



THE HIVEWAR

MISSION PACK

v1.0.2

OVERVIEW

This mission pack provides all missions to be used for all matches played within The Hive War. All missions are Strike Force, played on a 44x60 battlefield.

There are four categories of mission in this Mission Pack:

1. No Man's Land Missions
2. Attacker Advantage Missions
3. Defender Advantage Missions
4. Last Stand

There are no Victor Bonuses for any missions. You always gain 1 RP for your faction after completing your first 2 matches in each cycle.

Unless otherwise specified by the mission, use the BOLTERCON terrain handout for determining layout of terrain on the battlefield. Minimal adjustments are acceptable to accommodate mission objectives.

NO MAN'S LAND MISSIONS

No Man's Land Missions are used for battles where neither side has advantage. These missions are designed to be similar to matched play in balancing. Roll a D6 to determine which mission you will play randomly.

Additionally, all Recon missions are played from a random selection on No Man's Land Missions.

ATTACKER-ADVANTAGE MISSIONS

Attacker Advantage Missions are used for battles where the attacking player has advantage over the defender in a match. These missions are designed to give the attacking player an upper hand in battle.

The player who has advantage in a match must roll a D6 to determine which mission you will play randomly.

DEFENDER-ADVANTAGE MISSIONS

Defender Advantage Missions are used for battles where the defending player has advantage over the attacker in a match. These missions are designed to give the defending player an upper hand in battle.

The player who has advantage in a match must roll a D6 to determine which mission you will play randomly.

LAST STAND

When defending a location with no supply line, this mission is always played.

However, when a location with no supply line has a Stronghold, randomly select a mission from the Defender-Advantage missions as the defender always have advantage in that scenario.

NO MAN'S LAND MISSIONS

Like you, I was born into this conflict.
Like you, I have seen the horrors of this war.
Like you, I will march willingly into hell.

They will die for their crimes against
our mothers and fathers.



BRIDGE OF DEATH



MISSION BRIEFING

The battlefield is littered with treasures of ancient conflict. You are hereby ordered to retrieve all findings and drive your enemy out.

MISSION RULES

Objective Markers: In addition to the three objective markers on the bridge, each player places one objective marker, starting with the Attacker. Objective markers must be placed:

- More than 6" away from any battlefield edge.
- More than 9" from any other objective marker.
- In your opponent's deployment zone

Unexploded Ordnance: Roll a D6 anytime a unit you control ends a movement within an objective marker. On a 6, that unit takes D3 Mortal Wounds.

Impassable: A bridge over a canyon prevents movement over "impassable" zones at any time, unless the unit is an Aircraft and that Aircraft is not in "Hover" mode or similar ability. The bridge is 12" tall.

Units with fly may move over the impassable zone, but must end their movement wholly outside the impassable zone.

Terrain placement is modified for this mission. Two large ruins should be placed towards the top and bottom, centered, in each deployment zone. Two smaller terrain pieces (small area terrain or containers) should be placed (1 above on left side and 1 below on right side) the objective markers on either side of the bridge. Leave enough room for movement for large models.

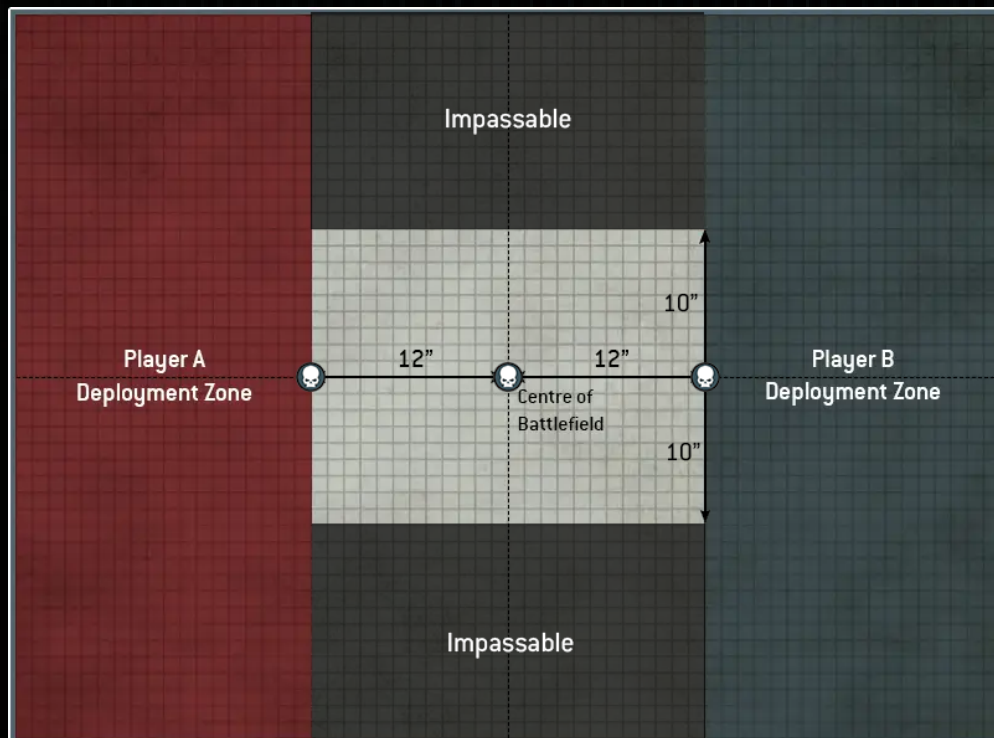
MISSION OBJECTIVES

Victory Points are awarded as follows:

Capture and Control (Progressive): At the end of each player's Command Phase, the player whose turn it is scores 10 victory points for each of the following conditions if they satisfy (for a maximum of 30 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

The mission objective cannot be scored in the first battle round.



TRACK THEIR MOVEMENT

MISSION BRIEFING

Track down your enemy's movement patterns and lock down the area.

MISSION RULES

Track (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker you control, and you have not previously performed this Track action on. This action is completed at the end of your turn, provided the unit is still within range of that objective marker.

