

STRIKE FORCE

Kane Tucker

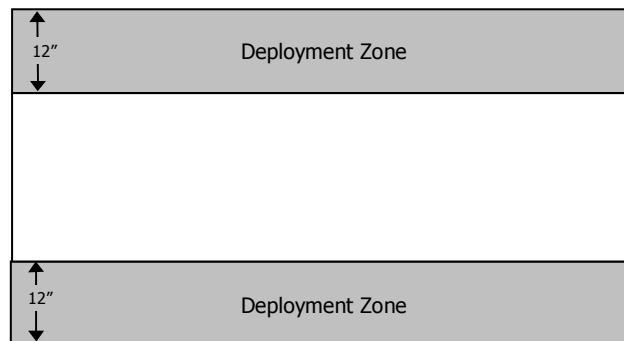
Overview: “I have a cunning plan, my lord.” – The General sighs and with a roll of his eyes looks towards the officer who spoke up. With a nod from the General he goes on, “We get a few of the lads and attack them where they least expect it!”. The general shakes his head, “What a utterly, mind-numbingly stupid idea Officer Baldrick. However, I have a better plan, lets get a few of our lads and get them to attack the enemy... where they least expect it!”.

Mission Special Rules (Gamma): *Infiltrators, Deepstrike and Strike Force* (see below).

Set-Up:

- 1 – Both players roll a D6; the player with the highest score may choose which long table edge becomes their ‘deployment zone’. The other player's deployment zone is the other long table edge.
- 2 – Players select their ‘Strike Force’.
- 2 – Both players roll a D6. The player that scored lowest deploys one Force Organisation (FO) slot in his deployment zone, 12” or less from the long table edge. His opponent then deploys a FO slot in his deployment zone. The players take turns deploying a slot at a time until both forces are on the table, excluding the ‘Strike Force’, of course.
- 3 - The players must deploy their FO slots in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
- 4 - If either side has any units that can infiltrate then they may deploy these units after all the other units have been placed. If both players have infiltrators, roll a D6 to decide who chooses to deploy a unit of Infiltrators first, then players take turns placing their infiltrators a unit at a time.
- 5 – Roll for who gets first turn. Highest score may choose whether to go first or second.

Table Map:



Special Rules:

Strike Force – As commander of your force, you may select a ‘Strike Force’ which may consist of no more than 300pts worth of units. These must be complete unit(s) up to but not exceeding 300 points from any Force Order choice(s). The Strike Force is held in reserve and enters play on the 3rd turn, at an entry point on the table edge selected by the owning player. This entry point must be determined before forces are deployed on the table, but is made in secret. Please note down specific entry point on the Table Map above for reference (e.g. clearly state 12” from left side of opponents table edge). At the beginning of the 3rd Turn when the Strike Force is about to deploy, roll a D6, if the result is a ‘6’ the Strike Force deploy at a random point on the table (roll a scatter dice and draw a line to the table edge to determine the entry point). Otherwise, deploy the Strike Force at the pre-determined entry point. The strike force deploys at the table edge, each model must be on the edge and within 6” of the designated entry point. Their move must be measured from the table edge. If you are unable to deploy, due to enemy units for example, then the force remains off table until able to deploy. If the strike force is not deployed by end of game, they are considered wiped out.

Mission Objective:

Primary - Table Quarters. Controlling a Quarter - Scoring Unit with the majority of models in the quarter AND no enemy unit contesting. Contesting a Quarter - Scoring unit with majority of models in quarter. If a unit straddles two quarters with an even majority, player chooses which quarter it controls/contests. The player with the most table quarters under their control wins.

Secondary - If both players have an equal number of controlled quarters, the game is decided by VPs instead. Do not count VP for quarters, only count VP for units damaged or destroyed. If the difference is 99 pts or less, the game is a draw.

Game Length: Six Turns.

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

SCRAMBLE

Andrew Long

OVERVIEW

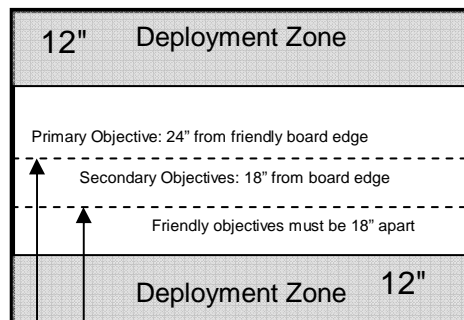
Valuable objectives have been lost in no man's land; both sides scramble to reclaim them.

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 TOTAL VICTORY

Six turns.

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.

