

CLEANSE II



MISSION:

Mission Objective:

The player who controls more table quarters at the end of the game wins. 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 must be no enemy units at or above 50% of their original unit size or mobile vehicles in the table quarter.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If you have units over 50% or undamaged vehicles in your opponent's Deployment Zone at the end of the game. Fleeing units do not count.
- +1 If your General is still alive at the end of the game.
- +1 If your highest point unit is still at or above 50% and not fleeing at the end of the game.
- 1 If you control no table quarters at the end of the game.
- 1 If none of your opponent's units are under 50% of their original unit size or none of your opponent's vehicles were destroyed.

"Mankind stands upon the brink; on the one hand lies a realm of unimaginable power, on the other awaits darkness, death and utter damnation. Only those that follow the guiding light of the Emperor may save their souls."

Inquisitor Damarn, Ordo Malleus

SPECIAL RULES:

INFILTRATORS

DEEP STRIKE

The above special rules are described in full on pp. 132-137 in the Scenario Special Rules section of the Warhammer 40,000 rulebook.

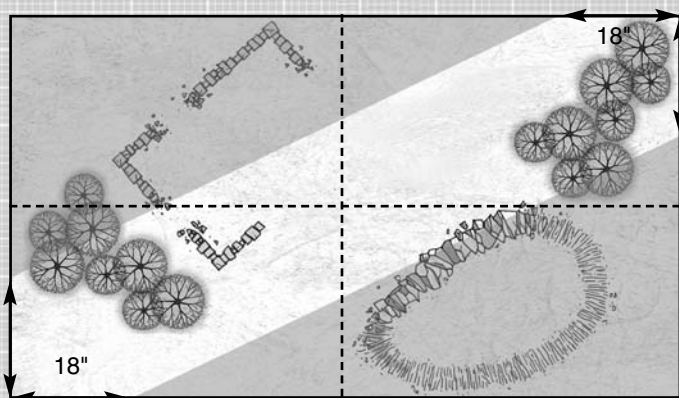


DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table you may have to adjust the sizes of the Deployment Zones accordingly.



ARCH RIVALS



MISSION:

Mission Objectives:

Use normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following exception. If your General fought the enemy General in hand-to-hand combat and lived, and the enemy General is dead at the end of the game, you receive +200 Victory Points.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If your General is still alive and is not fleeing or has not fled off the table at the end of the game.
- +1 If you have a unit at least 50% of its starting unit size in your opponent's Deployment Zone.
- +1 If your highest point unit is still at or above 50% and not fleeing at the end of the game.
- 1 If, at the end of the game, no enemy unit is destroyed, is fleeing, or has fled off the board.
- 1 If you don't control at least one table quarter.

"The Strength of the Emperor is Humanity, And the Strength of Humanity is the Emperor. If one turns from the other we shall become the Lost and the Damned."

The Sermons of Sebastian Thor,
Vol. XXVII, Ch. LXII

SPECIAL RULES:

INFILTRATORS

VICTORY POINTS

The army commander must end each of his Movement Phases closer to the enemy commander. If a commander can assault his rival, he must. When he charges, he may ignore other enemy models to get to his target. He is not, however, required to move full speed towards his rival.



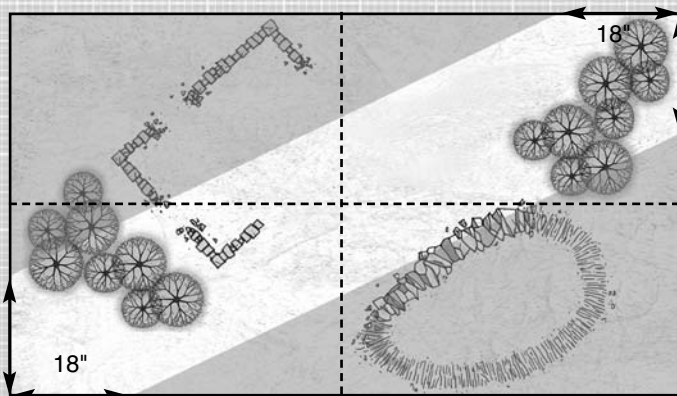
DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

Units that may *Infiltrate* may make one more free move before the game begins.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



NEVER-ENDING CARNAGE



MISSION:

Mission Objectives:

Use normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook. Remember every time a unit is removed and brought back, it is worth that many Victory Points again (e.g., when a unit of 10 basic Space Marines is destroyed twice, it is worth 300 Victory Points not 150).

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

This scenario uses the *Random Game Length* rules.