MISSION OBJECTIVES

Victory Points are awarded as follows:

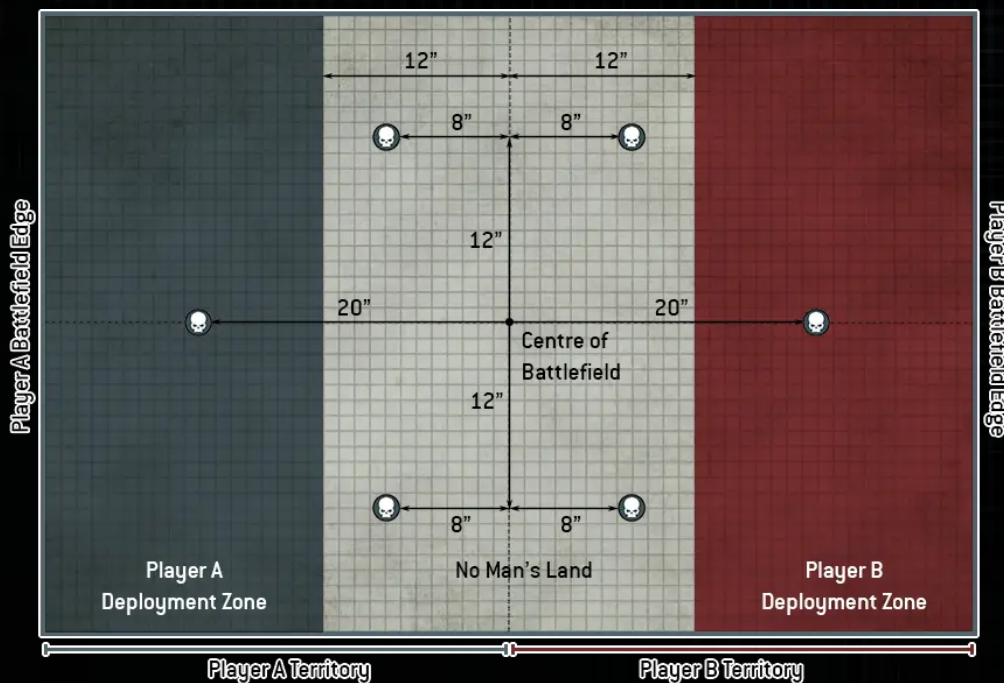
Track Their Movement: Score 5 Victory Points for every successful objective marker you performed a successful Track action on.

Take and Hold: At the start of each player's command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (to a maximum of 15 VP):

- You control two or more objective markers.
- You control three or more objective markers.
- You control more objective markers than your opponent.

In the fifth battle round:

The player who has the first turn scores VP at the end of their Command phase as described above for each of the above conditions they satisfy. The player who has the second turn scores VP at the end of their turn as described above for each of the above conditions they satisfy.



SECURE THE STOCKPILES

 3

MISSION BRIEFING

You received reports of a scouting party monitoring your enemy hiding stockpiles of various weaponry and goods.

MISSION RULES

Hidden Stockpiles: The defender secretly rolls 2D6. The two corresponding objective markers are considered hidden Stockpiles. If a double is rolled, reroll the 2D6.

Use the Discord bot (ServitorFidelis) to roll the 2D6 by directly messaging the bot and typing "!roll 2d6". Share the result at the end of the match.

Discover Stockpiles: In the Attacker's command phase, and at the end of the battle, for each objective marker that the Attacker controls, the defender must

reveal if that objective marker is a Stockpile. If the objective marker is not a stockpile, remove it from the battlefield.

Scouting Initiative: The attacker goes first.

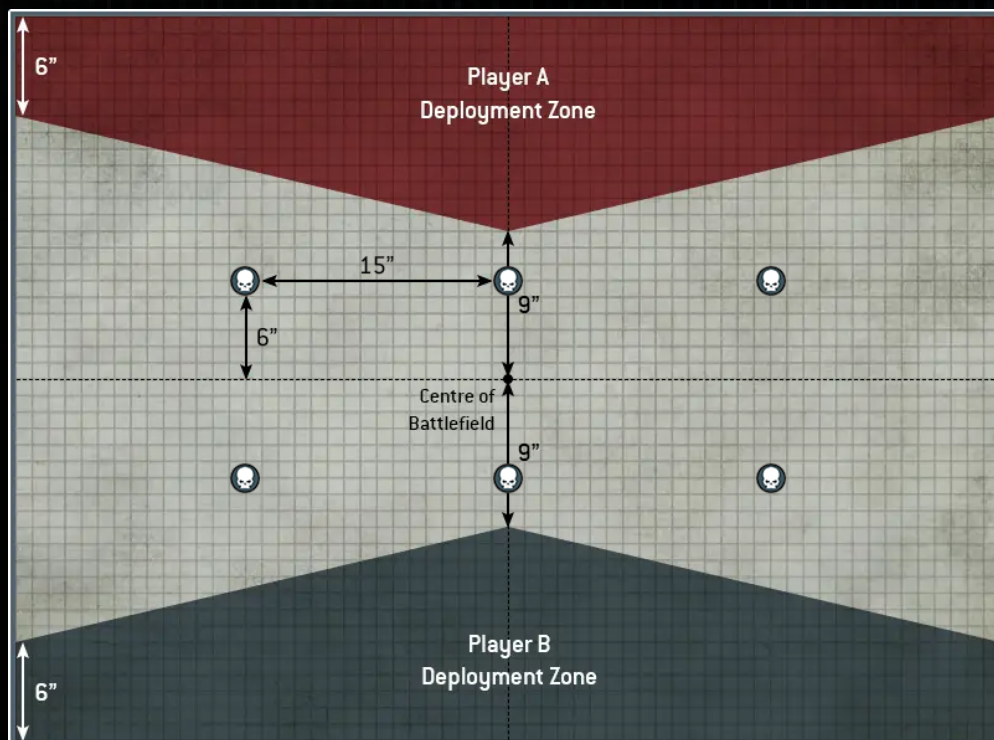
MISSION OBJECTIVES

Victory Points are awarded as follows:

Captured Stockpiles: At the end of the battle:

- The attacker scores 50 victory points for each objective marker they control that is a Stockpile.
- The defender scores 45 victory points for each objective marker that is a stockpile that is not controlled by the attacker.

