

"THIS IS HEAVY, DOC."

WARHAMMER
40,000

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 you 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."

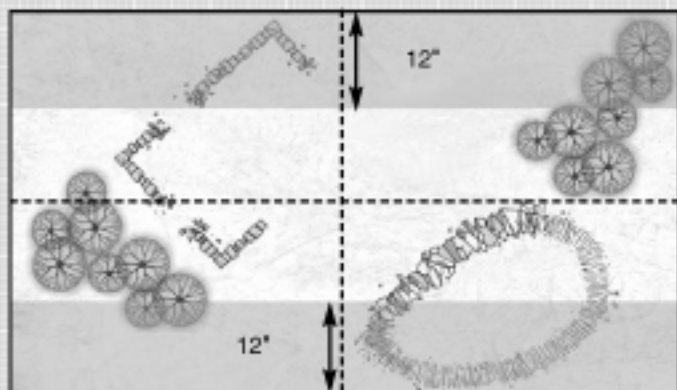
Por'el Tau'n Ukos, Water Caster Negotiator

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.



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