

Breaking the Stranglehold

OVERVIEW

After the titanic battle of the Diabolus factory complex, Ork Speed Kults raced towards Infernus Hive with the intention of encircling it and cutting off any chance of Imperial reinforcements. If this succeeded, the Hive would be ripe for taking when Ghazghkull arrived with his own immense army. If the forces of the Imperium were to have any chance of continuing to fortify Infernus Hive with much needed reinforcements, the Speed Kults would have to be broken through to allow transports entry to the hive.

ATTACKER'S BRIEF

The Orks have already started to encircle Infernus Hive but they have yet to consolidate their advantage. If you can punch through their forces, then it is just possible that rumoured Imperial reinforcements will be able to take advantage of your heroic action and rush to the defence of the Hive.

You may take an Imperial Guard or Sisters of Battle army for this mission, but at least half of your units must either be vehicles, or transported within vehicles.

DEFENDER'S BRIEF

This Hive city is doomed! The defenders do not know that Warlord Ghazghkull is but hours away, for they are still trying to break out of the fast moving ring your Speed Kults have thrown around the city. No matter! They are giving you a chance for a decent scrap before the boss arrives!

You must take a Speed Freeks army for this mission.

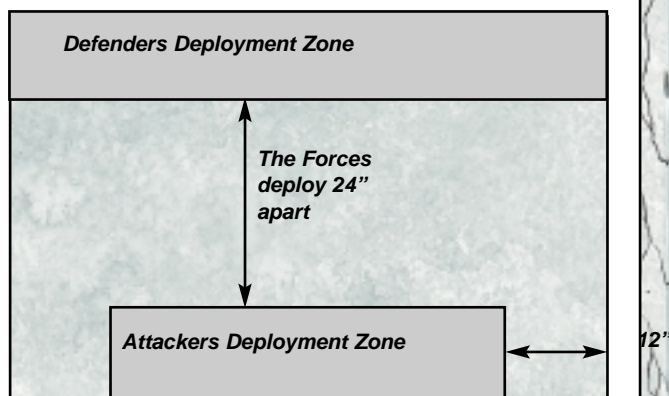
SCENARIO SPECIAL RULES

Random Game Length and *Victory Points*. The attacker has the option of using the *Night Fight* rules in this game if he so wishes.

SET-UP

1 Both players roll a dice. The player that scored the lowest now deploys one unit in his deployment zone. His opponent then deploys a unit in his own deployment zone. The players take it in turn deploying units until both their entire forces are on the table. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

2 Roll for who gets first turn. Highest score may choose whether to go first or second. No unit can be deployed within 36" of the enemy at the start of the game.



MISSION OBJECTIVES

The attacker receives a 100 Victory Point bonus for every unit that exits the defender's table edge. The player with the highest number of Victory Points at the end of the game wins.

RESERVES

None.

GAME LENGTH

The mission lasts for a variable amount of turns, after which Ghazghkull arrives with his army and to besiege of Infernus Hive..

LINE OF RETREAT

The attacker falls back to his own table edge. The Speed Freeks follow their own special rules as normal, though any Stormboyz will fall back to the defender's table edge.

