ECHOES OF WAR
PURGE THE INTRUDER

A small enemy force has breached an Imperial world's defences and attacked the facility that houses the planet's orbital defence network. If it can shut down the orbital guns, the invader's reinforcements will have a clear path to the surface. In their desperation, the Imperial defenders have called upon the Flesh Tearers for support. The bloodthirsty warriors of Cretacia must recapture the facility and purge the invader from the defence network before enemy reinforcements arrive in force. The Space Marines plan to assault the facility under the cover of darkness and eliminate them before they can bring their heavy weapons to bear. By the time they strike, however, the invaders will be well dug in. Any Flesh Tearers victory will be, as ever, earned in blood.

THE ARMIES

Both players must muster an army from their collection of miniatures. The Attacker commands the Flesh Tearers. The Defender commands the invading army. Players can use any models they wish, but if their army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission.

THE BATTLEFIELD

Create the battlefield using the deployment map below, then set up terrain. The Defender's deployment zones should be heavily fortified, with less in the way of terrain features towards the Attacker's deployment zone. Having already captured the Imperial facility, the Defender can make use of the discarded defences. The Defender may deploy one Aegis Defence Line. This Aegis Defence Line and any Gun Emplacement it has does not count towards the total points or Power Level of the Defender's army. The objective marker should be placed in the location shown on the battlefield map below.

DEPLOYMENT

After terrain has been set up, the Defender first sets up their units wholly within their two deployment zones. At least one unit must be deployed in each of the Defender's deployment zones at the start of the battle. The units set up in each of the Defender's deployment zones cannot have a combined Power Rating greater than one third of the army's Power Level. The remaining units in the Defender's army are set up in Reserve (see the Narrative Play Mission Rules in the *Warhammer 40,000* rulebook). The Attacker then sets up all of their units wholly within their deployment zone.
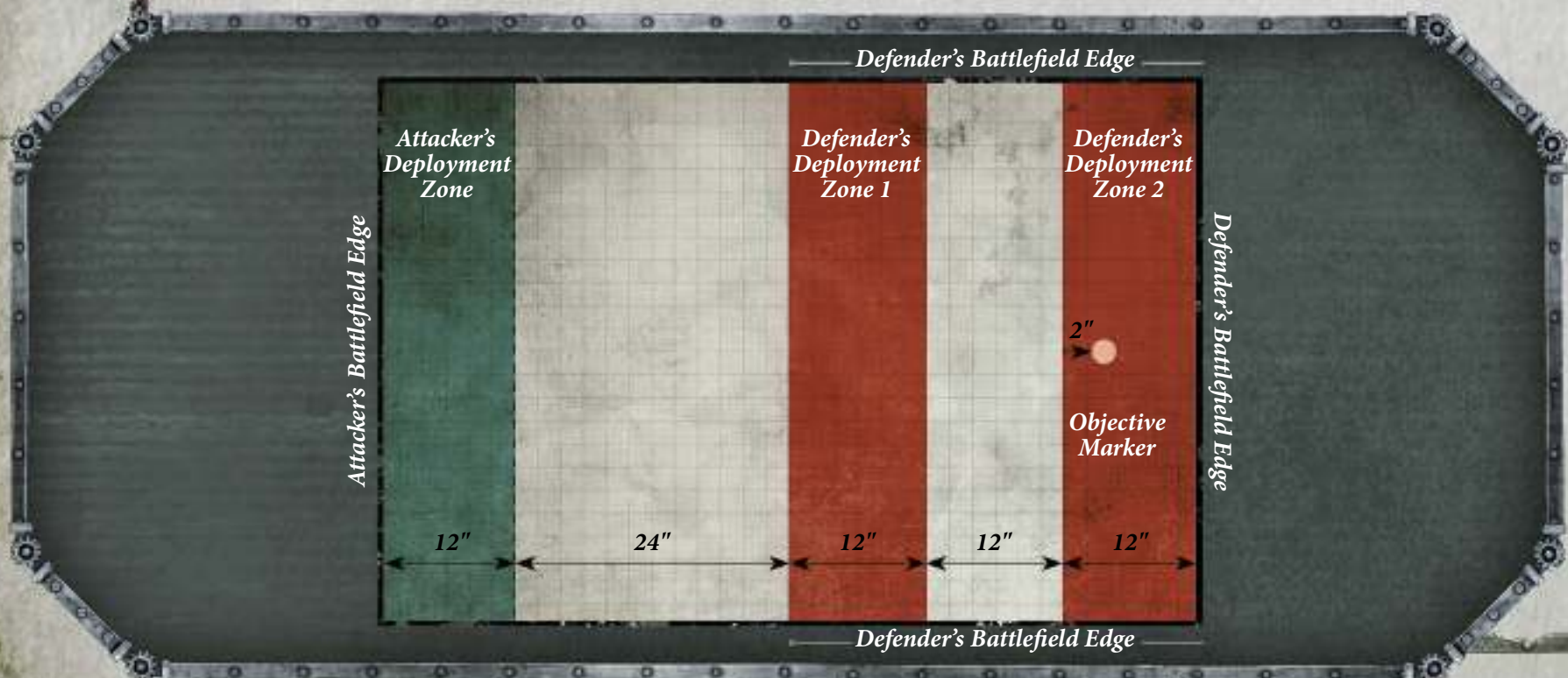
FIRST TURN

