

# HEADCOUNT

## OVERVIEW

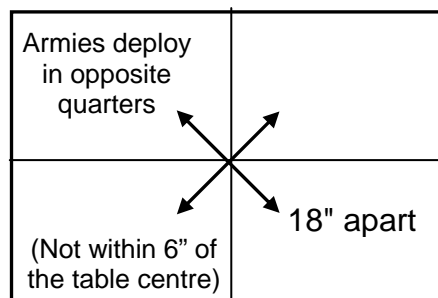
The key to victory is to destroy the enemy's leadership. Both armies set about methodically slaughtering the leaders and heroes in the opposing force.

## SCENARIO SPECIAL RULES (OMEGA)

Headcount uses the *Concealment*, *Deep Strike*, *Dusk & Dawn*, *Infiltrate* and *Victory Points* special rules.

## SET-UP

1. Divide the board into four quarters. Both players roll a die, the player with the highest score may choose which quarter to deploy in. The other player's deployment zone is the opposite quarter.
2. The player that scored lowest deploys one unit in his quarter. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
3. No unit can be deployed within 18" of the enemy OR within 6" of the table centre at the start of the game.
4. Units are deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and Fast Attack units.
5. If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators.
6. Go through each army and clearly identify which models are characters (see below). Agree on how many characters are in each army.
7. Roll for who gets first turn. Highest score may choose whether to go first or second.



## MISSION OBJECTIVE

Each player is seeking to kill all characters in the enemy force, or force them to flee (i.e. falling back on Turn 6).

A "Character" is defined as any character chosen from the HQ section, and any upgraded character who can buy special wargear either from the Codex entry or from the Armoury page. This includes all independent characters, and upgraded characters in regular squads. Non-upgraded squad leaders (e.g. Space Marine Sergeants, Imperial Guard Sergeants) do not count. With the exception of Armoured Companies, do not include any model with armour value (e.g. Venerable Dreadnoughts).

Examples include but are not limited to: Space Marine Commanders, Emperor's Champion, Librarians, Chaplains, Techmarines. Imperial Guard Officers, Veteran Sergeants. Imperial Guard Commissars, Psykers, Priests, Enginseers, Veteran Sergeants. Inquisitors, Grey Knight Heroes, Brother-Captains, Justicars. Sororitas Heroines, Veteran Superiors, Assassins. Ork Warbosses, Big Meks, Painboss, Nobz. Chaos Marine Lords, Sorcerers, Aspiring Champions, Greater Daemons. Eldar Avatars, Farseers, Autarchs, Exarchs, Warlocks, Shadow Seer, Troupe Master. Tau Commanders, Team Leaders, Ethereals. Necron Lords. Dark Eldar Lords, Sybarites, Homonculous, Succubi. HQ tanks in Armoured Companies. Hive Tyrants, Broodlords, Tyranid Warriors (all synapse creatures). If in doubt, let your opponent decide.

Players score Victory Points as per normal, with characters scoring *double* if killed (not wounded) or falling back in turn 6. To calculate the bonus, include the base model cost, plus the upgrade cost, plus any equipment.

The player who scores 100+ points more than his opponent is the winner. If the final scores are within 0-99 points, the game is a draw.

## GAME LENGTH

Six turns.

## TOTAL VICTORY

You win, and succeed in wiping out 100% of the enemy characters. (+1 BP)

## LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

# SCRAMBLE

## OVERVIEW

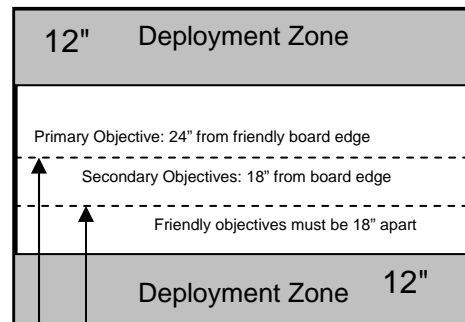
Valuable objectives have been lost in no man's land; both sides scramble to reclaim them.

## SCENARIO SPECIAL RULES (GAMMA)

This mission uses the *Infiltrate*, *Deep Strike*, *Dusk/Dawn* and *Victory Points* special rules. Each side must supply one primary objective (base no larger than 60mm), and two secondary objectives (base no larger than 40mm).

## SET-UP

1. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. Players may deploy up to 12" onto the board. The other player's deployment zone is the opposite side.
2. The player that scored lowest places his primary objective on the battlefield. The primary objective cannot be within 24" of his board edge. The other player then places his primary objective under the same conditions.
3. The first player now places one of his secondary objectives. Secondary objectives must be at least 18" from his board edge, and cannot be within 18" of any friendly objective. The second player now places one of his secondary objectives under the same conditions. The first player places his other secondary objective, and the second player places his second and final objective.
4. When all objectives are placed, roll a scatter die and a D6 for each. On a roll of 'Hit', the objective stays where it is. On any other roll, scatter in the direction indicated.
5. The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
6. Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
7. If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators.
8. Roll for who gets first turn. Highest score may choose whether to go first or second.



## MISSION OBJECTIVE

Each player is seeking to recapture his own objectives. To control an objective, you must have more scoring units within 6" of the objective than enemy scoring units.

Players score Victory Points for destroying enemy units, as per the usual rules.

Control of your primary objective is worth 600 VP.

Control of your secondary objectives is worth 300 VP for each.

You do not gain points for controlling your opponent's objectives, although naturally you deny him the points.

The player who scores 100+ points more than his opponent is the winner. If the final scores are within 0-99 points, the game is a draw.

## GAME LENGTH

Six turns.

## TOTAL VICTORY

You control all of your objectives, and your opponent controls none of his.

## LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

## CREDIT

If my memory serves me correctly, I first encountered the primary/secondary objective mission structure at a Victorian GW tournament.

# PAVED IN BLOOD

## OVERVIEW

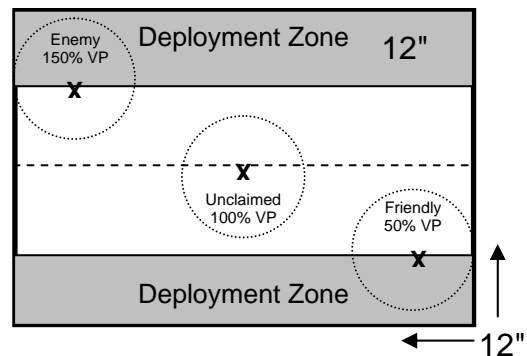
The front lines are deadlocked. Both sides seek to push forwards to capture the enemy's forward position. The advance will be paved in blood...

## SCENARIO SPECIAL RULES (OMEGA)

This mission uses the *Concealment*, *Infiltrate*, *Deep Strike*, *Dusk/Dawn* and *Victory Points* special rules, as well as a modified version of *Field of Battle* (p.86).

## SET-UP

1. Identify three pieces of area terrain to be used as strategic positions for this battle. Buildings are ideal, but forests or hills can also be used.
2. Move two of these pieces of terrain so each is in a corner of the board, centred 12" from the long edge and 12" from the side edge. Place the third and final piece in the exact centre of the board.
3. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. Players may deploy up to 12" onto the board. The other player's deployment zone is the opposite side.
4. The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
5. Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
6. If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators.
7. Roll for who gets first turn. Highest score may choose whether to go first or second.



## MISSION OBJECTIVE

Each player is seeking to control the three strategic positions. Control is measured via the Field of Battle rule, modified for this scenario:

- Scoring units entirely within 12" of the centre of your forward position (i.e. the one in your deployment zone) score Victory Points equal to 50% of their value.
- Scoring units entirely within 12" of the centre of the unclaimed position (centre of the board) score Victory Points equal to 100% of their value.
- Scoring units entirely within 12" of the centre of the enemy's forward position (enemy deployment zone) score Victory Points equal to 150% of their value.

Players also score Victory Points for destroying enemy units, as per the usual rules.

The player who scores 100+ points more than his opponent is the winner. If the final scores are within 0-99 points, the game is a draw.

## GAME LENGTH

Six turns.

## TOTAL VICTORY

You win the game with a scoring unit within 12" of the centre of all three of the strategic positions.

## LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

# USE OF FORCE

## OVERVIEW

Both sides have constructed a massive force field to protect their front lines. Each general sends out a crack task force to bring down the enemy's shields.

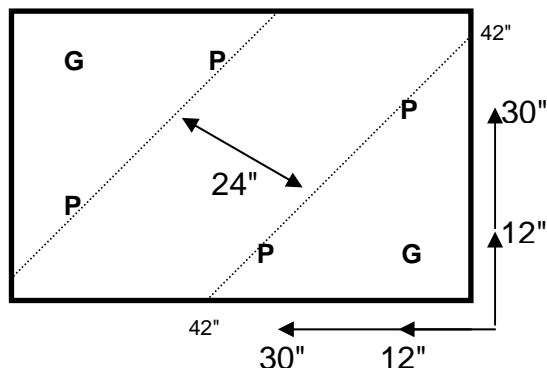
## SCENARIO SPECIAL RULES (GAMMA)

This mission uses the *Infiltrate* (modified), *Deep Strike* (modified), *Dusk/Dawn* and *Victory Points* special rules.

