

Mission - 1 We're doomed, Aye Doomed. (Pitched Battle)

Overview

You are operating under a general order to not only engage and destroy the enemy where you find them but to secure the ground ahead, pushing on if possible to draw in enemy reserves. Face it, you are going to get murdered. Your doomed, aye doomed.

Scenario Special Rules

Night Fighting, Deep Strike, Infiltrators, and Victory Points.

Set Up

- Both players roll a D6, re-roll ties, winner chooses which long table edge is their base edge, loser takes the opposite edge. The winner deploys the first unit; both players then alternate placing units. Units are placed in the sequence Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack.
- Units may deploy up to 18" from their table edge but cannot deploy within 24" of the enemy.
- After all other units are set up infiltrators are deployed. Dice to determine who places their infiltrators first. Infiltrators may deploy anywhere on the table as long as they are more than 18" from the enemy.
- After deployment roll a D6. On a 1 the first game turn is played with the Night Fighting rules in effect; on a 6 the last game turn is played with the night fighting rules in effect.

Mission Objective

In addition to counting victory points conventionally during the game, both players score points for controlling table quarters.

To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle or at least one unit of troops, bikes or cavalry with more than half of their original number of models in the area. Note that independent characters may not secure or contest table quarters.

Score 200 VPs for holding a quarter.

Total up all VPs scored, the highest scorer is the winner. You must win by 100VPs or more.

Game Length

The game lasts for six turns.

Reserves

None.

Line of Retreat

Troops that are forced to fall back will do so towards the long board edge of their deployment zone, using the normal Fall Back rules.

Mission - 1 We're doomed, Aye Doomed. (Pitched Battle) cont....

So how many tournament points do I get?

Winning the game 15 Tournament points.

Drawing (within 100VPs) the game 10 tournament points.

Losing the game 5 tournament points.

Bonus +1 tournament point for each table quarter, an additional +1 if you have all four.

Examples

Player A wins and holds 2 quarters, player B holds 1, the other is contested. Player A scores 17, Player B 6.

Player A wipes out Player B and has troops in all four quarters. Player A scores 20, Player B 5.

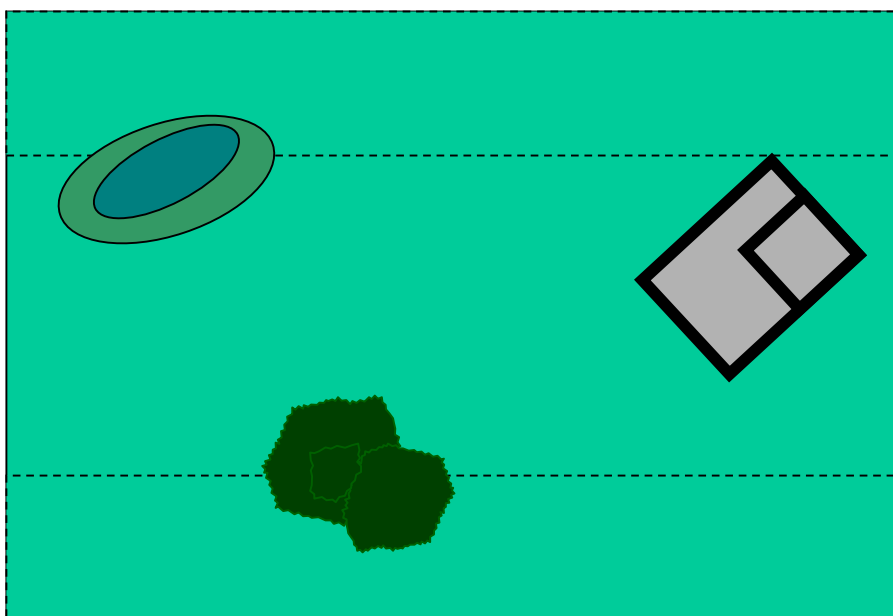
Player A wipes out player B and has troops in three quarters. Player A scores 18, Player B 5.

Player A and Player B draw Player A holds 2 quarters and Player B one. Player A scores 12, Player B 11.

