

WRT UKTC Warm Up Mission Pack

V.20250803

Each table will have 16 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. I.e. on the object... just.**
10. **"Home objective" refers to the objective marker in your deployment zone**



Round 1 (UKTC R3)

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.
- 2: Another 5VP for controlling 2 objectives.
- 3: Another 5VP for controlling more objectives than your opponent.

Round 2 (UKTC R2)

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

Primary Mission: Purge the Foe

The end of any Battle Round:

- 4vp if 1 or more enemy units destroyed

R2-R4:

- 4VP for killing more enemy units than their opponent at the end of the battle round.
- 4VP for 1 or more objectives controlled at the end of their command phase.
- 4VP if they control more objectives than their opponent at the end of their command phase.

R5:

- Player 1: As described above but scored at the end of their command phase.
- Player 2: As described above but scored at the end of their turn.

Round 3 (UKTC R5)

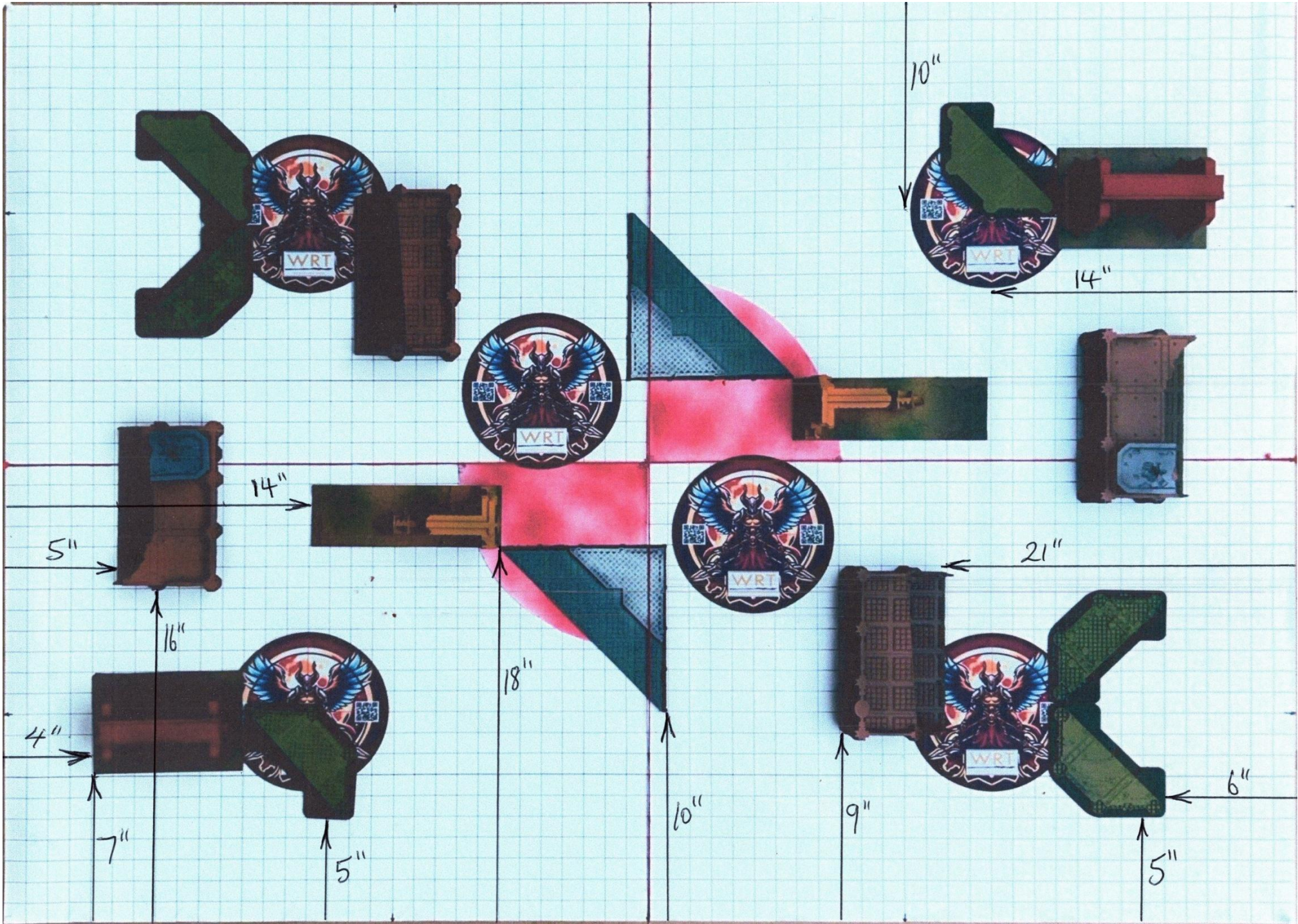
Deployment: Search and Destroy

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 2