Infiltrating or deep striking units cannot deploy or arrive behind the enemy force field (see below). If a roll would scatter deep strikers through the enemy force field, only scatter them as far as the edge of the force field.

## SET-UP

1. Each side in this scenario has a force field, consisting of three parts. Use secondary objective markers as the two pylons, and a primary objective marker as the generator.
2. Both players roll a die, the player with the highest score may choose which corner to deploy from. The other player's deployment zone is the opposite corner.
3. Each player should place their generator at a point measuring 12" from the corner on the long board and 12" in. They should place a pylon 30" from the corner on the long board edge and 12" in, and the other pylon 12" from the corner and 30" in.
4. The player's deployment zone is the straight diagonal line defined by the pylons. The deployment zone extends to either board edge, 42" from each corner.
5. The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
6. Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
7. If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators. Infiltrators cannot deploy behind the enemy force field.
8. Roll for who gets first turn. Highest score may choose whether to go first or second.



## FORCE FIELDS

Models behind their force field gain a 6+ invulnerable save from shooting from outside the force field for as long as the force field remains intact. Destruction of any one pylon or generator will knock down a force field.

Pylons and generators can only be attacked by shooting within 3" range, or by assault. Pylons have T6, 1 wound and a 3+ invulnerable save. Generators have T6, 2 wounds and a 3+ invulnerable save. For targeting priority and assault rules, treat pylons as a vehicle in all respects.

## MISSION OBJECTIVE

Each player is seeking to destroy the enemy force field.

Players score Victory Points for destroying enemy units, as per the usual rules.

Destroying a pylon is worth 300 VP. Destroying a generator is worth 600 VP.

The player who scores 100+ points more than his opponent is the winner. If the final scores are within 0-99 points, the game is a draw.

## GAME LENGTH

Six turns.

## TOTAL VICTORY

You win and destroy every element of your opponent's force field – both pylons and the generator.

## LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

# RADIATION DAMAGE

## OVERVIEW

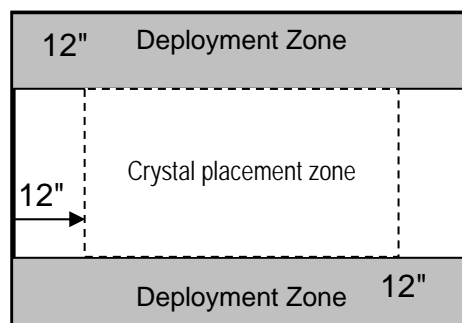
The opposing armies discover a de-lithium crystal field. Each crystal has the power to fuel an entire gothic battle cruiser. Crack troops are sent to recover the crystals. Given their extreme radioactivity, casualties are expected...

## SCENARIO SPECIAL RULES (ALPHA)

This mission uses the *Crystals* special rules described below.

## SET-UP

1. Before choosing table sides or deployment, you must place the four crystals. Each player alternates placing a crystal until there are four on the table. Toss a coin to see who places a crystal first. A crystal may not be placed in impassable terrain, nor may one be placed within 12" of a board edge or another crystal.
2. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. Players may deploy up to 12" onto the board. The other player's deployment zone is the opposite side.
3. The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
4. Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
5. Roll for who gets first turn. Highest score may choose whether to go first or second.



## CRYSTALS

To control a crystal, place a model in base contact with it. More than one model can be in base contact with a crystal, but all models must be from the same squad; the crystal cannot be shared between two units, one must be in control of it. However, one squad *can* control multiple crystals, with each crystal carried by a different model.

If a crystal begins the movement phase in base-to-base contact with a friendly model, it can be moved with that model. A crystal can never be moved more than 6" in a turn for any reason (it is extremely unstable). Thus, models carrying the crystal may only make a single 6" move, and may not make assault moves, *Fleet of Foot*, turbo charge, jump packs, *Veil of Darkness*, etc. Crystals cannot be loaded into vehicles. During movement, the crystal can be passed between different members in the squad, so long as it does not move more than 6" total.

If a crystal is in a squad that is assaulted, it remains under the control of the squad, until the model holding it is dead. Models carrying the crystal ARE permitted the usual pile in, consolidation or sweeping advance moves at the end of the phase. Any squad falling back drops the crystal.

A squad can choose to drop the crystal at the start of its movement, in which case the unit can move normally.