The mission objective cannot be scored in the first battle round.



BURN IT DOWN



MISSION BRIEFING

An encampment sits ready on the horizon, guarding key strategic assets to establish supply lines. Burn their crucial findings and claim victory.

MISSION RULES

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" away from any battlefield edge, and 9" from any other objective marker.

Burn (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is in range of an objective marker. The action is completed at the end of your turn. Remove this objective marker from the battlefield.

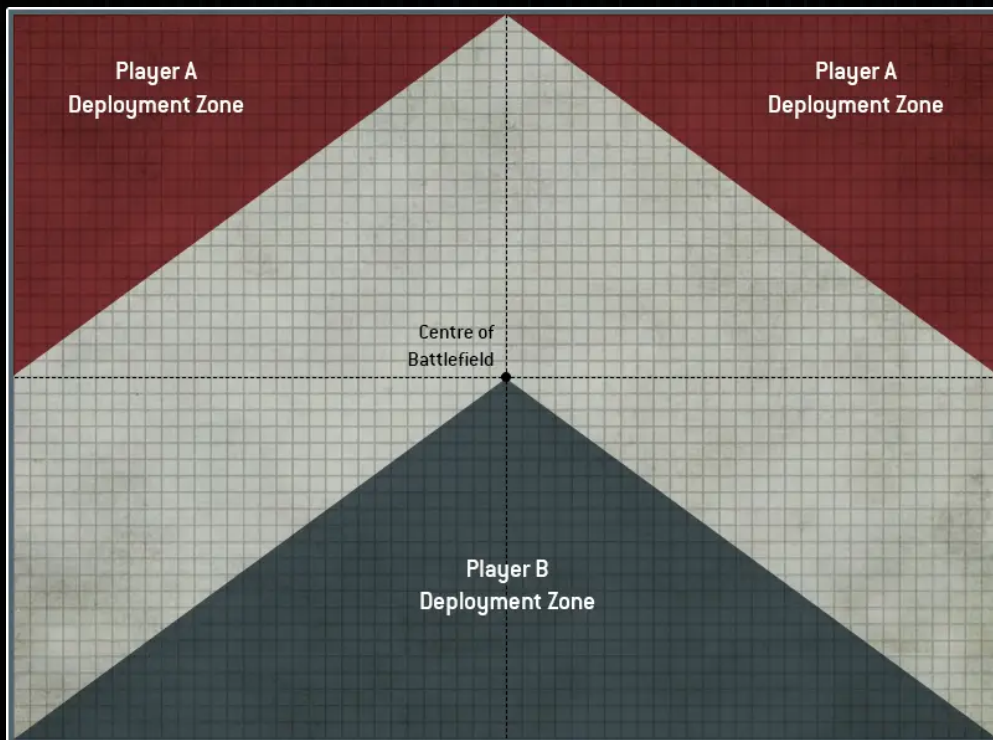
MISSION OBJECTIVES

Victory Points are awarded as follows:

Take and Hold (Progressive): At the end of each player's command phase, the player whose turn it is scores 5 victory points for each of the following conditions (to a maximum of 15):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

Take and Hold (Progressive): At the end of the battle, a player scores 15 victory points if one objective marker was removed from the battle due to a successful Burn action performed by a unit from their army, and 35 victory points if two objective markers were removed by the Burn action.



SUPPLY DROP



MISSION BRIEFING

An incoming supply drop is landing somewhere on the field. Capture the supply drop and destroy your opposition.

MISSION RULES

Setup: Place one objective marker in the center of the battlefield. This is the incoming supply drop.

Strong Winds: At the start of each player's command phase in the 1st and 2nd battle round, one of the players rolls 2D6 as close to the Supply Drop objective marker as possible. Draw a straight line between the two dice, from the one with the lowest result to the one with the highest, and move the Supply Drop objective marker D3+3" in the direction shown by the arrow. If the result is the same, reroll the dice.

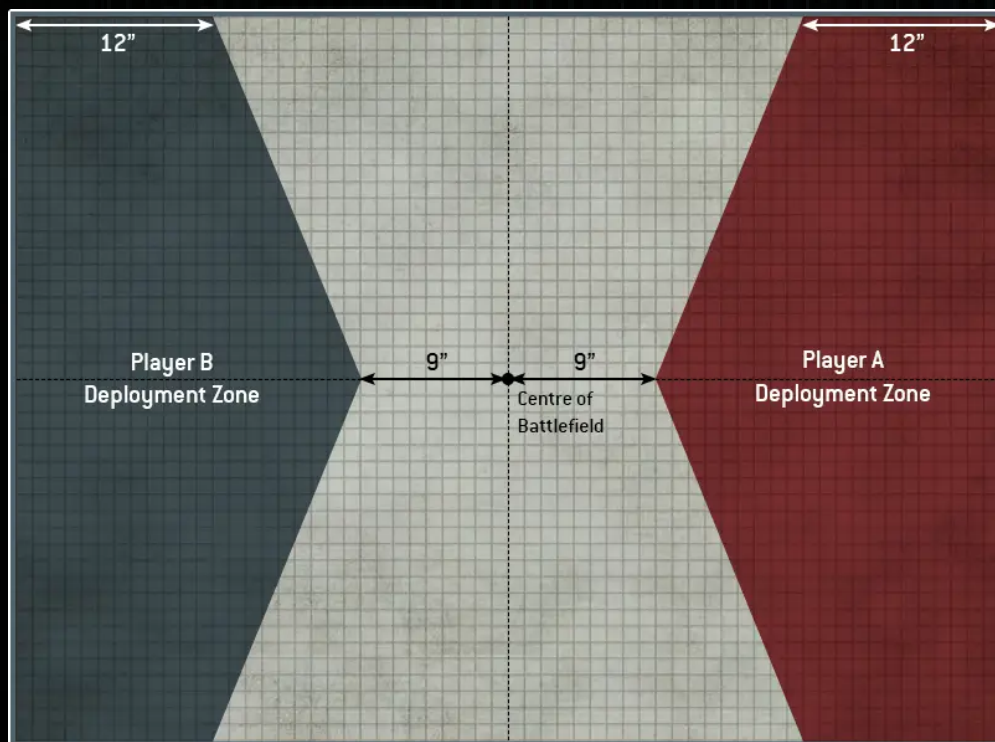
The supply drop can be moved over models and terrain features, but it cannot leave the battlefield.

