory point.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP — **UNSTOPPABLE ASSAULT**
Attacker Stratagem

Use this Stratagem immediately before making a charge in the Charge phase. Add 1 to the unit's charge distance and any saving throws you make for them for the duration of the phase.

1CP — **TIGHTEN THE NOOSE**
Attacker Stratagem

Use this Stratagem at the end of the Movement phase before setting up an **INFANTRY** unit from your army that arrived from Reserve this turn. You can set up the unit anywhere wholly within 6" of any battlefield edge that is more than 9" away from any enemy models.

1CP — **HUNKER DOWN**
Defender Stratagem

Use this Stratagem when your opponent targets a unit from your army in their Shooting phase. That unit gains the benefit of cover (+1 to their saving throws) for the duration of the phase. Note that this Stratagem will have no effect on a unit that is already receiving the benefit of cover.