POWER STATION

Steve King

Overview

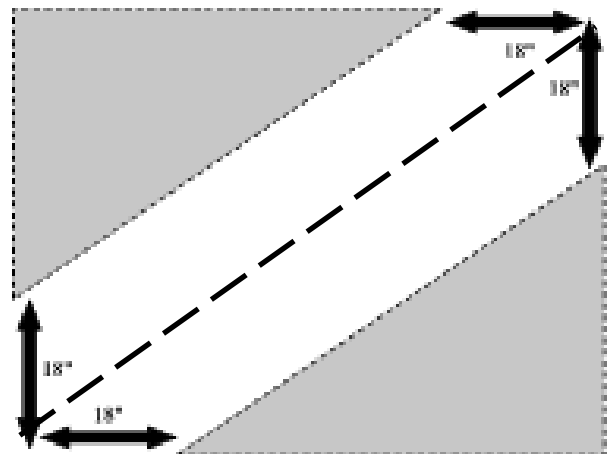
Both sides are attempting to secure the main power station on a forge world by wresting control of key areas within it. The victory will belong to the side that best controls the station.

Scenario Special Rules (Gamma)

Deep Strike, Infiltrators, Who Turned The Lights Out? (see below)

Set-Up

- 1 Place Objective Markers (3) along the middle diagonal line through No Mans Land. One objective should be 24" from each diagonal corner, and the third one should be exactly in the middle of the board.
- 2 Both players roll a die, the high roll gets to pick their deployment zone. The opponent gets the opposite zone. The deployment zone is a triangle with each side extending to 18" away from the opposite corner – see diagram.
- 3 Players then roll off with a D6 to determine who places a unit first (re-rolling any ties). The players then alternate placing units in the following order: Heavy Support, Troops, Elites, HQ, and then Fast Attack.
- 4 Units that Deep Strike may be held in reserve as per their normal rules. Units that can Infiltrate are placed last, anywhere on the table as long as it is more than 18" from any enemy model and behind cover.
- 5 Roll a D6 again. High roll gets choice of first or second turn.



Scenario Level: Beta

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 mobile vehicle or a unit at or above 50% of starting size COMPLETELY within the quarter, and your opponent must not have either of the above in the quarter. Units which are falling back do not count.

Game Length

The game lasts for six turns

Line of Retreat

Troops that are forced to fall back must do so towards their nearest deployment zone table edge, using the normal rules.

Special Rule – Who Turned The Lights Out?

If a single force should control all three objective markers at the beginning of their turn, they may elect to turn the lights off. The power station immediately shuts down, and the rest of the battle is fought using the Night Fighting rules. Control of the markers is gained by having at least one scoring unit within 3" of the marker whilst your opponent does not. Scoring units locked in an assault count so long as at least one member of the unit is within 3" of the objective.

SHEEP STATIONS

David Stephenson

with Mark Brocas-Reti

OVERVIEW

Kiwis have been raiding our shores for years taking our best-looking women off to the Land of the Long White Cloud. It's pay back time. Fight your way across the Tasman and hit them where it hurts.

SCENARIO SPECIAL RULES (ALPHA/OMEGA): *Sheep* (see below) and *Escalation*.

Sheep – Sheep are insane. They will each “bounce” (ignore intervening models) in a random direction at the start of each player's turn the total of 2d6 in a random direction (scatter dice – use arrow on hit). If a sheep scatters off the table, place it back in the middle of the table and scatter it from there.

Controlling Sheep Markers: any model may move into a sheep in the movement phase and grab the sheep. Place it on/next to the models base. You will continue to hold the sheep unless you do one of the following:

1. Make an Assault move;
2. Move more than 6" in the movement phase;
3. Receive any damage result on vehicle damage chart;
4. Lose a wound or destroyed;

If you lose a sheep for any reason scatter the sheep as above from the point where it was last held.

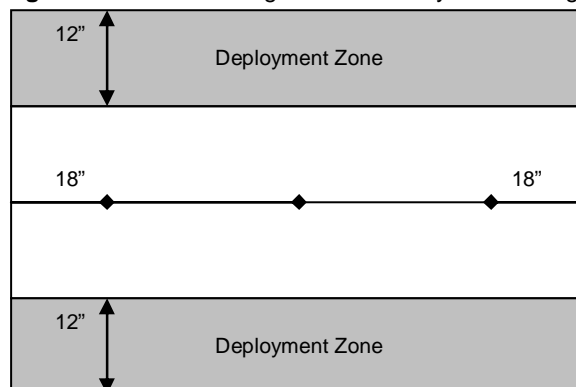
If an independent character claims a sheep, they become a unit for targeting purposes.

If a sheep bounces and lands directly on one of your models, it will hold the sheep, as above.

Models – For this scenario, any identifiable non-combatant model can represent sheep. Kroot are good.

SET-UP

1. **Table edges - both players roll a dice;** the player with the **highest** score may choose which of the long table edges to deploy along. Players may deploy up to 12" on to the board. The other player's deployment zone is the opposite side of the table.
2. **Sheep:** Place three sheep models along the centre line, two 18" from either edge and one in the middle.
3. **Deployment** - the player that scored the **highest** deploys a unit on his side of the board. His opponent then deploys a unit in his deployment zone. The players then take turns deploying until all their available models are on the table.
4. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ and finally Fast Attack units.
5. **First turn - roll to see who gets first turn.** The Highest scorer may choose to go first or second.



MISSION OBJECTIVE

The player holding the most Sheep at the end of the game wins. Draw if both players hold equal number of sheep.

