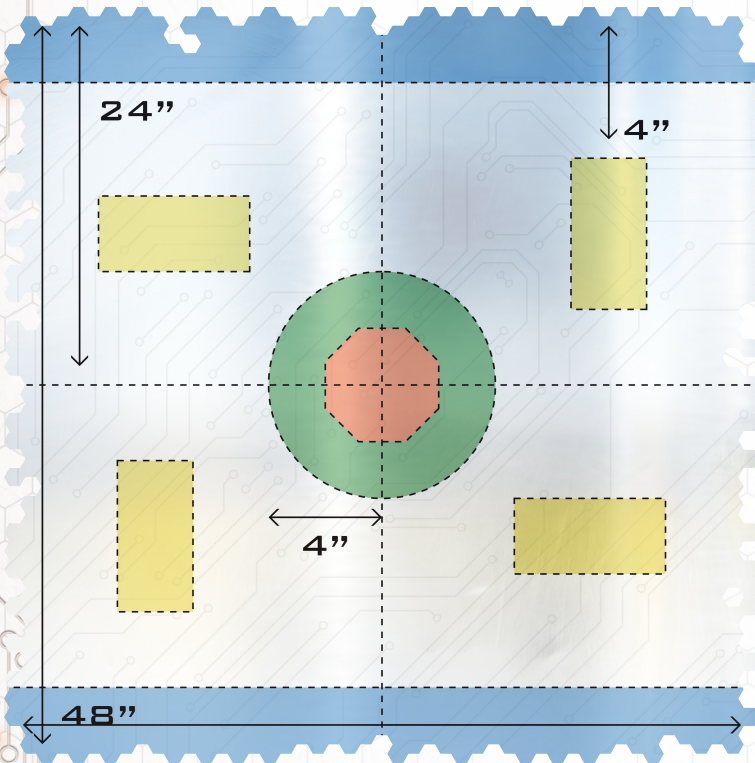


ROOST RAIDER

A hangar containing a large amount of pre-war assets has been discovered in the middle of an abandoned district. Unfortunately a large amount of Feral Vampires has taken roost in this hangar. Clear them out and claim the valuables within.



DURATION

- 6 Rounds

VICTORY CONDITIONS

- 4 hidden mobile objectives placed in garrisons at least 4" away from deployment zones and the Underground Hangar, worth 1 Victory Point each.
- At the end of each round, if there are any units in the Underground Hangar, place a squad of 4 Feral Vampires on the hangar. These Feral Vampires activate at the end of each round and always move towards the closest airborne target and attack if able.
- The Underground Hangar contains one hidden mobile objective worth 3 Victory Points.
- For every 4 Feral Vampires a player kills, they gain 1 Victory Point.

ARMY

- 2.

SETUP

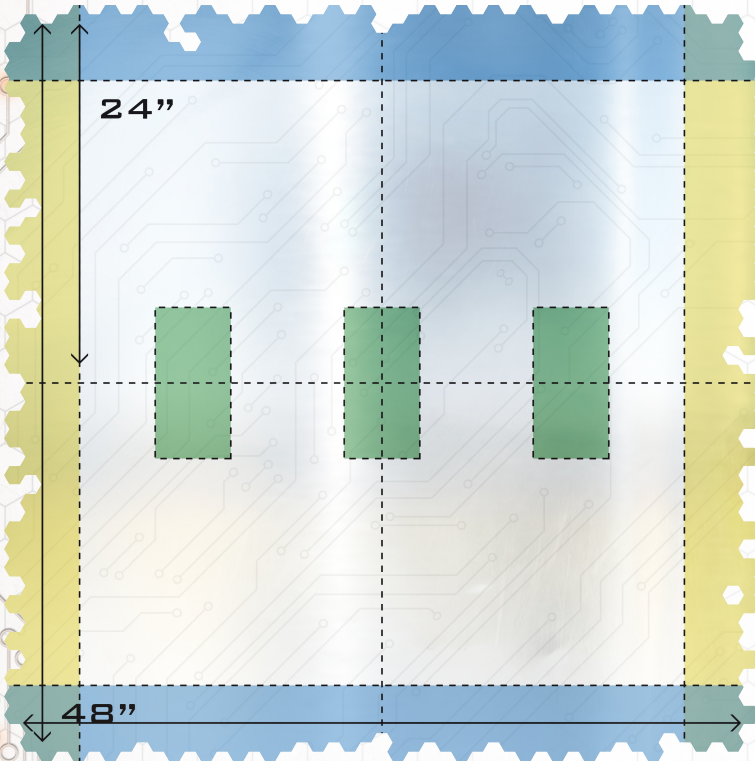
- 4'x4' board.
- 1 Underground Hangar in the centre of the board.
- The Underground Hangar has the Garrison and Solid rules and counts as having 12dp for occupancy.
- Place any other garrisons and scenery at least 4" away from the Underground Hangar.