Battle Point Modifiers

- +1 If you control more table quarters than your opponent.
- +1 If your General is still alive at the end of the game.
- +1 If you did not use *Sustained Attack* rules for any of your units.
- 1 If all six of your Troop selections were wiped out at least once during the game.
- 1 If you don't control at least one table quarter.

SPECIAL RULES:

DEEP STRIKE

INFILTRATORS

RANDOM
GAME LENGTH

SUSTAINED
ATTACK

VICTORY POINTS

The above special rules are described in full on pp. 84-85 in the Scenario Special Rules section of the Warhammer 40,000 rulebook.

"The more I learn about these aliens, the more I come to understand what drives them, the more I hate them. I Hate them for what they are and for what they may one day become. I hate them not because they hate us but because they are incapable of good, honest human hatred."

Inquisitor Angmar on Tyranids



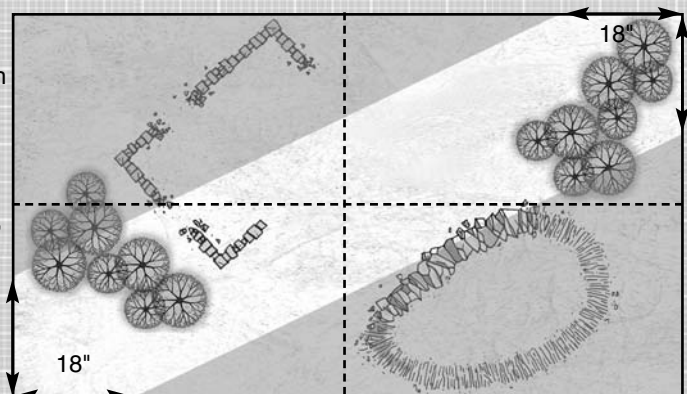
DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

Units that may *Infiltrate* may make one free move before the game begins.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



PRIORITIES



MISSION:

Mission Objectives:

At the end of the game, players reveal their priority markers. Check to determine if you control any of your markers. There may be no enemy units at or above 50% of their original unit size or mobile vehicles within 6" of the marker, and you must have a unit with at least 50% of its starting unit size or mobile vehicles (units falling back do not count) within 6" of the marker in order to control it. Total up the value of the priority markers you control. Whoever has more priority marker points wins. If both players have the same number of points, the game is a draw.

Line of Retreat

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers

- +1 If you control your opponent's highest allotted point priority marker.
- +1 If you control more table quarters than your opponent.
- +1 If the enemy's highest point selection is dead, has been destroyed, is fleeing, or has fled off the table at the end of the game.
- 1 If you don't control any of your or your opponent's priority markers.
- 1 If your general is dead, is fleeing, or has fled off the board at the end of the game.

"Give me but a thousand men who are crazy enough to want to conquer hell and we will do it!"

Warmaster Solon

DEEP STRIKE

SPECIAL RULES:

After placing terrain and rolling for Deployment Zones, both players may allocate a total of 6 points to different areas of the table. These areas could be the top of a hill, a wooded area, or even an open space. Players alternate placing pieces of paper with a secret points allotment between 1-3 at the points they must control. Priority markers must be placed at least 6" outside the controlling player's Deployment Zone (but may be in an opponent's) and at least 10" away from the controlling player's other priority markers.

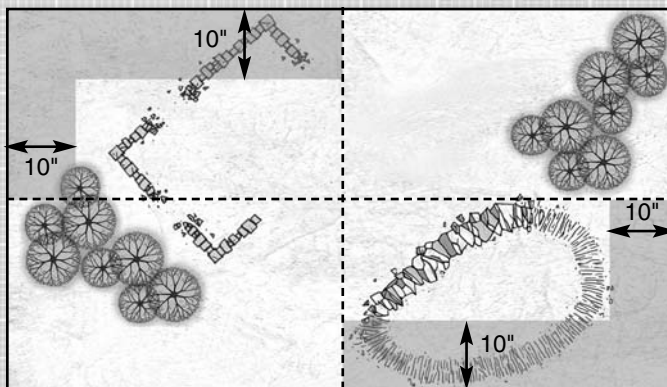


DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



THE HUNTED



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following exceptions. After players have set the terrain and selected Deployment Zones, both players nominate one enemy selection. This selection may be anything with the exception of HQ. That selection is worth double Victory points if it is destroyed or flees off the table.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If your "hunted" selection nominated by your opponent has not been destroyed, is not fleeing, or has not fled off the table at the end of the game.
- +1 If you have more units at or above 50% of their original unit size in your enemy's Deployment Zone then he has in yours (note vehicles don't count).
- +1 If all your opponent's Troops selections are under 50% of their original unit size.
- 1 If you control no table quarters at the end of the game.
- 1 If your general is dead, is fleeing, or has fled off the table by the end of the game.

