

Winchester Rogue Traders - Mission Pack

V.20251021.0

Each table will have 14 pieces of terrain made up of 4 different (colour-coded) terrain pieces.

1. Triangular Terrain piece(Grey):

- Ruins - Area Terrain
- 7.5" tall with 3 floors
- Top floor is 6.5" high
- Obscuring terrain
- Light Cover
- Breachable
- Only the top floor has windows

2. Rectangular Terrain Piece(Brown):

- Ruins - Area Terrain
- 10" tall with 2 floors
- Top floor is 5" high.
- 2 of these pieces that have the variable height front wall will have a 1" high firing deck (making it 6" high) on the left side.
- Obscuring terrain
- Light Cover
- Breachable
- Only the top floor has windows

3. C-Shaped Terrain Piece(Green):

- Ruins - Area Terrain
- 6.5" tall with 2 floors.
- Top floor is 5" high
- Obscuring terrain
- Light Cover
- Breachable
- Only the top floor has windows

4. Buttressed Wall (Red and Brown):

- Ruins - Area Terrain
- 3" tall wall
- Benefit of Cover
- Breachable.
- Obscuring..
- No Windows

5. UKTC Adaptor (Yellow & Green):

- Ruins - Area Terrain
- 3" tall wall
- Benefit of Cover
- Breachable.
- Obscuring..
- No Windows

Terrain Clarifications

1. The floor heights are designed to be just inside of engagement range (where 5") or inside of 3" where 3" is the required distance. I am noting this to remove any ambiguity in measurement rulings.
2. All rulings on line of sight must take into account the whole of the base where "Obscuring Terrain" is concerned.
3. The terrain is to be treated as if there are no windows on the ground level or any mid level of **any terrain piece**. Only the absolute top level of any multi-story terrain piece is to have windows.
4. If you are not actually "on the terrain base" you are not on the terrain... unless you have discussed (and agreed) any exceptions to this with your opponent to cover issues like wobbly models etc.
5. In the mission descriptions, for brevity Player1 is the player who wins first turn and Player2 is the player who goes second.
6. **Players can move freely over objective markers.**
7. **If there is any discrepancy between the Mission/Primary card and what is written here, the Mission pack takes precedence.**
8. **Two pieces of terrain butted up against each other are to be considered 1 terrain piece and the walls having no gaps between them.**
9. **If a terrain piece is edging within 3" of an objective, it is to be considered "just within range" for any model touching the outside of the wall. ie. on the object... just.**
10. **"Home objective" refers to the objective marker in your deployment zone**



Round 1

Deployment: Sweeping Engagement

Primary Mission: Terraform

Action: One or more units that are within range of an objective outside of your DZ can start the Terraform action. It completes at the End of your turn (or EoB) if the unit doing the action is still in range of the objective and you control it.

R2 onwards:

- Player 1 scores the following at the end of the command phase -
 - 4vp per objective controlled (max 12vp)
 - Player 2 scores the following at the end of the command phase(or at the end of their turn if it is Round 5) -
 - 4vp per objective controlled (max 12vp)
- Both Players score for the Terraform action at end of turn.
- 1vp per objective terraformed

Round 2

Deployment: Search and Destroy

Primary Mission: Hidden Supplies (An extra objective and move the centre objective as per the diagram below). Scored at the end of the command phase or end of the turn if it is Round 5 and you are player 2.

- 1: 5VP for controlling 1 objective not in their DZ.
- 2: Another 5VP for controlling 2 objectives not in their DZ.
- 3: Another 5VP for controlling more objectives than your opponent

Round 3

Deployment: Crucible of Battle (Short diagonal axis along 44" edge)

Primary Mission: Scorched Earth

Action: One unit from your army within range of an objective not in your DZ in the shooting phase begins to burn an objective. Completes at the end of your opponent's next turn or EoB if your unit is still in range and in control of the objective. The objective is removed.

Round 2 onwards:

- Any objectives burned in No Mans Land score 5vp or if in your opponents DZ, it scores 10VP.
- At the end of the command phase (or at the end of the turn if you are Player 2 and it is round 5 of the game) each objective controlled by you scores 5vp to a maximum of 10vp.

Round 4

Deployment: Search and Destroy

Primary Mission: Take and Hold

R2-R4: 5VP for each objective controlled (max. 15VP) at the end of their command phase.