DEPLOYMENT

- Opposite board edges (shown in blue).
- All Units begin in Readiness.

STEP QUIETLY

Daggers are a constant danger when scouting the abandoned buildings of the cradle worlds. Whenever a nest is detected in a battle zone stealth becomes a necessity rather than an option. Even the slightest vibrations or changes in air flow and temperature can set a Dagger off. This means that searching buildings is a delicate task, any outside influence can have disastrous consequences.



ARMY

- 2-4

SETUP

- 4'x4' board.
- At least 3 Garrisons along the centre line of the board
- Any number of Garrisons spread evenly across the board.

DEPLOYMENT

- Opposite board edges. 2 players shown in blue, 3-4 players shown in yellow.
- All Units begin in Readiness.

DURATION

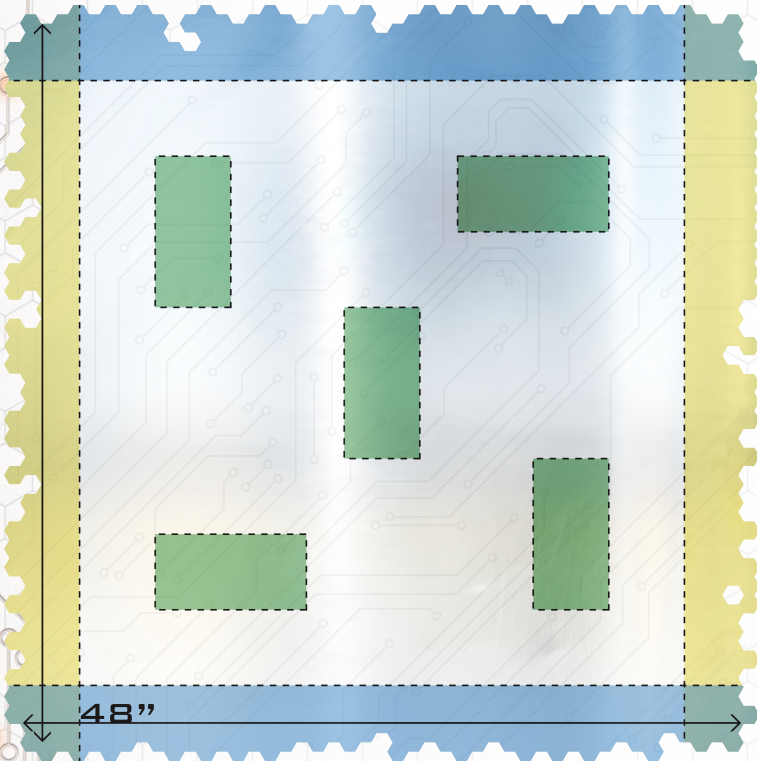
- 6 Rounds

VICTORY CONDITIONS

- 3 Hidden mobile objectives placed in garrisons along the centreline of the board, evenly spaced out worth 3 Victory Points each.
- Scan tokens may not be used to increase the result of a search action.
- You may use your scan tokens to reduce the result of your opponents search actions.
- Search roll results of a 1 or a 2 cause a squad of that many Daggers to appear controlled by the opposing player in that garrison.
- If a player destroys a squad of Daggers, that squad of Daggers drop a mobile objective worth 1 Victory Point.

