

MISSION: WISDOM OF THE ANCIENT

A strange and ancient warrior in unfamiliar armour has been seen wandering the battlefield between the two forces. Legends say this mighty warrior can swing the tide of even the most desperate battle, but his prowess and wisdom can only be bought through acts of extreme generosity.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

Set up terrain as described in the Preparing for Battle section of *Warhammer 40,000: The Rules*, then use the deployment map below to deploy your forces. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which deployment zone they wish to deploy in. The opposing player will deploy in the opposite deployment zone.

THE WHITE DWARF

After terrain has been set up, place Grombrindal in the centre of the battlefield.

DEPLOYMENT

Players deploy using the Standard Deployment Method as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The player that deployed first can choose to take the first or second turn. If they choose to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

PRIMARY OBJECTIVE

At the end of the game, the winner is the player whose table half Grombrindal is in (see map). If Grombrindal is in the centre of the table at the end of the game, the game is a draw.

MISSION SPECIAL RULES

Worthy Gifts: Each of your units begins the game carrying a fantastic gift. Place a suitable token or marker next to each unit to represent these. If a unit from your army moves within 1" of Grombrindal, you may choose for that unit to give any gifts they are carrying to him.

If a unit is destroyed before delivering their gift, leave the marker on the battlefield on the spot where the last model was slain. Any other unit that moves into contact with an unclaimed present may take this gift and carry it with them; place the gift token next to the unit. A unit can carry multiple gifts at a time.

At the end of each game turn, the player who has given the most gifts to Grombrindal that turn may move Grombrindal 6" directly towards their board edge as shown on the deployment map, moving other models aside if necessary if he finishes this move on top of them. If both players have given the same number of gifts then Grombrindal will not move.

