

# PARIAH NEXUS BATTLES

Pariah Nexus Chapter Approved battle is waged by following the sequence below. Chapter Approved battles are designed for Incursion and Strike Force battle sizes.

## 1 MUSTER ARMIES

Muster armies as described in the Core Rules.

## 2 DETERMINE MISSION

Shuffle the Deployment, Mission Rule and Primary Mission decks, then draw one card from each of those decks for both players to use during the battle.

## 3 READ MISSION

Read the Primary Mission and Mission Rule cards drawn. The Primary Mission card details how and when you score Victory points (VP), and may also apply additional conditions to the battle. You can also score VP by achieving Secondary Missions and Secret Missions (described later). The Mission Rule card details any special rules that apply to the battle.

## 4 PLACE OBJECTIVE MARKERS

Set up objective markers on the battlefield, as shown on the Deployment card drawn.

## 5 CREATE THE BATTLEFIELD

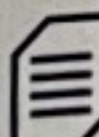
Create the battlefield and set up terrain features (see the Core Rules). Missions are played on rectangular battlefields 44" by 60" in size. Terrain features should not be set up with any impassable sections (such as the walls of a ruin) within 1" of any objective markers.

**6 DETERMINE ATTACKER AND DEFENDER**  
Look at the Deployment card drawn and agree which edges of your battlefield are the Attacker's and Defender's battlefield edges. Roll off: the winner decides who will be the Attacker and who will be the Defender.

**7 SELECT SECONDARY MISSIONS**  
Secondary Mission cards detail additional ways to score VP, and must be used either as Fixed or Tactical Missions. Players now secretly note down whether they will use Fixed or Tactical Missions; if using Fixed Missions, they must also note down which two Fixed Missions they will use (see below). Players then reveal these decisions and proceed accordingly.

### FIXED MISSIONS

**Fixed Missions are goals that remain throughout the battle, and can be achieved multiple times.**

 Fixed Missions are those marked with the symbol shown on the left. After revealing the two Fixed Missions you will use, set aside the remainder of your Secondary Mission deck (it will not be needed during the battle). Your selected Fixed Mission cards cannot be discarded for any reason other than the Adapt or Die Mission Rule card.

### TACTICAL MISSIONS

**Tactical Missions are replenished at the start of your Command phase, and are discarded once achieved.**

After revealing that you will use Tactical Missions, shuffle your Secondary Mission deck.

If you are using Tactical Missions:

- At the start of your first Command phase, draw two cards from your Secondary Mission deck; those two Secondary Mission cards are active for you until you achieve them. At the start of each of your subsequent Command phases, if you have fewer than two active Secondary Mission cards, draw from your Secondary Mission deck until you have two active Secondary Mission cards.

- At the end of your Command phase, you can spend CP to use the New Orders Stratagem below.



## NEW ORDERS

CORE — STRATEGIC PLOY STRATAGEM

*High command has received new intelligence.*

1CP

**WHEN:** End of your Command phase.

**TARGET:** One of your active Secondary Mission cards.

**EFFECT:** Discard it and draw one new Secondary Mission card.

- At the end of either player's turn, if you scored any VP this turn as described on a Secondary Mission card, discard that Secondary Mission card — it is achieved.
- At the end of your turn, you can discard one or more of your active Secondary Mission cards. If you do, you gain 1CP.
- If your Secondary Mission deck runs out, you cannot generate any additional Secondary Missions during the battle.

**8 DECLARE BATTLE FORMATIONS**  
Players secretly note down which of their Leader units will start the battle attached to which Bodyguard units, which of their units will start the battle embarked within which **TRANSPORTS**, and which of their units will start the battle in Reserves (including Strategic Reserves). Players then reveal these decisions.

### RESERVES RESTRICTIONS

- No more than half of the units in your army can start the battle in Reserves, and the points total of those units cannot be more than half of the points total of your army (units embarked within a **TRANSPORT** that is set up in Reserves also count towards these limits).
- Reserves units cannot arrive on the battlefield during the first battle round (excluding units placed into Strategic Reserves during the battle).
- Any Reserves units that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as do any units embarked within them (excluding units placed into Strategic Reserves during the battle).

## 9 DEPLOY ARMIES

Players take it in turns to set up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If a player sets up a **TITANIC** unit when it is their turn to set up a unit, they skip their next turn to set up a unit. If one player finishes deploying all of their units, their opponent then deploys the remainder of their units.

