

Warhammer 40k Scenario 5

OVERVIEW

Your force is on a hidden mission and the enemy is unaware of your objectives. You must accomplish your objectives while preventing your opponent from completing theirs.

SCENARIO SPECIAL RULES

1) Infiltrate and deep strike

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, and 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) Both players must select a primary, secondary, and tertiary mission objective and write these down on a piece of paper with your name. Fold the paper and place it on the side of the table in the center.

OBJECTIVE: TERRITORY

You must control more table quarters than you opponent by having more scoring units than your opponent in a table quarter. Scoring units must have at least 50% of the unit in a table quarter and a single unit can only claim to be in 1 table quarter. Dedicated transports do count for claiming a table quarter.

OBJECTIVE: INFILTRATION

You must have more scoring units in your opponent's deployment zone than your opponent.

OBJECTIVE: ASSASSINATION

You must eliminate the HQ selection of your opponent. If your opponent has more than 1 HQ you must eliminate both. This includes all portions of the HQ including retinue but not including any transport they have.

2) Both players are attempting to complete their missions in the priority designated. At the end of the game compare objectives. The person who completes a higher priority objective compared to the opponent wins. If both complete the primary objective look to the secondary and finally the tertiary. If there is a tie go to VP's.

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.