The supply drop "lands" at the end of battle round 2, and cannot move afterwards.

MISSION OBJECTIVES

Victory Points are awarded as follows:

Loot the Supply Drop: Score 30 victory points at the end of your turn on battle round's 3, 4, and 5 if you control the Supply Drop objective marker.



DARUDE



MISSION BRIEFING

A violent, everchanging sandstorm catches you out of shelter on your way across the desert.

MISSION RULES

Setup: Place three objective markers along the center line of the battlefield:

- One in the center of the battlefield.
- Two 15" away from the center of the battlefield on either side, in No Man's Land.

Sandstorm: At the beginning of each battle round, one player rolls 3D6. Add 6 to the result.

All units more than X inches away from a unit, where X is the result of the 3D6+6 roll, cannot be targeted for any reason.

All units must subtract 1" to movement and charge. This is not cumulative to other reduction modifiers.

MISSION OBJECTIVES

Victory Points are awarded as follows:

Take and Hold: At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This mission objective cannot be scored in the first battle round.





ATTACKER-ADVANTAGE MISSIONS

Death's deliverance will be silent and swift.

SUDDEN STRIKE



MISSION BRIEFING

Your unsuspecting enemy approaches the region in an attempt to capture your strategists. They didn't know you saw them coming.

MISSION RULES

Use objective tokens for this mission for easier setup.

Setup: Note that the Attacker's battlefield edge consists of two battlefield edges, and the Defender's battlefield edge consists of two battlefield edges that extend halfway along each of these edges.

Deployment: The defender must deploy their entire army before the attacker. The attacker then sets up their entire army wholly within 6" of the Attacker Battlefield Edge, outside of the defender's deployment zone. If your model cannot fit within 6" of your battlefield edge, it must be touching the battlefield edge. Units deployed this way may not be deployed within 1" of an enemy unit.

Scatter: Before deployment, the attacker can select up to two objective markers. Move these objective markers up to 12". They may not be placed within 9" of another objective marker or 6" within a board edge.

Then, the attacker selects one of the remaining two objective markers. They be moved up to 6". They may not be placed within 9" of another objective marker or 6" within a board edge.

Strike: The attacker has the first turn.

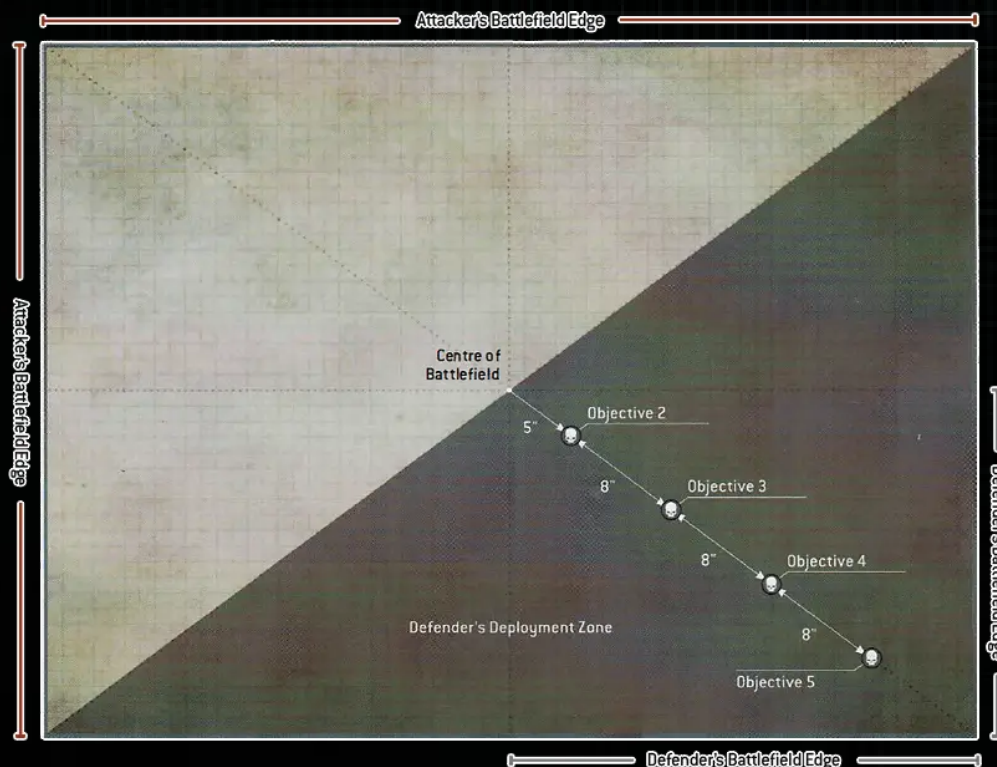
MISSION OBJECTIVES

Victory Points are awarded as follows:

Capture the Strategists: At the start of your command phase, you score 20 victory points if you control the objective marker whose number corresponds to the number of that battle round.

The player who goes 2nd scores at the end of their turn on battle round 5.

The Mastermind: At the end of the battle, a player scores 40 victory points if they control objective marker 5.



ASSAULT THE ARTILLERY BATTERY



MISSION BRIEFING

An enemy battery location was detected in their backline. A flanking maneuver has been successfully executed. Destroy the gun and halt the barrage.

MISSION RULES

Artillery Cannons: Each objective marker starts the battle with 8 Weak Points.

