

# Warhammer 40k Scenario 3

## OVERVIEW

Most commanders know that numbers alone do not win wars. The do tend to win battles though.

## SCENARIO SPECIAL RULES

1) Infiltrate and deepstrike

2) unit elimination is determined by the following: Units do not need to be removed from the table once eliminated if still viable.

- **Less than 50% strength.**
- **Wounded by half or more (independent characters and monstrous creatures).**
- **Destroyed.**
- **Off the table by turn 6.**
- **Falling back.**
- **Immobilized.**

## 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 12" from their table edge.

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

## MISSION OBJECTIVES

1) Before the game begins count the number of units for each army. Dedicated transports and independent characters count as individual units. After determining the number of units, establish the number that equals half the army rounding up. This number plus 2 is the total number of units your opponent must eliminate. Inform your opponent of this number.

2) You must be the first to eliminate the number calculated above of your opponents forces to win. The game ends immediately once one player has eliminated the required number of opponent's units.

**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.