

TECTONIC SHIFT

By Ewan Loughheed

OVERVIEW

Not every conflict can take place on stable ground. Some worlds are hotbeds of geological activity, where continental tectonic plates grind against each other causing earthquakes and forming new mountain ranges in sudden upheavals of molten rock. In this scenario, two forces have met each other on a most unpredictable and dangerous battleground. Will strength of arms or the fickle planet's violent growth spurts determine the victor?

SCENARIO SPECIAL RULES

Fury of the Earth. After both armies have deployed, roll a D3+1 to determine the number of focal points present on the battlefield. For each focal point, place a marker in the centre of the table and roll 4D6 along with the Scatter die. The result of the 4D6 is the number of inches the marker is moved in the direction determined by the Scatter die. If a hit is rolled, the marker is moved half the number of inches in the direction of the small arrow on the Hit side of the Scatter die.

At the end of the second player's first turn, roll 2D6 for each focal point.

On the result of any double, the ground buckles and shakes as the unstable plates shift underfoot. The total of the doubles rolled determines the tremor's radius from the focal point and the area in which the quake has the greatest effect. For example: if double 4's are rolled, all models within 8" of the focal point would be affected by the tremor. Any units of infantry, cavalry, bikes, or walkers within the tremor's radius must test to keep their footing. Roll for a D6 for each unit or independent model (a result of 6 always fails). If the result is higher than the unit's Toughness, the unit is pinned for its next turn. Note that this roll is not a normal pinning test; even **Fearless** models can still be knocked over by the shaking earth.

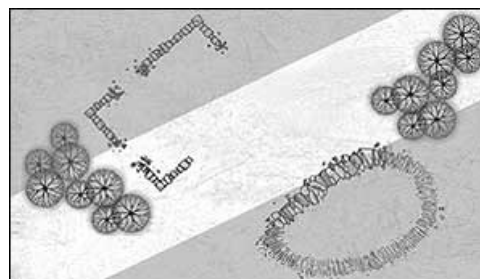
On the result of a 2 (ie, snake eyes), the earth itself splits wide open and steam and sulphurous gases spew out with great force. Place the Ordnance Blast template centred on the focal point. Any model fully or partially under the template will suffer a wound on a 4+. Normal Armour saves apply, and vehicles touched by the template take one hit with an Armour Penetration value of 2D6.

SET-UP

1 A 4' x 6' table is recommended for this scenario. The grey areas on the map to the right are the deployment zones, with the short side of the triangle measuring 18" from the table edge. If you're playing this game on a different sized table, you will have to adjust the deployment zones accordingly.

2 After terrain has been placed in an agreeable fashion, players roll a number of dice equal to their army's Strategy Rating and then choose the highest D6. The player with the highest result (re-roll any ties) may select his deployment zone. The opposing player then places any one Heavy Support unit on the table first. The players take turns deploying one unit at a time, with each player using the following order: Heavy Support, Troops, Elites, HQ, and finally Fast Attack.

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



MISSION OBJECTIVE

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 150 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 (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.

FORCE ORGANISATION

Use any agreed points value and the Standard Force Organisation chart.

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.

GAME LENGTH

The game lasts 6 turns.