

Warhammer 40k Scenario 2

- OVERVIEW -

You are operating under a general order to not only engage and destroy the enemy where you find them but to secure the ground ahead, pushing on if possible to draw in enemy reserves.

- SCENARIO SPECIAL RULES -

Night Fighting, Reserves(1/2 of the units turn 2 rounding up, and the rest in turn 3) and Deep Strike (see below for qualification), Infiltrators, Victory Points.

RESERVES

Elite and Fast Attack selections on the force organisation chart may be held in Reserve. Reserves eligible to do so may arrive using Deep Strike or by moving on conventionally, arriving anywhere on their side's base or side edge. The owning player should make a note before deployment specifying which units are starting in Reserve and whether they will arrive by Deep Strike or not. No other units may begin the game in Reserve.

- SET UP -

1) Both players roll their army strategy rating, re-roll ties, winner chooses which long table edge is their base edge, loser takes the opposite long table edge. The winner deploys the first unit, both players then alternate placing units. Units are placed in the sequence Heavy Support, Troops, Elites, Headquarters, Fast Attack.

2) Units may deploy up to 18" from their table edge but cannot deploy within 20" of the enemy.

3) After all other units are set up Infiltrators are deployed. Roll dice to determine who places all their Infiltrators first. Infiltrators may deploy anywhere on the table as long as they are more than 18" from the enemy. 4 After deployment, roll a D6. On a 1 or 2 the first game turn is played with the Night Fighting rules in effect; on a 5 or 6 the last game turn is played with the Night Fighting rules in effect.

4) 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 450 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 (dedicated transports may not hold table quarters) (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.