"Kill them - Kill them all!"

Warlord Ghazghkull Thraka

SPECIAL RULES:

INFILTRATORS

VICTORY POINTS

The above special rules are described in full on pp. 84-85 in the Mission Special Rules section of the Warhammer 40,000 rulebook.



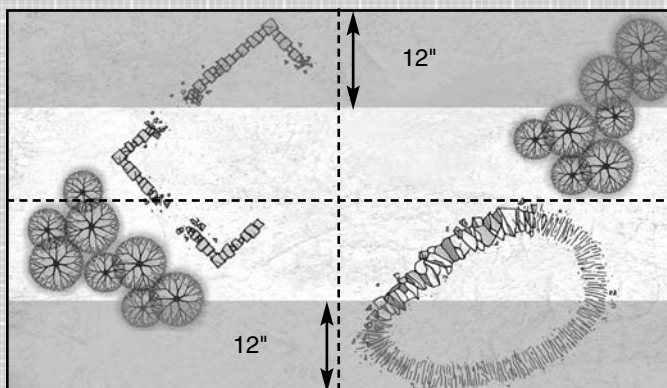
DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

Units that may *Infiltrate* are deployed last and may be deployed anywhere on the table but no closer than 20" to enemy models.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



TRIANGULATE THE PERIMETER



MISSION:

Mission Objectives:

Use normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following additions. Each messenger that is in one of the three far table quarters at the end of the game is worth +150 Victory Points. If all of the three far table quarters are occupied by messengers, the controlling player gets +500 Victory Points (note: these Victory Points are awarded INSTEAD OF – not in addition to – the 150 Victory Points for each messenger).

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers

- +1 If you control more table quarters than your opponent at the end of the game.
- +1 If your enemy's highest point selection is destroyed, is fleeing, or has fled of the table by game's end.
- +1 If all your messengers are still alive at the end of the game.
- 1 If no enemy Troop selections are less than half of their original unit size.
- 1 If none of your messenger models are alive at the end of the game.

"The Adeptus Astartes is not a subtle instrument to be delicately wielded like a surgeon's knife. Rather it is likened to a mighty hammer which smashes asunder that which stands in it's way"

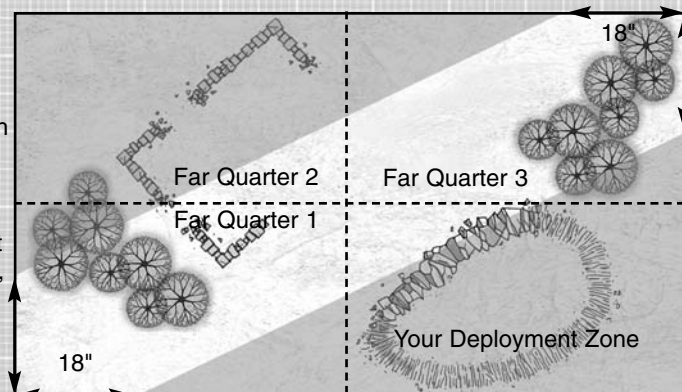
Tactica Imperium

DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



VICTORY POINTS

DEEP STRIKE

MESSENGERS

	WS	BS	S	T	W	I	A	Ld	S
Messenger	3	3	3	4	2	3	1	8	5+

SPECIAL RULES:

Messengers: Each army must use three messenger models. If a player has appropriate models to use for the messengers, he/she may. If not, take three models of the controlling player's choice from any units in the army.

Messengers are armed with a pistol (range 12", Strength 3, AP-). Messengers have a 5+ Invulnerable save and are *Fearless*. Messengers count as a unit of one model.



UNPLANNED ASSAULT



MISSION:

Mission Objectives:

At the beginning of the game, the armies have not yet received their orders. At the beginning of Turn 3, roll a D6 and consult the table below.

- 1-2 Hold the objectives. Whichever player controls more terrain features wins. To control a feature you must have a unit at 50% or above its original unit size or a mobile vehicle within 6" of a terrain feature. If your opponent also has a unit at or above 50% of its original unit size or a mobile vehicle within 6" of a terrain feature, neither player controls the objective. Before starting the game both players should agree what will count as terrain and what won't
- 3-4 Table Quarters (as in a Cleanse Mission).
- 5-6 Use Victory Points to determine the winner. If the difference in Victory Points is within 250, the game results in a tie.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If your General is still alive at the end of the game.
- +1 If you have more units at or above 50% of their original unit size in your enemy's Deployment Zone than he has in yours (note: vehicles don't count).
- +1 If all your opponent's Troops selections are under 50% of their original unit size.
- 1 If you control no table quarters at the end of the game.
- 1 If your General is dead, is fleeing, or has fled off the table by the end of the game.