Destroy the Artillery Cannon (Action): One or more units from your army can start to perform this action at the end of your movement phase if they control an objective marker. Each unit from your army that starts to perform this action must be within 3" of an Artillery Cannon objective marker. The action is completed at the end of the turn. If this action is successfully completed:

- Roll five D6s for each Titanic model in that unit.
- Roll three D6s for each Vehicle or Monster model in that unit (excluding Titanic models).
- Roll one D6 for each other model in that unit.

For each dice result of 3+, that objective marker loses 1 Weak Point. When an objective marker loses all of its Weak Points, it is destroyed; remove it from the battlefield.

Flanking: The attacker has the first turn. The defender must wholly deploy before the attacker begins deployment.

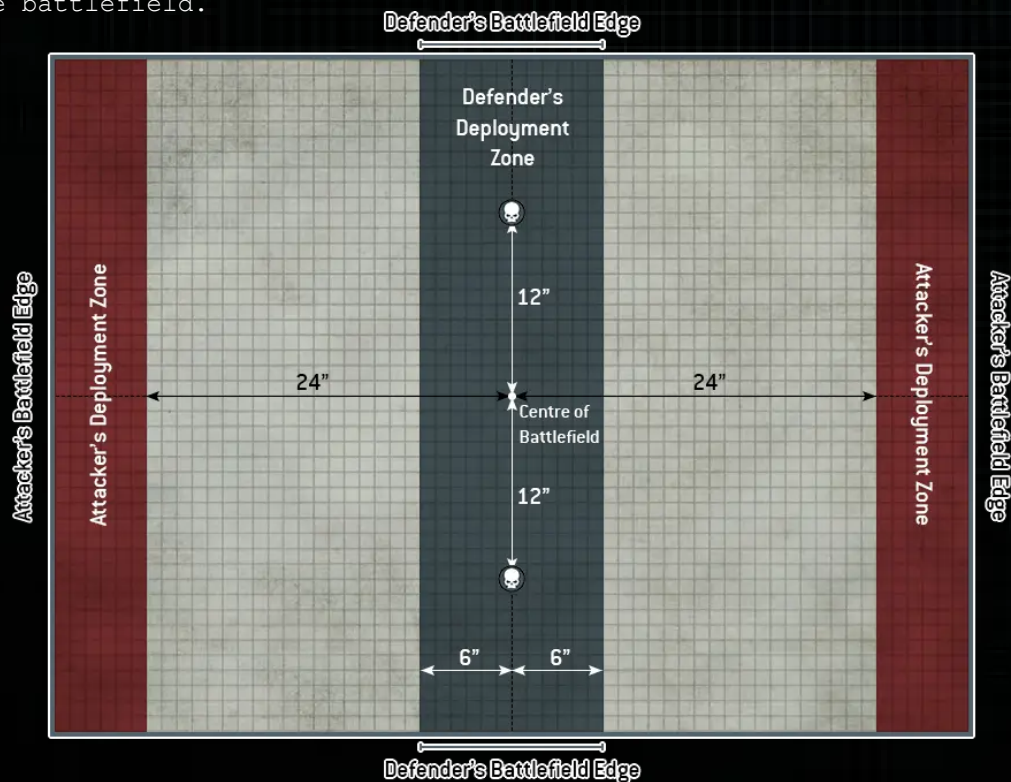
MISSION OBJECTIVES

At the end of the battle:

- The Attacker scores 5 victory points for each destroyed Weak Point.
- The Defender scores 10 victory points for each Weak Point remaining on the Artillery Cannons.

Additionally, at the end of the battle:

- The Attacker scores 10 victory points for each destroyed Artillery Cannon objective marker.
- The Defender scores 10 victory points for each undestroyed Artillery Cannon objective marker.



EXTRACT THE RELIC

 3

MISSION BRIEFING

Your enemy has discovered a relic that may turn the tide of war. Prevent them from extracting the relic for study and use.

MISSION RULES

Relic: Place a relic marker in the center of the battlefield. If the relic is currently being carried, remove the marker from the battlefield; that unit is now carrying the relic. A unit cannot embark in a Transport while carrying the relic. If the unit is destroyed or removed from the battlefield, place an objective marker centered underneath where the model was.

Carry Relic (Action): One INFANTRY unit from any army can start to perform this action at the end of their movement phase if it is within 1" of the Relic objective marker. The action is completed at the end of your turn, as long as that unit is still within 1" of the Relic objective marker. While a unit is carrying the relic, that unit cannot move more than 8" per turn for any reason, and loses the "Fly" keyword.

Objective Markers: The attacker places one objective marker wholly within the Evac Zone and 6" away from a battlefield edge.

Then, the defender places an additional objective marker within 12" of the Evac Zone objective marker, 6" away from any battlefield edge, and 9" away from another objective marker.

Finally, the attacker places an objective marker within 18" of the Evac Zone objective marker, 9" away from another objective marker and 6" away from any battlefield edge.

Initiative: The defender must wholly deploy before the attacker. The attacker goes first.

MISSION OBJECTIVES

Victory Points are awarded as follows:

Battlefield Supremacy: At the end of each player's command phase, the player whos turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- A friendly unit is carrying the relic.

This cannot be scored in the first round.

Relic Extracted (End of Game): If a model from the Defender's army carrying the Relic is wholly within the Evac Zone at the end of the game, the Defender scores 40 victory points. Otherwise, the Attacker scores 30 victory points.



SPREAD TOO THIN

MISSION BRIEFING

Your enemy has recently established loose control over the area. Slaughter them before they dig in.

MISSION RULES

Deployment: The defender must deploy their entire army before the attacker. The attacker then sets up their entire army wholly within 6" of the short battlefield edges, outside of the defender's deployment zone. If your model cannot fit within 6" of your battlefield edge, it must be touching the battlefield edge. Units deployed this way may not be deployed within 1" of an enemy unit.

Tactical Advantage: The attacker goes first.