The Attacker has the first turn.

DAWN RAID

This mission uses the Dawn Raid rules (pg 194, *Warhammer 40,000* rulebook).

DEFENDER'S REINFORCEMENTS

Any of the Defender's units that begin the game in Reserve are available as reinforcements and enter the battlefield using the rules for Reserves.

Defender's Battlefield Edge

Attacker's Deployment Zone

Defender's Deployment Zone 1

Defender's Deployment Zone 2

Attacker's Battlefield Edge

Defender's Battlefield Edge

2"

Objective Marker

12" 24" 12" 12" 12"

Defender's Battlefield Edge

STRATAGEMS

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

MASTERS OF CARNAGE
1CP
Attacker Stratagem

The Flesh Tearers take to close combat with barely controlled aggression, slaughtering all who stand in their way.

Use this Stratagem when you select one of your FLESH TEARERS units to attack in the Fight phase. You can reroll 1s for wound rolls made for that unit's attacks until the end of the phase.

SLAVES TO CARNAGE
1CP
Defender Stratagem

The Flesh Tearers fight with unchecked abandon and bloodlust, surrendering their martial discipline to slake their appetite for violence.

Use this Stratagem at the start of your opponent's turn. Select an enemy FLESH TEARERS INFANTRY unit. Until the start of your opponent's next turn, models in that unit cannot make attacks with ranged weapons.

STORM OF STEEL
1CP
Attacker Stratagem

The Flesh Tearers prefer simple, brutal weapons, viciously hacking at their enemies with impunity.

Use this Stratagem when you select one of your FLESH TEARERS units to attack in the Fight phase. Any models in that unit that are equipped with chain weapons or combat blades may make an additional attack.

REMOTE MINES
1CP
Defender Stratagem

The defenders are well dug in and have prepared a series of remotely activated mines and booby traps with which to slow the attacking force.

Use this Stratagem in your opponent's Charge phase, when a unit in your opponent's army without the CHARACTER keyword is chosen to charge. That unit suffers D3 mortal wounds. You can only use this Stratagem once per battle.

CRETACIAN CACOPHONY
1CP
Attacker Stratagem

As they launch themselves into the thick of battle, the Flesh Tearers emit a frenzied battle cry that overwhelms the senses of their enemies.

Use this Stratagem when you select a FLESH TEARERS unit to charge in the Charge phase. If the charge is successful, all models in the unit(s) targeted by the charge suffer a -1 penalty to hit in the subsequent Fight phase.

TARGETING ARRAY
2CP
Defender Stratagem

The techno-savant has accessed the planet's satellite network and repurposed this technology to briefly enhance their allies' targeting systems.

Use this Stratagem when you select a unit to attack in your Shooting phase. Add 1 to hit rolls for that unit's attacks until the end of the phase.

The Defender is allowed to bring on any Reserve units that they wish to at the end of the Movement phase. When a unit arrives from Reserve, it must be set up within 6" of any of their battlefield edges, and more than 9" from any enemy units.

SCRAMBLER FIELD

The Defender is prepared for an attack, and their positions are protected by a scrambler field that blocks any attempt to teleport onto the battlefield. The Attacker's units that are set up on the battlefield as reinforcements cannot be set up within 9" of the Defender's deployment zone 2.

PURGE THE NETWORK

An enemy techno-savant is plugged directly into the defence network and has hacked into the orbital weapons array. The enemy technician is represented by an objective marker. At the end of any battle round, if the Attacker controls the objective marker, the technician is slain and removed from the network, and the battle ends immediately (see Victory Conditions, below).

BATTLE LENGTH

This mission uses the Random Battle Length rules (pg 194, *Warhammer 40,000* rulebook) to determine how long the battle lasts.

VICTORY CONDITIONS

If, at the end of the battle, the Technician is destroyed, the Attacker wins a major victory. Any other result is a major victory for the Defender.