SPECIAL RULES:

RESERVES

INFILTRATORS

DEEP STRIKE

The above special rules are described in full on pp. 84-85 in the Scenario Special Rules section of the Warhammer 40,000 rulebook.



DEPLOYMENT:

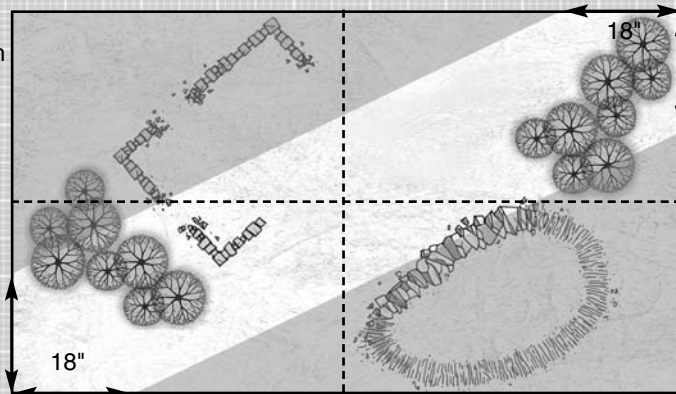
Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time. Each player may only deploy their compulsory Troops selections and units that can *Infiltrate*. All others are held in *Reserve*.

Units that can *Infiltrate* are deployed after all other units (except *Reserves*) are deployed and may be deployed anywhere on the table but not within 18" of enemy models.

We recommend a 6'x4' table for this scenario.

If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



EMISSARY ESCORT



MISSION:

Attacker:

If the Emissary is killed or has left the table for any reason, the Attacker gets +200 Victory Points.

Defender:

The Defender's primary objective is to keep the Emissary alive. If the Emissary is alive and still on the table at the end of the game, the Defender receives +150 Victory Points. The secondary objective is to get the Emissary to the transport site. If, at the end of the game, the Emissary is not fleeing and in any part of the enemy's Deployment Zone, the Defender receives +150 Victory Points. Note that these Victory Points are in addition to the 150 for keeping him alive.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If your opponent's General is dead, is fleeing, or has fled off the table at the end of the game.
- +1 If you have units at or above 50% of their original size in your opponent's Deployment Zone.
- +1 If your highest-point unit is still at or above 50% of its starting size and not fleeing at the end of the game.
- 1 If no enemy units are dead, are fleeing, or have fled off the table at the end of the game.
- 1 If you control no table quarters at the end of the game.

DEEP STRIKE

VICTORY POINTS

INFILTRATORS (ATTACKERS ONLY)

SPECIAL RULES:

EMISSARY

	WS	BS	S	T	W	I	A	Ld	S
Emissary	2	2	2	3	2	2	1	9	4+

The Defenders have an Emissary to protect. Use an extra model (an extra from the army, messenger model, or whatever), or if no unused models are available, use a basic Troop model pulled from a squad of the Defender's choice.

The Emissary is armed only with one close combat weapon. He is treated as an independent character and may lead units if he joins them. He may ride in the Transport of a unit he joins only if there is enough room in the transport for him to fit. The model uses none of the special rules for the army he is a part of.

Identify your target. Concentrate your fire on it to the exclusion of all else. When it is destroyed choose another target. That is the way to secure victory.

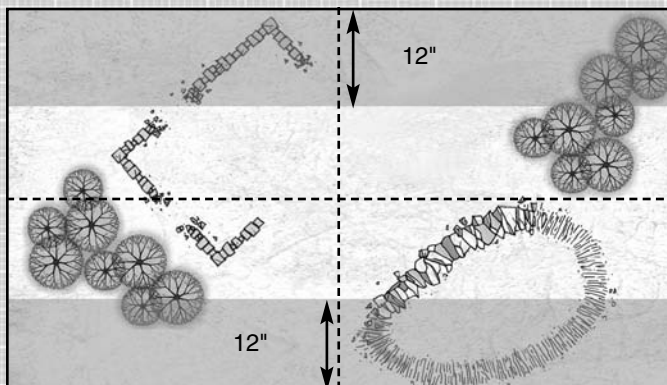
Tacticus Imperium

DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



TRAITOR



MISSION:

Mission Objectives:

Use the normal Victory points rules found on p. 85 of the Warhammer 40,000 rulebook with the following additions. If you kill the traitor model (the one your opponent controls), you receive +150 Victory Points.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

+1 If you control more table quarters than your opponent at the end of the game.

+1 If the enemy General is dead, is fleeing, or has fled off the table by the end of the game.