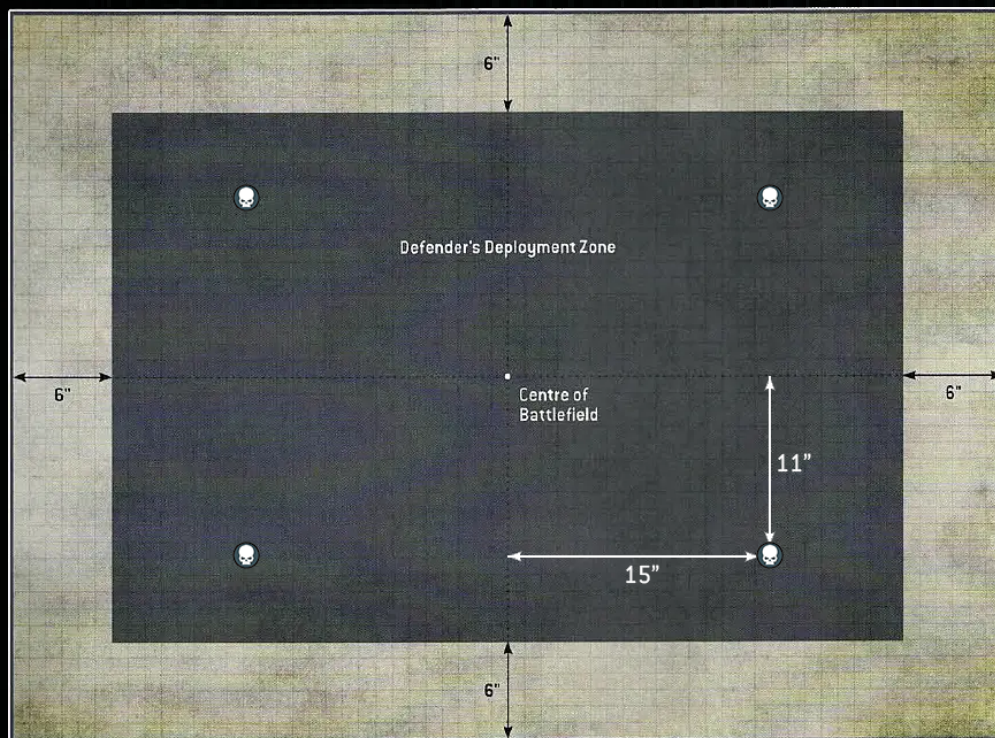
MISSION OBJECTIVES

Victory Points are awarded as follows:

Take and Hold: At the end of each player's command phase, the player whos turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control more objective markers than your opponent.

This cannot be scored in the first round.



DEFENDER-ADVANTAGE MISSIONS

Tyranny begs forgiveness at our doorstep.

We are the bulwark. Stand trial.

Your execution awaits.



OBFUSCATION



MISSION BRIEFING

You have fortified your position with Obfuscation Generators capable of fending off opponents with ease. Hold them off.

MISSION RULES

Obfuscation Generators: All the Obfuscation Generator objective markers start the battle turned on. At the end of each player's Movement phase if that player controls the objective, they can choose to turn that objective marker on or off.

Defensive Obfuscation: While an Obfuscation Generator objective marker is turned on, each time a ranged attack is allocated to a model that is within the corresponding deployment zone of the Defender, that model receives the benefits of Light Cover and Dense Cover against that attack.

Ready and Waiting: The defender has the first turn.

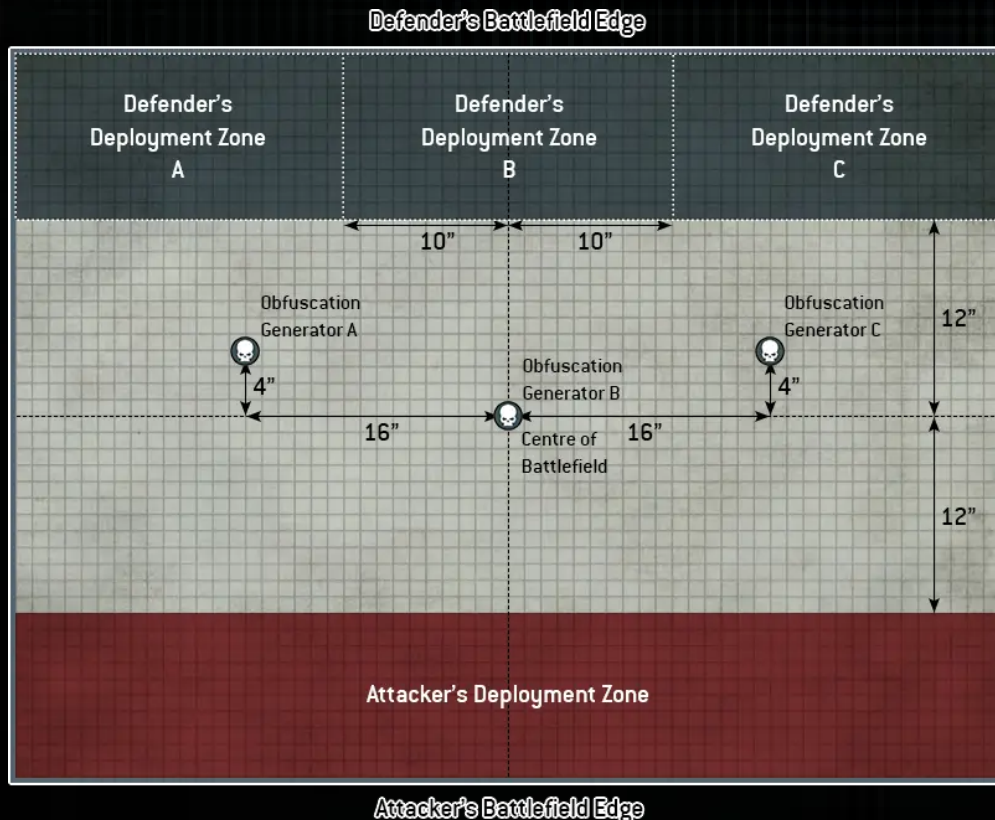
MISSION OBJECTIVES

Victory Points are awarded as follows:

Slaughter: At the end of each battle round, each player scores a number of victory points equal to the combined Points of all of their opponent's units that were destroyed in that battle round, divided by 20.

