

Mission: Foothold

'And so they clashed like thunderheads, and the noise split the sky and the earth; but neither among them could gain a foothold...'
Excerpt from the Chronicles of Ursh

The Armies

For this mission, all players select armies using the standard Horus Heresy - Age of Darkness rules and any one Force Organization chart of each player's choice, to an agreed points limit.

Setting Up The Game

Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Dawn of War Deployment Map should be used.

Deployment

To determine deployment order, the players roll off. The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn

The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions

This mission's victory conditions are achieved by the destruction of the enemy's fighting strength, with a particular strategic target in mind whose loss will cripple their foe.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Secure the Foothold: Before the game begins, divide the battlefield into 4 equally-sized quadrants.

The Player who has the most Scoring units within a table quadrant is considered to control that quadrant. If a Scoring unit is split between multiple quadrants, use the quadrant where the majority of the unit is when calculating who controls it. A unit can only control or deny a single quadrant at any time. If a Scoring unit is evenly split between multiple quadrants, the Controlling Player may choose at the end of their Movement Phase which quarter the unit counts as controlling.

At the end of the game, players score +2 Victory Points for each quadrant they control. If a quadrant is contested (both players have the same number of units in the quadrant), each player scores +1 Victory Point for the contested quadrant.

Secondary Objectives

Slay the Warlord: If a side destroys the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Big Game Hunter: Before the game begins, both players must declare a single unit in their army which has the highest total points cost of any of their units. If this unit is destroyed during the course of the game it is worth an additional +1 Victory Point to the Opposing Player.

Mission Special Rules

- **Reserves**
- **Night Fighting**
- **Environment Effect: Frozen Wastes**

Crusade Rewards

Each player ending with at least one zone under their control will receive +1 RP, additionally each player is awarded +1 RP for each zone that they control at the end of the game along with an additional +1 RP if their Warlord was not removed as a casualty during the game.

Please Report Your Mission Results:

