

Warhammer 40k Scenario 6

OVERVIEW

Your force is on a mission to take and hold key positions while preventing the enemy from doing the same.

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) Each player places 3 objective counters. The first objective is placed along your own board edge.

4) The remaining 2 are placed in your opponents half of the table at least 12" away from any board edge or any other counter.

5) 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.

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

MISSION OBJECTIVES

1) One player must control more objective counters than the opposing player.

2) **CONTROLLING AN OBJECTIVE:** a unit at 50% or greater strength, an independent character or a mobile vehicle (including dedicated transports) within 6" and no enemy scoring units within 6". Even a single model of a unit within 6" counts for holding the objective. A single unit can hold multiple objectives.

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.