

# Warhammer 40k Scenario 4

## OVERVIEW

Things happen that often split a force in a fragmented sub force. In mission you must reunite with your other units at a center point.

## SCENARIO SPECIAL RULES

- 1) Infiltrate and deep strike.

## SET UP

<b>Player 1 Deployment zone</b>		<b>Player 2 deployment zone</b>
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1) Both players roll their army strategy rating, re-roll ties; winner chooses which rectangle and corner they want, loser takes the opposite corners. The winner deploys the first unit in one of his corner deployment zones. Both players then alternate placing units. Each player has 2 deployment zones at opposite corners of the board. The first unit is placed in 1 of the two deployment zones and then the second is placed in the opposite one. This is repeated for the player's whole army. Units are placed in the sequence Heavy Support, Troops, Elites, Headquarters, and Fast Attack.

2) Deployment zones will be two 24"X12" rectangles at opposite corners for each player. The 24" length is measured from the long table edge and is 12" deep.

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) Take and hold at the center point of the board. This is determined by the most scoring units within 12" of the center point nominated by a small disk.

**GAME LENGTH** - The game lasts 6 turns.

**LINE OF RETREAT** - If any units are forced to fall back, they will do so towards the closest table edge by the shortest route possible.