+1 If none of your Troop selections are destroyed, are fleeing, or have fled off the table by the end of the game.

-1 If no enemy units are under 50% of their original unit size.

-1 If the Traitor model you control is in your Deployment Zone at the end of the game.

The Daemonic leads two crimes. You turn away from the path of righteousness and you abandon the Emperor as the object of your devotion. For the first death is merely a just retribution. The second is a Heresy so terrible that no punishment can be sufficient. Yet the search for an appropriate penalty continues, and it shall be found.

-Ecclesiarch Issus

SPECIAL RULES:

INFILTRATORS

VICTORY POINTS

Traitor. Players must nominate one model from any of their Elites selections. If you have no Elites selections, choose a Troops selection instead. If you don't have any Troop selections, stop playing; you are cheating. The nominated model has betrayed your army! Give it to your opponent (for the game only – you'll get him back). Treat the traitor as an independent character with all the stats, special rules, and equipment he had originally in the parent army.



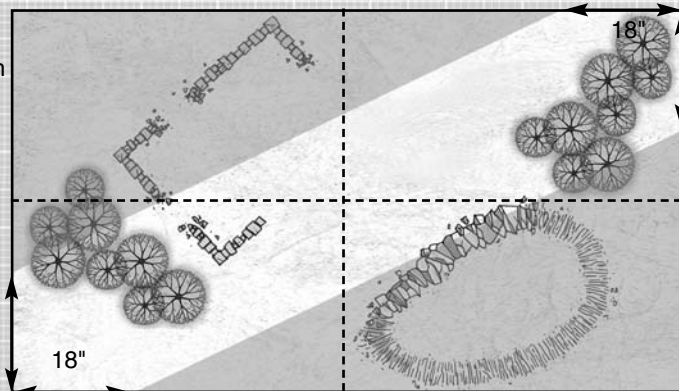
DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

Units that can *Infiltrate* are deployed after all other models are deployed and may be placed anywhere on the table but not within 18" of an enemy model.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



SUICIDE SQUAD



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following additions. If your Suicide Squad dies, you receive +150 Victory Points. If they survive, you lose 150 Victory Points.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If your Suicide Squad killed at least one enemy unit or destroyed at least one enemy vehicle.
- +1 If you have a unit at 50% or more of its starting unit size in your opponent's Deployment Zone.
- +1 If your highest point unit (not counting the Suicide Squad) is still at or above 50% and not fleeing by the end of the game.
- 1 If, at the end of the game, no enemy unit is destroyed, is fleeing, or has fled off the board.
- 1 If you don't control at least one table quarter.

"You are not free whose liberty is won by the rigor of other, more righteous souls. You are merely protected. Your freedom is parasitic, you suck the honorable man dry and offer nothing in return. You have enjoyed freedom, who have done nothing to earn it, your time has come.

This time you will stand alone and fight for yourselves. Now you will fight for your freedom the currency of honest toil and human blood.

Inquisitor Czevak - Address to the council of Ryanti

DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

Units that can *Infiltrate* deploy after all other selections are deployed and may be placed anywhere on the table at least 18" away from an enemy model or unit.

INFILTRATORS

VICTORY POINTS

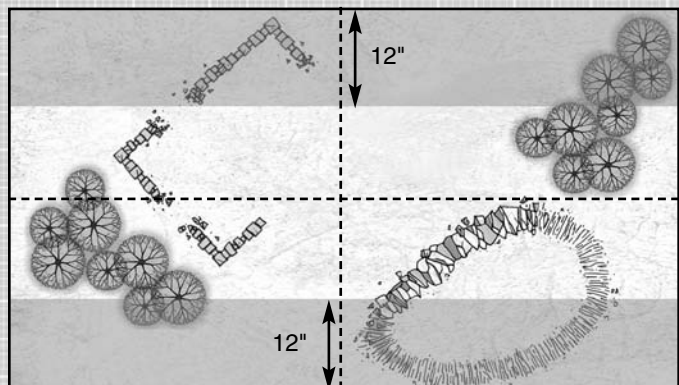
DEEP STRIKE

SPECIAL RULES:

Both armies must choose one unit to be the Suicide Squad. The unit must be either a Troops or an Elites choice. This unit hates the enemy and will always hit the enemy on a 3+ in hand-to-hand regardless of WS. The unit will also automatically pass any Morale or Pinning checks and will never fall back (they are suicidal, after all).



