

# LET YOUR BODIES BE HIS ARMOUR

## A Warhammer 40k 2000 point narrative mission

In their valiant defence of the planet of **Sanctus Luctus**, the furious Blood Angels resisted an onslaught from the senseless world eaters and drove them back into the warp. During the final battle, the **Dreadnought Brother Lethariel, Bearer of the Final Sorrow**, crushed the mighty **Zerkan Thrice-Slain**, champion of khorne in his Blood Talons. The world eaters have now regrouped and are seeking to bring the full force of their rage in revenge against the Venerable Dreadnought. The **Emperors Children**, drawn from their vile excursions by the shedding of blood and the promise of entertainment, have decided to join the word eaters to see if they can kill this imperial corpse carrier before the khorne worshipers to appease slaanesh and score another victory in the great game.

The **Custodes** had offered Brother Lethariel sanctuary in their fortress on **Sanctus Luctus** as he rests for repairs, but hearing of the pending heretical counter attack, the nearest imperial guard regiment have been called to assist the custodes in defending the stronghold, and beating back the heretical invaders from imperial ground.

As the traitors have landed they have set up desecrated shrines in their deployment zones as a dedication to the corrupt powers in an effort to draw their attention, this cannot be allowed on holy imperial ground!

Can Brother Lethariel be defended and the loyalists remove the chaos taint? Or will the heretical astartes drive back the imperium even further and have their revenge on the heroic dreadnought?

## Mission Objectives

### Defenders

The defenders can elect 1 unit of no more than 200 points to be their hero (Brother Lethariel). This does not count towards the 2000 point total. They need to protect their heroic unit from the attackers at all costs, as this unit being destroyed will cost them 20VP. They also need to be expansive, as they will score more VP's with the objectives out of their deployment zone, plus destroying the desecrated shrine's will grant them 10VP each.

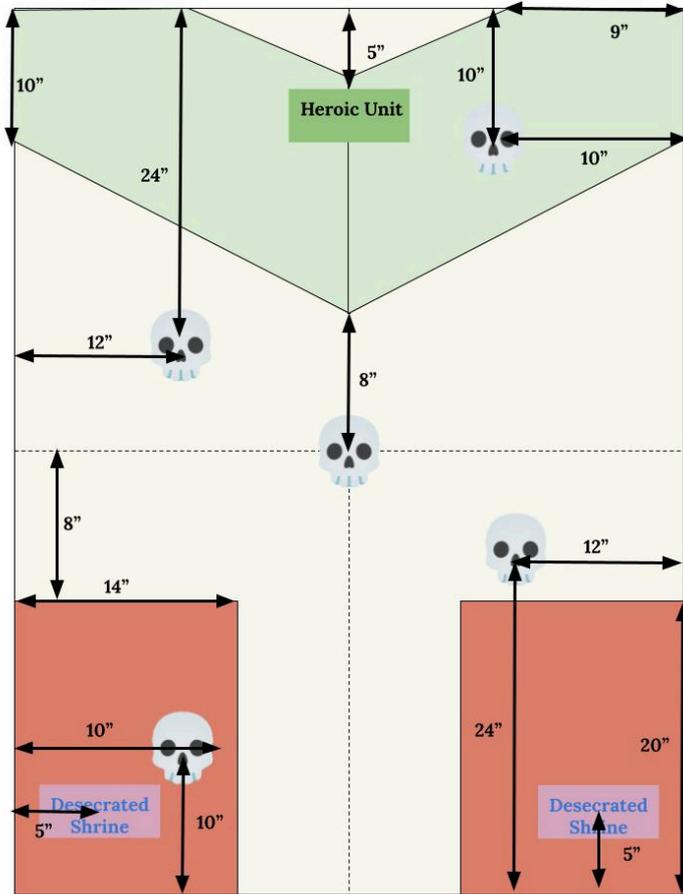
### Attackers

The attackers will need to expand as quickly as possible to attempt to destroy the heroic unit before it activates in Turn 3. However, not at the expensive of defense as they need to protect the desecrated shrines in their deployment zones. Each attacker should have 200 points in strategic reserves ready to bring on if their shrine is attacked (see below). This does not count towards the 2000 point total.



## Deployment

## Scoring



### PRIMARY MISSION – ASYMMETRIC WAR

### UNEVEN GROUND

*Empyric energies continue to warp the battlefield. As the landscape shifts, key objectives are revealed. Prioritise their capture.*

#### SECOND BATTLE ROUND ONWARDS

WHEN: End of the **Command phase** (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores VP as follows (up to **15VP** per turn):

- **2VP** for each objective marker within their deployment zone that they control.
- **4VP** for each objective marker within No Man's Land that they control.
- **6VP** for each objective marker within their opponent's deployment zone that they control.

### Additional:

**Attackers** get **20VP** for destroying the **heroic unit**.

This heroic unit only becomes active in Turn 3 or if attackers come within 18"

**Loyalists** score **10VP** for **each desecrated shrine** they destroy (T5, W4, Sv3+) If in melee it has a warp lighting combat weapon (A3, S4, AP -1) Units must take battleshock test at -1 if in engagement range

If **loyalists enter deployment zone**, or the **desecrated shrine is damaged**, the heretics can bring in up to **200 additional points reserve** (to match the heroic unit) - the **shrine that is attacked** are the side that bring on the reserves, e.g the Emperors Children shrine is destroyed, they bring in their reserves. If the world eaters shrine is attacked afterwards, they CANNOT bring in additional reserves.