**10 REDEPLOY UNITS**  
Some rules allow players to redeploy certain units after both armies are deployed. Unless otherwise stated, such rules are resolved in this step. Players alternate resolving any such rules, starting with the Attacker.

**11 DETERMINE FIRST TURN**  
Roll off: the winner takes the first turn.

**12 RESOLVE PRE-BATTLE RULES**  
Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.

**13 BEGIN THE BATTLE**  
The first battle round begins. Players continue to resolve battle rounds until the battle ends.

**14 END THE BATTLE**  
The battle ends after five battle rounds have been completed. Even if one player has no models remaining in their army at the start of their turn, players continue to play out their turns until the battle ends.

**15 DETERMINE VICTOR**  
At the end of the battle, the player with the most VP is the winner. If the players are tied, the battle is a draw.

The maximum VP each player can score is 100VP. Each player scores 10VP if their army is painted to a Battle Ready standard. The maximum VP that can be scored from each source of VP is detailed on the right. In all cases, any excess VP awarded above these maximums are lost.

| VP SOURCE                               |  | MAXIMUM VP |
|-----------------------------------------|--|------------|
| Primary Mission and/or Secret Mission   |  | 50VP       |
| Secondary Missions                      |  | 40VP*      |
| Army painted to a Battle Ready standard |  | 10VP       |

\* If using Fixed Missions, 20VP maximum per Fixed Mission card.

### SECRET MISSIONS

Secret Missions are challenging covert goals you can pursue if the Primary Mission seems in jeopardy.

At the end of the third battle round, starting with the player who had the second turn, if your Primary Mission VP total is less than or equal to your opponent's, you can choose to undertake a Secret Mission. If you do:

- Secretly select one card from your Secret Mission deck and place it to one side, face-down.
- You cannot score more than 20VP from the Primary Mission card; any excess VP awarded above this maximum are lost.
- At the end of the battle, reveal your Secret Mission card to your opponent. If you achieved the goal described on that card, you score VP as described on that card.

### ACTIONS

Your forces can attempt daring battlefield tasks to turn the conflict in your favour.



Some cards feature Actions that certain units can perform. Each Action states which units can perform it, when it is started and completed, and what the effects of completing it are.

A unit cannot start to perform an Action if one or more of the following apply to that unit:

- It is an **AIRCRAFT** unit.
- It is Battle-shocked.
- It has an Objective Control characteristic of 0.
- It is within Engagement Range of one or more enemy units (unless it is a **TITANIC CHARACTER** unit).
- It Advanced or Fell Back this turn.
- It is not eligible to shoot this phase (including units that have already been selected to shoot this phase).

If a unit starts to perform an Action, until the end of the turn, that unit is not eligible to shoot or declare a charge, unless it is a **TITANIC CHARACTER** unit, in which case, until the end of the turn, that unit cannot start to perform another Action and is not eligible to declare a charge.

If a unit performing an Action makes a move (excluding Pile-in and Consolidation moves) or leaves the battlefield, that Action cannot be completed.

### VP FOR DESTROYING MODELS OR UNITS

Some cards award VP for destroying enemy models or units. If you gain VP as described on such cards, you retain those VP even if those destroyed models or units are subsequently returned to the battlefield.

### VP UP TO A LIMIT

Some cards award VP up to a stated limit, which may not be a round multiple, e.g. '2VP (up to 5VP)'. In such cases, you can keep scoring up to the stated limit, then any excess VP awarded are lost.

### DISCARDING CARDS

Some cards begin with a section named 'When Drawn', which details immediate next steps including when such cards either can or must be discarded. Note that if such a card is a Secondary Mission card, this section only applies if you are using Tactical Missions.



### DEPLOYMENT CARD KEY



#### ATTACKER'S DEPLOYMENT ZONE

The Attacker must set up their army within this area.



#### DEFENDER'S DEPLOYMENT ZONE

The Defender must set up their army within this area.



#### NO MAN'S LAND

The region of the battlefield that is not within either player's deployment zone.



#### OBJECTIVE MARKERS

The quantity and locations of objective markers are shown with this icon.



#### CENTRE OF BATTLEFIELD



ATTACKER'S  
BATTLEFIELD EDGE



DEFENDER'S  
BATTLEFIELD EDGE