GAME LENGTH: Six turns.

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.

GET ROMMEL'S DOG!

Ben Llewellyn

OVERVIEW

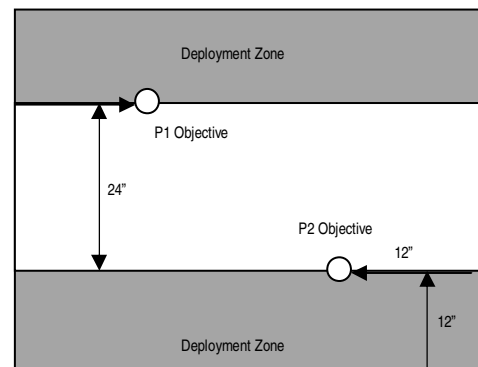
The inspirational and flamboyant enemy Heroic Senior Officer\Master\Farseer\Lord\Hive Tyrant\Ethereal\Warboss\Canoness Rommel has once again led from the front and broken through your front lines. Troops love to hear tales of him and famous mascot. You'll break his spirit if you can put an end to the mascot. Can you stop his army by killing Rommel's dog?

SCENARIO SPECIAL RULES (GAMMA)

Infiltrate, Deep Strike, Concealment, Inspirational Mascot (see below)

SET-UP

- 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.
- Each player places their primary objective 12" from their left side of the table, and 12" deep.
- The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Units may not be placed within 24" of an enemy unit. Players take turns deploying a unit at a time until their entire forces are on the table.
- Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
- Both players roll a die, the player with the highest score may choose whether to place their bomb first or second. Place the bombs in unit coherency of a deployed unit.
- Roll for who gets first turn. Highest score may choose whether to go first or second.



INSPIRATIONAL MASCOT

The Inspirational Mascot must always remain within 6" of the forward HQ objective. The mascot has the following stats:

WS5 BS5 S4 T4 W3 I5 A3 LD10 SV3+, Feel No Pain. All units within 12" of the mascot are fearless. The mascot can join a unit, and the unit benefits from his Feel No Pain ability. The mascot cannot be instant killed. The usual targeting rules for the mascot do not apply, he (and any unit he joins) can ALWAYS be seen (even when he is hiding behind vehicles or terrain; he will however receive a cover save, and intervening terrain elsewhere in the table will block line of sight as normal). The mascot does not benefit from the independent character rule for targeting; he can be targeted as if he was a unit.

MISSION OBJECTIVE

Kill the enemy mascot. If neither mascot is dead, the game is a draw. If both mascots are dead, determine Victory Points. Any result within 99pts is a draw.

GAME LENGTH

Six turns.

TOTAL VICTORY

You win and have a scoring unit within 6" of the enemy forward HQ, with no enemy scoring units within 6"

LINE OF RETREAT

Troops forced to retreat will do so towards their own defence zones, using the normal fall back rules.

RED VS. BLUE

Steve Firth

OVERVIEW

The Eternal conflict, which side are you on?

Blue Imperialists intent on expanding the Empire? Or Red Capitalists taking objects for their coffers?

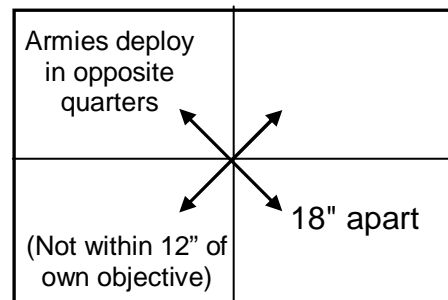
Which side are you on? If your opponent tells you he's Red, don't believe him! He's probably a Blue spy! If he tells you he's Blue he's trying to trick you.

SCENARIO SPECIAL RULES (ALPHA)

Red vs. Blue uses the *Escalation* special rule.

SET-UP

1. Both players roll a die, the player with the highest score may choose which quarter to deploy in. Each player must place a Primary objective in the opponent's quarter as close to the centre of the board as possible. Scatter each objectives 1D6". Objectives always scatter, use the arrow on the 'hit' for direction.
2. Players may not deploy within 12" of their own objective, or within 18" of the enemy.
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. No unit can be deployed within 18" of the enemy OR within 6" of the table centre at the start of the game.
5. Units are deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and Fast Attack units.
6. Roll for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

At the end of the game, declare your colour. (Note: You don't have to decide until the end of the game what colour you are!)

Red players must capture the objectives. You control an objective if you have more scoring units within 6".

Blue players must capture table quarters with scoring units, as per the usual rules for the Cleanse mission.

Note that, regardless of your colour, you can still contest a quarter or objective with scoring units to deny the enemy.

In games where both players are Red, the player holding the most objectives wins

In games where both players are Blue, the player holding most table quarters wins.

In games of Red vs. Blue, objectives are worth two quarters.

If both or neither players satisfy their goal, or if the players tie on their goals, the game is a draw.

If only one player satisfies their goal, that player is the winner.

GAME LENGTH

Six turns.

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.