R5:

- Player 1: 5VP for each objective controlled (max. 15VP) at the **end of their command phase**.
- Player 2: 5VP for each objective controlled (max. 15VP) at the **end of their turn**.

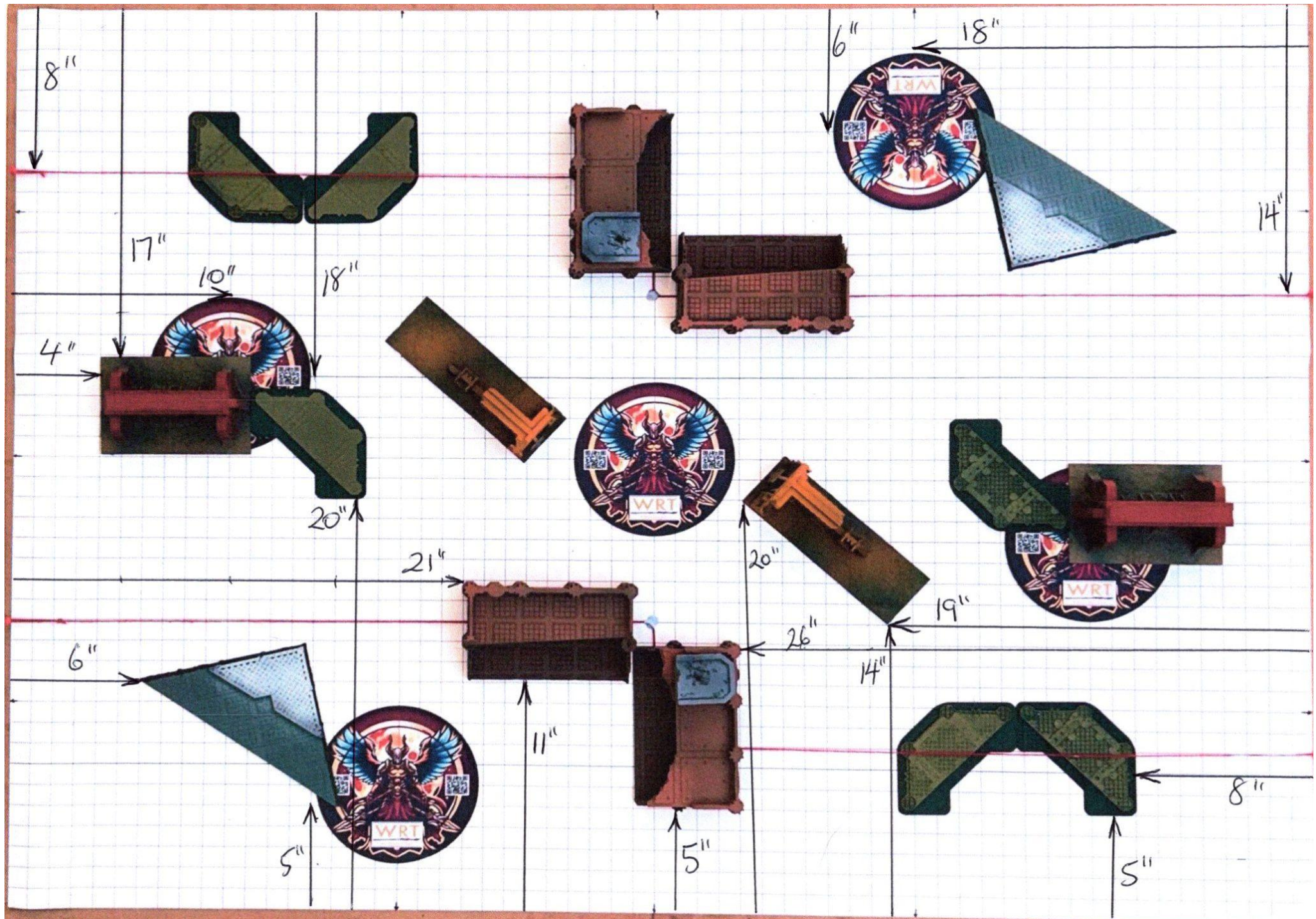
Round 5

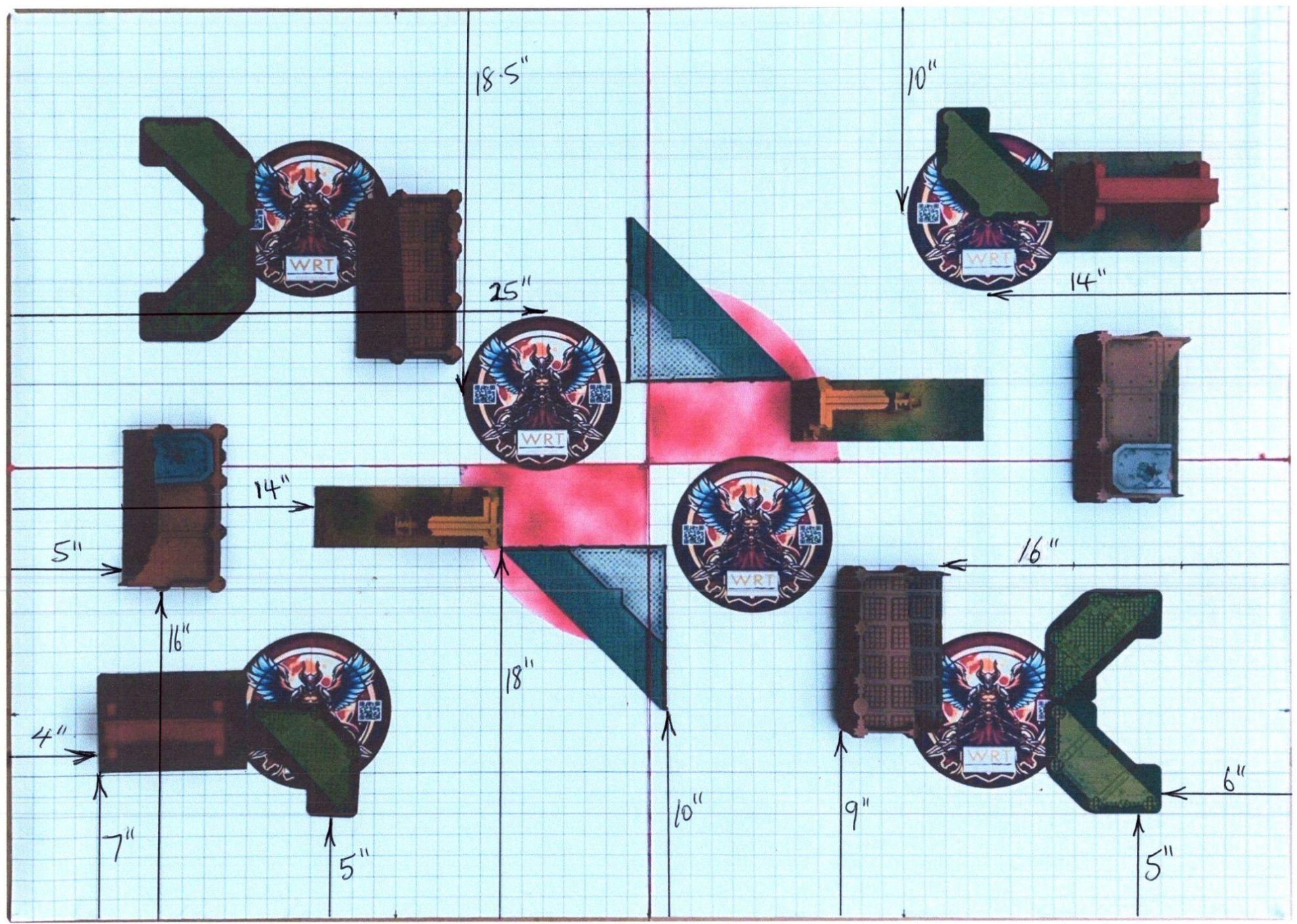
Deployment: Dawn of War (60" wide long deployment zone)

Primary Mission: Linchpin

1. From the end of each Command Phase, from Round 2 onwards (or at the end of their turn in Round 5), the player does not control their "Home" objective, they only score 3vp for each objective marker they control (Max. 15vp).
2. If at the end of each Command Phase, from Round 2 onwards (or at the end of their turn in Round 5), the player does control their "Home" objective they only score 3vp for that objective and 5vp for any other objective marker they control (Max. 15vp).

Round 1





Round 3