We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



ARCHEOTECH EXCAVATION



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following addition. The army that is in control of the objective marker at the end of the game receives +300 Victory Points.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If your opponent's highest-point HQ selection is dead, is fleeing, or has fled off the table by the end of the game.
- +1 If you have units at or above 50% of their starting size or undamaged vehicles in your opponent's Deployment Zone. Fleeing units do not count.
- +1 If you control more terrain features than your opponent at the end of the game.
- 1 If no enemy unit is dead, is fleeing, or has fled off the table at the end of the game.
- 1 If you have no units at or above 50% of their starting size or no mobile vehicles.

SPECIAL RULES:

DEEP STRIKE

VICTORY POINTS

Six markers will be placed on the battlefield to indicate potential locations where the archeotech may be hidden. To inspect a marker, a model must end its turn in contact with the marker. In the Shooting Phase, instead of shooting, the model along with its unit may inspect the marker. Roll a D6. On a result of 5-6, you have found the objective; on a 2-4, you have found nothing of consequence (remove the marker); on a 1, you have set off a booby trap! Center the large blast template on the model inspecting the objective. All models completely under the template suffer a S3, AP- hit; those partially under the template suffer a hit on a 4+.

A unit may inspect only one objective marker per turn. Once the objective has been found, remove all other markers. The objective may not be moved by any means. If all the objective markers have been inspected, and none of them is the objective, you are both on a "Wild Zoot Chase" (now don't you both feel silly), and there is no objective.

"Look upon this hammer I hold before me, for it is far more than a weapon. It is a symbol of the Imperial justice that smites the diabolic enemies of the Imperium wherever they are found, just as I. Though it has banished even a mighty Greater Daemon to the hell from which it was spawned, it remains true and pure, just as I. Furthermore it is a symbol of my order and my office, of the authority granted to me by the divine will of the Emperor. By that authority, I am commanding you and your entire regiment to obey me without question or hesitation. Advance, or it will not be daemonic blood that stains my hammer this day."

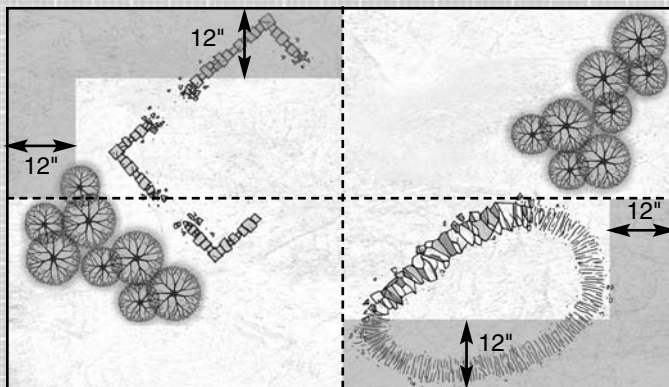
Inquisitor Lord Hephastost Grudd,
Addressing Colonel Molian of the 223rd Gudrunite Rifles.

DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



BATTLE IN THE EYE OF TERROR



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

This scenario uses the *Random Game Length* rules.

Battle Point Modifiers:

- +1 If you control more table quarters than your opponent.
- +1 If your General is still alive at the end of the game.
- +1 If your highest point unit is still at or above 50% and not fleeing by the end of the game.
- 1 If you control no table quarters at the end of the game.
- 1 If none of your opponent's units are under 50% of their original unit size or none of your opponent's vehicles were destroyed.

RANDOM GAME LENGTH

INFILTRATORS

VICTORY POINTS

DEEP STRIKE

SPECIAL RULES:

At the beginning of a player's Movement Phase the player whose turn it is may remove any single friendly model (not a vehicle) or unit from the board and redeploy it immediately per the *Deep Strike* rules. When placing the unit back on the table, any model whose base is not completely covered by the template is lost in the warp and considered destroyed.



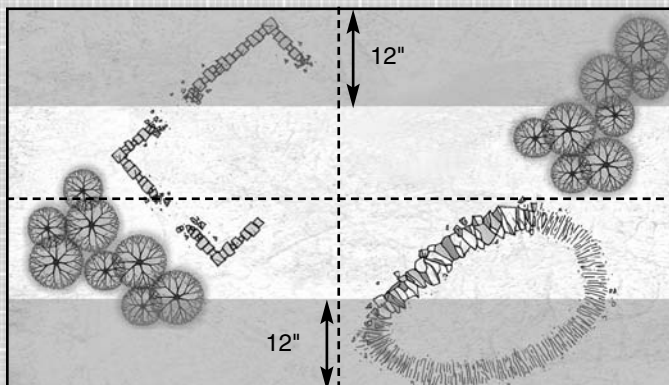
DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

Units that can *Infiltrate* deploy after all other selections are deployed and may be placed anywhere on the table at least 18" away from an enemy model or unit.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



TWILIGHT



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If your opponent's General is dead, is fleeing, or has fled off the table at the end of the game.
- +1 If your opponent's highest-cost unit is dead, is fleeing, or has fled off the board by the end of the game.
- +1 If you control more hills than your opponent does.
[To control a hill, you must have a unit with at least 50% of its starting strength or mobile vehicles (units falling back don't count) on the hill; in addition, no enemy units at or above 50% of their original size and no mobile enemy vehicles may be on the hill].
- 1 If no enemy units are dead, are fleeing, or have fled off the table at the end of the game.
- 1 If you control no table quarters at the end of the game.