## RADIATION

Crystals are unstable. At the start of his turn, each player should roll 4D6, and assigns each individual dice to a particular crystal. Keep the dice with the crystal, or make a note on a scrap of paper. The power accumulates from turn to turn. When a crystal reaches 20 points of power, it overheats and the excess energy flares out.

Place a blast marker on the crystal. Models in base contact with the crystal take an automatic hit of S8 AP2. Models partially under the blast marker but not touching the crystal are hit on a roll of 4+, damage is S4 AP2.

Once a crystal has overheated, its power is reset to zero, and it starts to heat up again from the turn following.

## MISSION OBJECTIVE

The player with control of the most crystals is the winner. To control a crystal, you must have a friendly model in base contact with it at the end of the game. If both players control an equal number, the game is a draw.

## GAME LENGTH

Six turns.

## TOTAL VICTORY

You control all of four of the crystals.

## LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

# THE X-FILES

## OVERVIEW

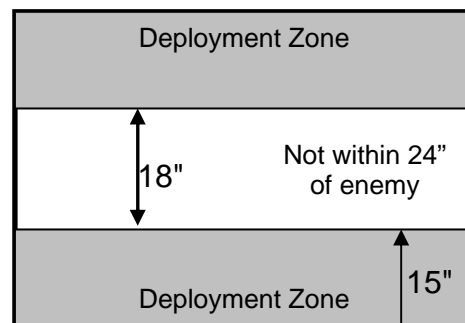
Both sides have succeeded in concealing their battle plans; each commander has ruthlessly exposed and destroyed all spies and traitors, and has successfully deployed elaborate counter-espionage measures and anti-psyker screens. Both armies are now concealed, their plans unknown, each ready to make the first move...

## SCENARIO SPECIAL RULES (ALPHA)

The X-Files uses a modified version of the *Hidden Set-up* mission special rules (p.205, but see below).

## SET-UP

1. Both players should determine their mission. At Arcanacon, you will be handed a sealed envelope, to be opened before deployment. Do *not* reveal what your mission is until the end of the game.
2. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. Players may deploy up to 15" onto the board. The other player's deployment zone is the opposite side.
3. Both players should prepare Hidden Set-up counters, one for each unit or vehicle. In addition, each player may field additional dummy counters equal to the Strategy Rating of your army (p.80). e.g. Space Marine armies may field 3 dummies. Number the Hidden Set-up counters, and record which unit is which counter.
4. The player that scored lowest deploys one counter on his side of the board. His opponent then deploys a counter in his deployment zone. The players take turns deploying until all of their counters are on the table. Counters cannot be placed within 24" of an enemy counter.
5. When both sides have deployed, each player should reveal his counter list, and place the models. The first model should be placed on the counter, other models in the squad can be placed within normal coherency. All models must be deployed within 15" of the long board edge, and not with 24" of enemy models.
6. Each player must identify his commander, and agree on which terrain piece is nearest to the table centre.
7. Roll for who gets first turn. Highest score may choose whether to go first or second.



## MISSION OBJECTIVE

Each player is given a secret objective, drawn randomly from the following list:

- Kill the enemy commander
- Capture table quarters (have more quarters occupied with scoring units than your opponent does)
- Get a scoring unit into the enemy deployment zone
- Take and hold the terrain piece nearest to the table centre (have more scoring units within 12")
- Break the enemy (reduce to 25% of starting models)

At the end of Turn 6 (or the last turn played), players must reveal their objectives, and determine if they have fulfilled the victory condition. If one player achieves his objective, that player is the winner. If both players achieve their objective, or if neither does, the game is a draw.

Note that although players compare their scoring unit totals for the table quarters and take and hold objectives, only a player with that mission objective can claim it as a win; a player can, however, deny the enemy the ability to claim it, if he has more scoring units in the area.

## GAME LENGTH

Six turns.

## TOTAL VICTORY

Not only do you win the game on your own objective, you also fulfil two more objectives on the list above. (+1 BP)

## LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

**++ CLASSIFIED INFORMATION ++**

++ Mission: Kill the enemy commander ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

++ Mission: Capture table quarters ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

++ Mission: Get into enemy deployment zone ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

++ Mission: Take and hold ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

++ Mission: Break the enemy ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

**++ HIDDEN DEPLOYMENT ++**

**I.**

**II.**

**III.**

**IV.**

**V.**

**VI.**

**VII.**

**VIII.**

**IX.**

**X.**

**XI.**

**XII.**

<b>I</b>	<b>II</b>	<b>III</b>	<b>IV</b>	<b>V</b>	<b>VI</b>
<b>VII</b>	<b>VIII</b>	<b>IX</b>	<b>X</b>	<b>XI</b>	<b>XII</b>