Defenseless: At the end of each battle round, the Attacker scores 5 victory points for each of the following conditions:

- One or more Obfuscation Generators are turned off.
- Two or more Obfuscation Generators are turned off.



HOLD THE LINE



MISSION BRIEFING

You have established a complex defense to hold the enemy off the front lines. Keep them back.

MISSION RULES

Setup: All objective markers must be placed more than 9" away from another objective marker, and 6" away from any battlefield edge.

First, place an objective marker in the center of Zone C.

Second, the defender places 1 objective marker in Zone B, followed by the attacker placing another 1 objective marker in Zone B.

Third, the defender places 1 objective marker in Zone A, followed by the attacker placing another 1 objective marker in Zone A.

Hopeful: The attacker has the first turn.

If, at the end of any battle round, the attacker controls an objective inside a Zone, that Zone is "captured" by the attacker for the rest of the game.

Zoning Laws: The combination of Zone A, Zone B, and Zone C represent the Defender's deployment zone.

MISSION OBJECTIVES

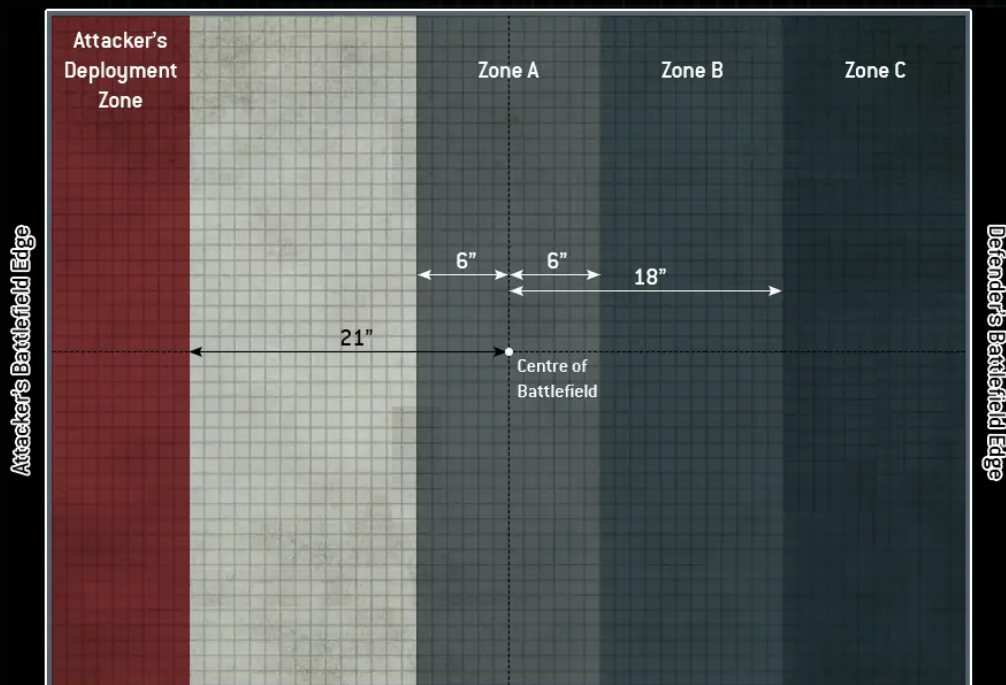
Victory Points are awarded as follows:

Bravery: At the end of game:

- If the attacker has captured Zone A, the attacker scores 30 victory points.
- If the attacker has captured Zone B, the attacker scores 30 victory points.
- If the attacker has captured Zone C, the attacker scores 40 victory points.

Hold the Line: At the end of battle rounds 2 through 5:

- If Zone A has not been captured, the defender scores 5 victory points.
- If Zone B has not been captured, the defender scores 10 victory points.
- If Zone C has not been captured, the defender scores 10 victory points.



ENTRENCHED



MISSION BRIEFING

With an established defensive hold on the area, your enemy is clawing for every inch of control. Hear their cries of defeat.

MISSION RULES

Deployment Assignment: The defender's deployment zone is marked Player B. The attacker's deployment zone is marked Player A.

Objective Markers: The defender places 3 objectives inside their deployment zone, 9" away from another objective marker and 6" away from a battlefield edge.

The Attacker places an additional 2 objective markers, 6" away from a battlefield edge or their deployment zone, and 9" away from any other objective marker.

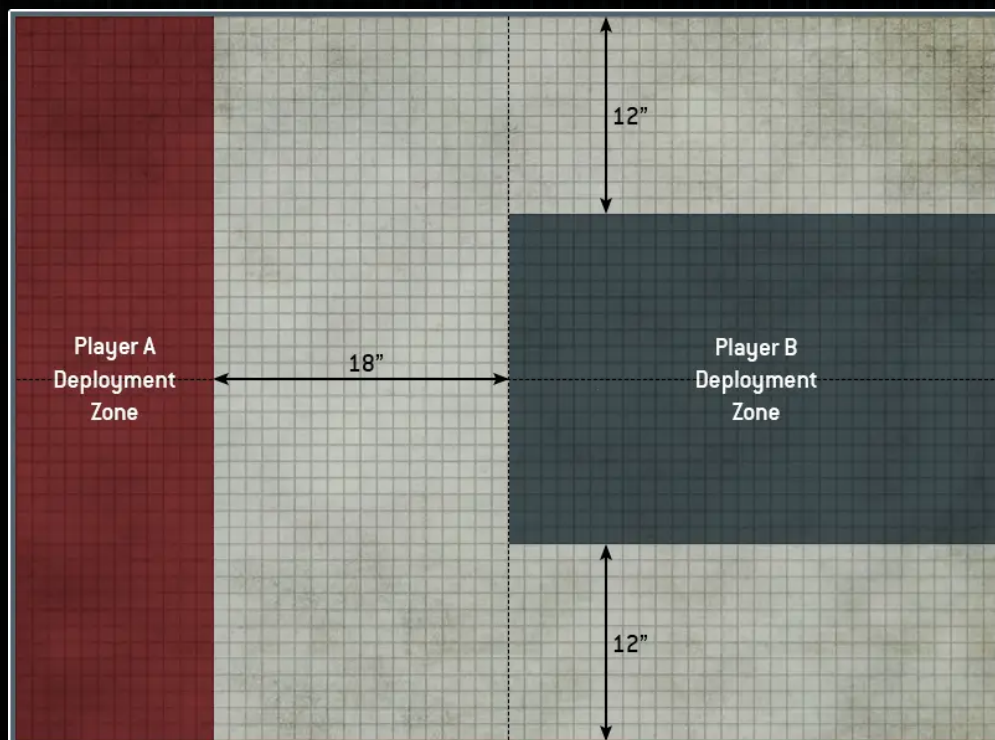
Prepared Position: The attacker goes first.

