

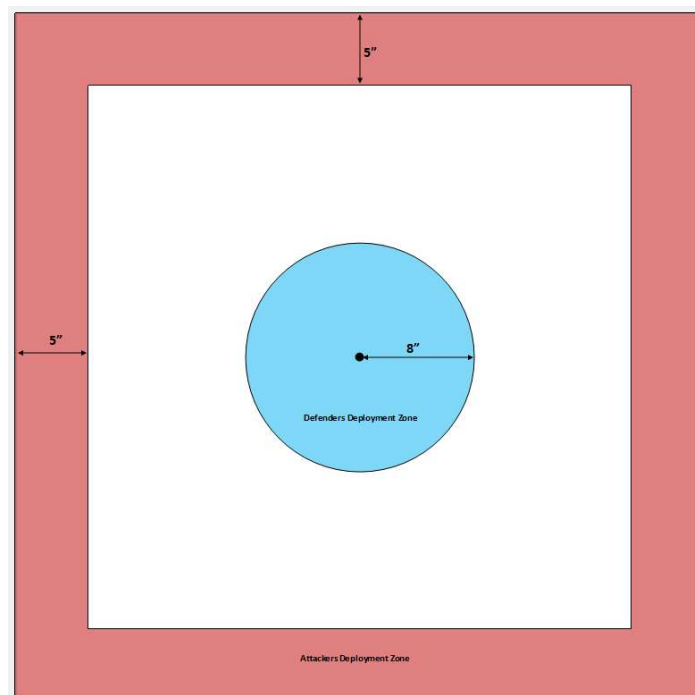
Warcaster Snap Fire Missions

Snap Fire 1: Extraction.

“Battle plans often go wrong on the fringes of the thousand worlds. Whole armies can materialise, or disappear with little to no warning leaving other forces exposed and outmanoeuvred. In these dire situations a fighting withdrawal is the only option. Mass army recalls may save men and equipment but often they cost the lives of the warcasters performing such a strenuous undertaking. Much safer then to travel back through the arc gates...”

Setup

- Defender deploys first with full force in an 8” circle from the centre.
- Attacker deploys second with the standard 5 points and one gate loaded with 5 arc in a 5” deployment zone all around the board edge.
- Gatecrasher Weapon option and Execrator Nix Gate Launcher spike ability cannot be used by the defender in this scenario.
- Recall Initiative and Eschatonic Well Cypher Card cannot be used in the defender’s cypher deck.



Mission Special Rules

For this mission the Defenders Void gates have an inverse function. You can spend arc on them equal to the DC of a unit within 2” to recall that unit from play. Other than that, they function as per usual.

Victory Conditions

Defender scores VP for every point of DC they extract from the board via a void gate (units cannot be recalled by the defender in phase 6).

Attacker scores VP for every point of DC they destroy of the defenders’ forces.

This match lasts until there is a clear victor or 6 full rounds (2 pulse rounds). Resolve the effects of all continuous effects at the conclusion of round 6.

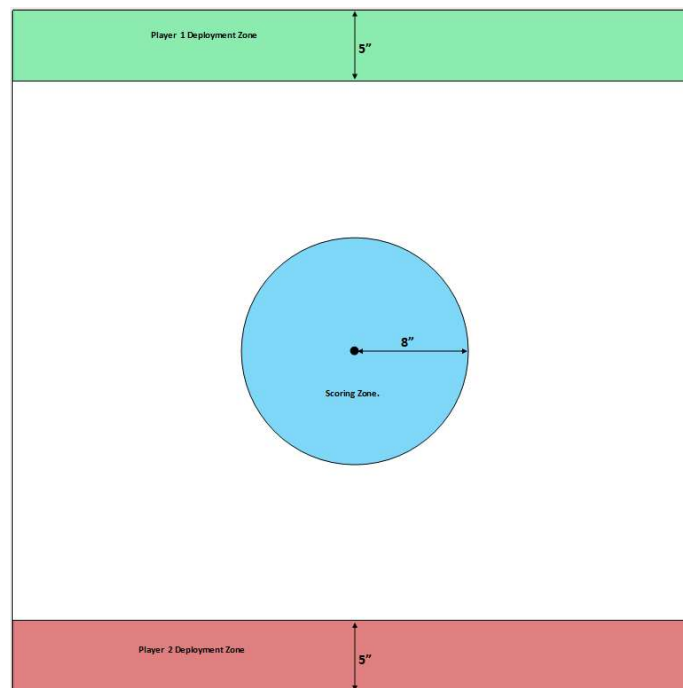
Mantlets may be deployed but do not count towards scoring on either side.

Snap Fire 2: Barren Lands

“Due to mankind’s hunger on some worlds arc is more than just dwindling, it is basically extinct. Armies starved of arcanessence are slowly crippled. Each move they make, limits their next until they can no longer function...”

Setup

- Standard 5” Deployment zone for both players.
- Setup a control zone in an 8” circle around the centre.
- Gatecrasher Weapon option and Execrator Nix Gate Launcher spike ability cannot be used in this scenario.
- Arcanessant Regenerator and Eschatoinic Well Cypher Card cannot be used in either players cypher deck.



Mission Special Rules

- Gates can only deploy with full 5 arc on the first turn of pulse round 1. Each subsequent turn reduces a gates arc maximum by 1 until beyond turn 5 no gates can be placed.

Pulse round	Turn	Gate Arc Maximum
1	1	5
1	2	4
1	3	3
2	4	2
2	5	1
2	6	No gates can be placed.

- Gates cannot be placed within the Scoring Zone.

Victory Conditions

Players earn VP for the DC cost of every model they control in the zone at the end of their turn. Resolve continuous effects at the end of the pulse rounds as per usual. This match lasts until there is a clear victor or 6 full rounds. Resolve the effects of all continuous effects at the conclusion each players 6th turn before they score.