

Warhammer 40k Scenario 1

- OVERVIEW -

Not every conflict can take place on stable ground. Some worlds are hotbeds of geological activity, where continental tectonic plates grind against each other causing earthquakes and forming new mountain ranges in sudden upheavals of molten rock. In this scenario, two forces have met each other on a most unpredictable and dangerous battleground. Will strength of arms or the fickle planet's violent growth spurts determine the victor?

- SCENARIO SPECIAL RULES -

Fury of the Earth. After both armies have deployed, roll a D3+1 to determine the number of focal points present on the battlefield. For each focal point, place a marker in the center of the table and roll 4D6 along with the Scatter die. The result of the 4D6 is the number of inches the marker is moved in the direction determined by the Scatter die. If a hit is rolled, the marker is moved half the number of inches in the direction of the small arrow on the hit side of the Scatter die.

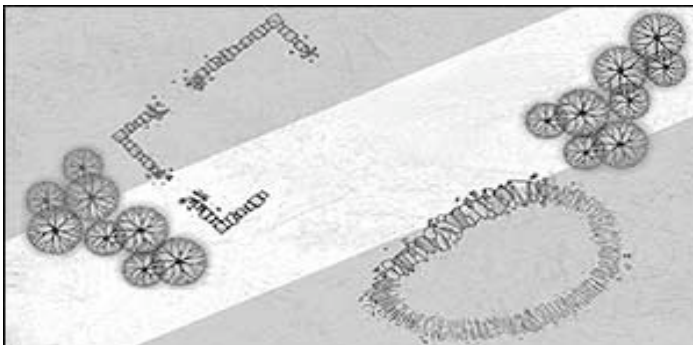
At the end of the second player's 1st turn, roll 2D6 for each focal point.

On the result of any double, the ground buckles and shakes as the unstable plates shift underfoot. The total of the doubles rolled determines the tremor's radius from the focal point and the area in which the quake has the greatest effect. For example: if double 4's are rolled, all models within 8" of the focal point would be affected by the tremor. Any units of infantry, cavalry, bikes, or walkers within the tremor's radius must test to keep their footing. Roll for a D6 for each unit or independent model (a result of 6 always fails). If the result is higher than the unit's Toughness, the unit is pinned for its next turn. Note that this roll is not a normal pinning test; even **Fearless** models can still be knocked over by the shaking earth.

On the result of a 2 (i.e., snake eyes), the earth itself splits wide open and steam and sulfurous gases spew out with great force. Place the Ordnance Blast template centered on the focal point. Any model fully or partially under the template will suffer a Wound on a 4+. Normal armor saves apply, and vehicles touched by the template take one hit with an Armor Penetration value of 2D6.

On the result of a 12, magma erupts from a fissure. Place the Ordnance Blast template centered at the focal point. Any models fully or partially under the template are struck by a S7 AP3 hit. Any vehicles under the template take a single ordnance hit with an Armor Penetration value of 3D6.

- SET UP -



1) A 4' x 6' table is recommended for this scenario. The gray areas on the map to the right are the Deployment Zones, with the short side of the triangle measuring 18" from the table edge.

2) After terrain has been placed in an agreeable fashion, players roll a number of dice equal to their army's Strategy Rating and then choose the highest D6. The player with the highest result (reroll any ties) may select his Deployment Zone. The opposing

player then places any one Heavy Support unit on the table first. The players take turns deploying one unit at a time, with each player using the following order: Heavy Support, Troops, Elites, HQ, and finally Fast Attack.

3) Both players roll a D6. The player with the highest result may elect to go first or second.

- MISSION OBJECTIVES -

This scenario uses the standard Victory Point rules found on p. 137 of the Warhammer 40,000 rulebook with the following exception. Each table quarter a player controls is worth an additional 150 Victory Points. To control a table quarter, you must have a unit with at least 50% of its starting unit size or a mobile vehicle (non dedicated transport only) (units falling back do not count) in the table quarter, and there cannot be any enemy units at or above 50% of their original unit size or mobile vehicles in the table quarter.

- GAME LENGTH -

The game lasts 6 turns.

- LINE OF RETREAT -

If any units are forced to fall back, they will do so towards their deployment table edge by the shortest route possible.