The Emperor is our guiding light, a beacon of hope for humanity in a galaxy of darkness. As we serve him, he is our greatest servant. As we pray to him, his thoughts are only for us. And in the dark when the shadows threaten, the Emperor is with us, in spirit and in fact.

NIGHT FIGHT

(see rules below)

PRELIMINARY BOMBARDMENT

(both players)

INFILTRATORS

VICTORY POINTS

SPECIAL RULES:

At the start of the 4th turn, roll a D6; on a 4+, night has fallen. If not, roll again at the start of the 5th turn; on a 3+, night has fallen. On the 6th turn, night falls on a 2+. After night has fallen, players must use the *Night Fighting* rule found on p. 134 of the Warhammer 40,000 rulebook for the remainder of the game.



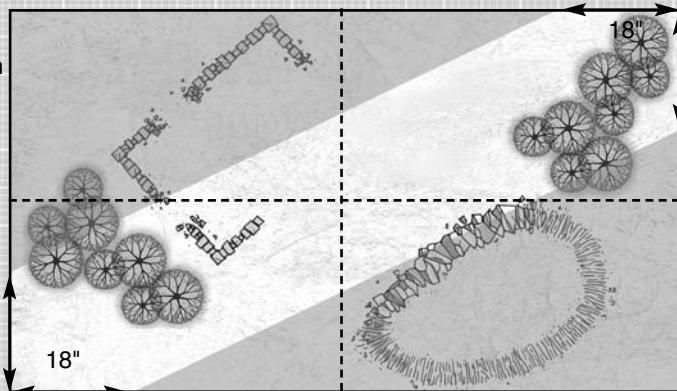
DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

Units that can *Infiltrate* deploy after all other selections are deployed and may be placed anywhere on the table at least 18" away from an enemy model or unit.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



SCOUTING ENGAGEMENT



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If you have units over 50% or undamaged vehicles in your opponent's Deployment Zone at the end of the game. Fleeing units do not count.
- +1 If your highest-point Troops selection is still alive and still at 50% or more of its original unit size.
- +1 If you control more terrain features than your opponent at the end of the game.
- 1 If no enemy unit is dead, is fleeing, or has fled off the table by the end of the game.
- 1 If you have no units at or above 50% of their starting unit size or mobile vehicles in your own Deployment Zone.

"There is no art
more beautiful and diverse
than the art of
Death"

Laconfir of Beil-tan

SPECIAL RULES:

DEEP STRIKE

RESERVES

VICTORY POINTS

All *Reserves* rolls receive a +1. This bonus is in addition to any other bonuses the army normally receives.

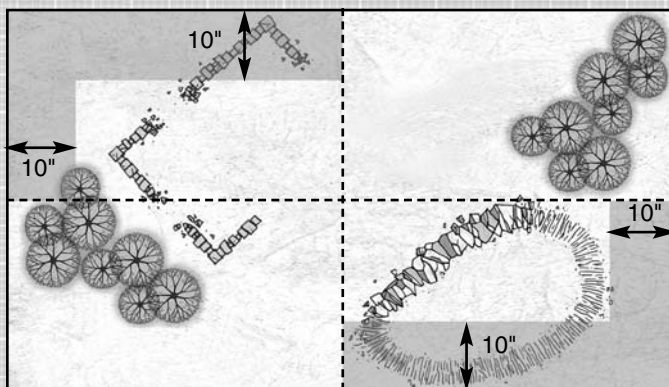


DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

After terrain is placed players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time. Each player may only deploy his/her compulsory Troops selections. All other selections are held in *Reserve*.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



HOSTAGE RETRIEVAL



MISSION:

Mission Objectives:

The Mission uses the normal Victory Point rules with the following exceptions:

- If the Defender has control of the hostage and he is still in the Defender's Deployment Zone, the Defender receives +250 Victory Points.
- If the Attacker has control of the hostage and he is in the neutral zone, the Attacker gains +150 Victory Points. If the Attacker has control of the hostage and he is in the Attacker's Deployment Zone, the Attacker gets +300 Victory Points.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If you have units over 50% of their starting size or undamaged vehicles in your opponent's Deployment Zone at the end of the game. Fleeing units do not count.
- +1 If your General is still alive at the end of the game.
- +1 If your highest-point unit is still at or above 50% and not fleeing at the end of the game.
- 1 If you control no table quarters at the end of the game.
- 1 If none of your units are at or over 50% of their original unit size.