MIGRATION TACTICS

Certain Cradle Worlds have unique traits for their fauna. This one has Maulers with a peculiar migratory behaviour. Having found an abandoned settlement in their way, these stampeding Maulers stampede between buildings and smash their way through anything that gets in their way.



ARMY

- 2

SETUP

- 4'x4' board.

DEPLOYMENT

- Opposite board edges (shown in blue).
- All Units begin in Readiness.

DURATION

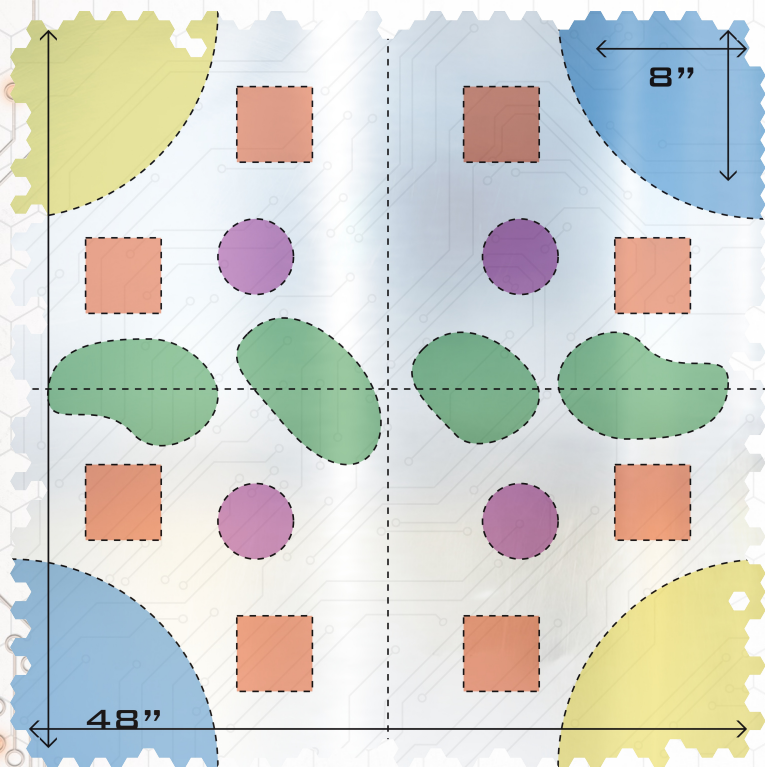
- 6 Rounds

VICTORY CONDITIONS

- 5 Hidden mobile objectives worth 1 Victory Point each, spread out evenly in garrisons.
- At the end of every round place d3 Maulers on a random side edge (shown in yellow).
- Maulers must move towards the next closest target in the direction of the opposite board edge during each of their activations.
- Maulers grant 1 Victory Point to the player that killed them.

M.A.U.L.E.R.S.

Occasionally, fauna can claim the overgrown remnants of inner city parks and green spaces as their own. While this could pose a problem when resettlement efforts start, the constant fighting of the reconquest is the perfect time to turf them out of these historic places and potentially put them to tactical use.



ARMY

- 2-4

SETUP

- 4'x4' board.
- 1 strip of between 3 and 5 forests of varying size along the centre of the board (shown in green).
- At least 2 non-forest garrisons per board quarter.

DEPLOYMENT

- Within 8" of opposite board corners. 2 players shown in blue, 3-4 players shown in yellow.
- All Units begin Directly Deployed.

DURATION

- 5 Rounds

VICTORY CONDITIONS

- 1 open objective in each board quarter placed equally by each player at least 6" away from that player's deployment zone.
- At the the battlegroup activation phase, from the second onwards, if you are the sole occupant of a forest you may place either a single friendly Mauler unit or squad of 2 friendly Feral Vampires at any edge of that forest. They activate immediately and may move towards the closest enemy squad rather than closest squad during this activation, subsequent activations follow normal Fauna rules.
- At the end of each round, being the sole occupant of a garrison in the opposite quarter to your deployment zone grants 2 Victory Points.