MISSION OBJECTIVES

Take and Hold: At the end of each player's command phase, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control more objective markers than your opponent.

This cannot be scored in the first round. The player who goes 2nd scores at the end of battle round 5.



IT'S A TRAP



MISSION BRIEFING

They approach with confidence and at equal ground. They have no idea what is in store.

MISSION RULES

Set the Trap: The defender chooses a deployment zone. Then, the attacker takes 3 objective markers marked 1, 2, and 3. The defender takes 3 objective markers marked 4, 5, and 6.

The players alternate placing objective markers on the battlefield, one at a time, in numerical order, starting with the attacker. Each objective marker must be placed more than 6" away from the edge of the battlefield and more than 9" from each other.

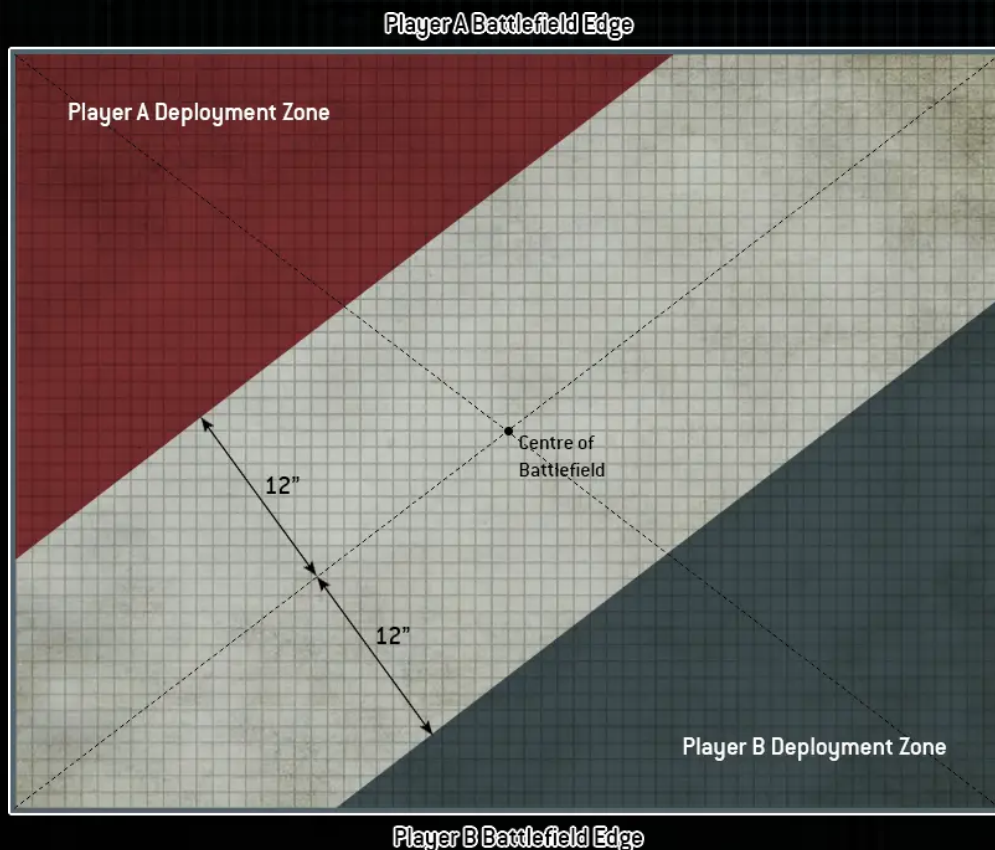
Activate the Trap: At the start of the second battle round, the defender selects odds or evens. Remove the odd-numbered or even-numbered objective markers from the battlefield based on this selection.

At the start of the third battle round, the Defender selects one of the three remaining objective markers to be removed from the battlefield.

MISSION OBJECTIVES

Take and Hold: At the end of each battle round, each player scores victory points for each objective marker they control. The number of victory points they score is as follows:

- Battle round 1: 5 victory points.
- Battle round 2: 10 victory points.
- Battle round 3: 10 victory points.
- Battle round 4: 15 victory points.
- Battle round 5: 15 victory points.



LAST STAND

MISSION BRIEFING

You have met your end. Hopelessness. Dread. The last man alive dies, along with the memory of those at his side.

MISSION RULES

Surrounded: The defender must deploy their entire force in Zone B before the attacker deploys their force in Zone A.

The attacker goes first.

MISSION OBJECTIVES

Victory Points are awarded as follows:

Crush Them (Attacker Only):

At the end the battle round, the Attacker scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They have one or more units wholly within the Defender's deployment zone.
- They have two or more units wholly within the Defender's deployment zone.
- They have three or more units wholly within the Defender's deployment zone.

This mission objective cannot be scored in the first battle round.

Last Stand (Defender Only):

At the end the battle round, the Defender scores victory points as follows:

- 15 VP if no enemy units are wholly within your deployment zone.
- 10 VP if only one enemy unit is wholly within your deployment zone.
- 5 VP if only two enemy units are wholly within your deployment zone.

This mission objective cannot be scored in the first battle round.