DEPLOYMENT:

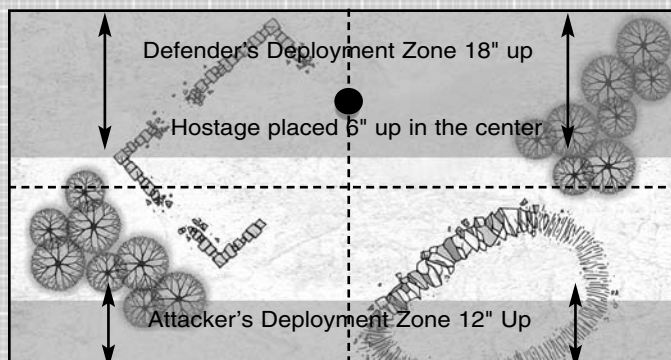
Both players roll a D6. The player with the highest result places the first piece of terrain. Players then alternate placing pieces of terrain.

The player with more points used in Fast Attack selections is the Attacker (for Saim-Hann, count the "Troops" Fast Attack selections). The other player is the Defender. In the case of a tie, players roll off and add their Strategy Rating; the winner may choose whether he wants to attack or defend. Make an exception to this rule when one army is always the Attacker (e.g., Dark Eldar). If both armies have rules saying they are always the Attacker use the rules above to determine Attacker/Defender. The Attacking player places the hostage, which is a model from any Troops selection of his choice, 6" up in the center of the Defender's Deployment Zone.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The

players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.



INFILTRATORS

VICTORY POINTS

HOSTAGE

	WS	BS	S	T	W	I	A	Ld	S
Hostage	3	3	3	3	1	3	1	9	5+

SPECIAL RULES:

Place a model representing the hostage in the Defender's Deployment Zone (see *Deployment*). The hostage may NOT move until the Attacker gains control of him. To gain control of the hostage, the attacking player must get any model with a WS in base contact with the hostage. The hostage can then move freely with the unit (or model) that rescued him. The hostage must remain in base-to-base contact with the unit or model that freed him. The hostage may only move 6" a turn and may not make any additional movement unless the unit he is with is assaulting. The hostage has a 5+ invulnerable save, is unarmed, and may not lead a unit he joins. If the model carrying the hostage flees or is destroyed, the hostage will then move D6" in a random direction during both players' Movement Phases until he is picked up by any model with a WS.

DO NOT KILL THE HOSTAGE! He has priceless information BOTH armies need. If the hostage dies, the army responsible for his death loses 300 Victory Points, even if it is an accidental death (e.g., deviating barrages, etc.). The Hostage may not be targeted by the owning player if the unit he is with takes enemy fire.

"THIS IS HEAVY, DOC."



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Line of Retreat:

Forces that are forced to flee must move towards their nearest deployment table edge.

Who Goes First?

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

Game Length:

The game lasts 6 turns or until time is called.

Battle Point Modifiers:

- +1 If the enemy General is dead, is fleeing, or has fled off the table by the end of the game.
- +1 If your highest point selection is still alive, is not fleeing, and has not fled off the table by the end of the game.
- +1 If all of your opponent's Troop selections are destroyed, have fled off the table, or are under 50% of their original unit size.
- 1 If you control no table quarters.
- 1 If have no units in your enemy's Deployment Zone at the end of the game.

SPECIAL RULES:

Gravitational Instability: At the beginning of each turn Roll 2D6+N where N what turn number it is in the game and consult the table below:

3-10	High Gravity -D6" movement for each model, unit or vehicle movement
11-12	Normal Gravity no special rules apply
13+	Low Gravity +D6" movement for each model, unit or vehicles movement



"I have received your messages, acquainting me that these worlds belong to your Emperor, your master. In return I am to inform you that the said worlds belong to his Ethereal Majesty. Aun'O Bork'an Vral, my master, by right and settlement. Should you wish to gain similar rights you must submit yourselves to his wisdom as members of the Tau Empire."

Por'el Tau'n Ukos, Water Cast Negotiator

DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players proceed alternating placing pieces of terrain.

After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die. The player with the highest result may select which Deployment Zone he/she wishes to deploy in. The opposing player places a unit on the table first. The players then take turns deploying one unit at a time until their entire forces are on the table. The units must be deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack.

We recommend a 6'x4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the sizes of the Deployment Zones accordingly.