Captains Duties

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



PAGE 9

Mission - 2 Don't Panic! (Multiple Objective Take and Hold)

Overview

Your force has been given a number of specific locations to capture from the enemy. These could be a hill, an important building, a bridge or an ammo dump. You must eliminate the enemy forces in the area and hold your objectives against any counter attacks. Keep all five objectives in mind, **Don't Panic!**

Scenario Special Rules

The Multiple Objective Take & Hold mission uses Infiltrators, Random Game Length, Detachments (see special rules)

Set Up

- 5 counters will be put on the table; one goes in the centre of the board. Each player then has 2 counters. Before choosing the table edge take turns in placing your 2 counters. Each counter must be no closer than 12" to another counter and no closer than 12" to any board edge.
- Both players roll a dice; the winner gets to choose which of the long board edges will be his deployment zone. Units may be deployed up to 18" on the board. The opponent gets the opposite board edge.
- Both players roll a dice. The winner chooses if he wants to deploy the first unit or not. The players alternate deployment until their entire army is on the table.
- No unit may be deployed within 24" of the enemy. The players deploy their units in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.
- Infiltrating units then may deploy after all other units. They may be placed anywhere on the battlefield, which is more than 18" away from an enemy unit. If both players have infiltrators, roll off to see who deploys first.
- Both players roll a dice. The highest roll may choose to go first or second.

Mission Objective

To control an objective you must have the closest unit to the objective (Unit must be within 6" of the objective) at the end of the game. Immobilised vehicles or units of bikes, cavalry or infantry with more than 50% casualties cannot control an objective. The player controlling the most objectives at the end of the game is the winner.

Game Length

The game lasts for a variable number of turns.

Reserves

See Detachments Special Rule.

Line of Retreat

Troops that are forced to fall back will do so towards the long board edge of their deployment zone, using the normal Fall Back rules.

Mission - 2 Don't Panic! (Multiple Objective Take and Hold) cont....

So how many tournament points do I get?

Both players have the same number of objectives. 10 tournament points each

One player has one more. Winner 13 loser 7

One player has two more. Winner 15 loser 5

One player has three more. Winner 17 loser 3

One player has four more. Winner 18 loser 2

One player has five more. Winner 20 loser 0

Examples

Player A holds 3 objectives, Player B holds one, there are no troops within 6" of the final objective. Player A wins by 2. Player A scores 15, player B scores 5.

Player A holds 4 objectives, but was unable to get to within 6" of the final one in the variable game length. Player B is wiped out. Player A wins by 4. Player A scores 18, player B scores 2.

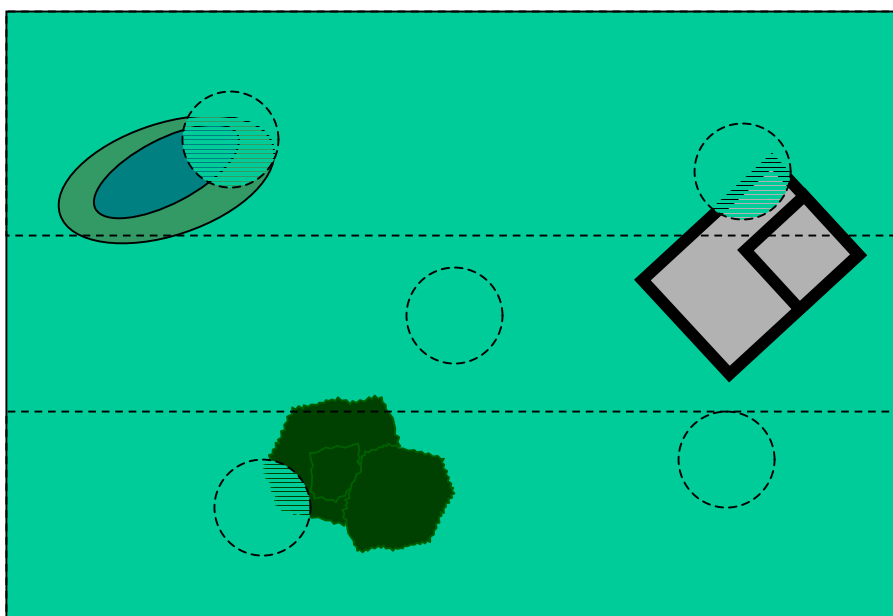
Captains Duties

Check everyone is at the correct table. (Notify referee of any changes required.)

Allocate each player one detachment.

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



PAGE 11

Mission - 3 Do you think that's wise, sir? (Cleanse)

Overview

Both sides are attempting to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter.

Scenario Special Rules

None.

Setup

- Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
- No unit may be deployed within 18" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
- Roll for who gets first turn. Highest score may choose to go first or second.

Mission Objectives

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters at the end of the game wins. To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or as least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

Game Length

The game lasts for six turns.

Reserves

None.

Line of Retreat

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

Mission - 3 Do you think that's wise, sir? (Cleanse) cont....

So how many tournament points do I score?

Both players hold the same number of quarters. 10 each

One player has one more quarter. Winner 13, loser 7

One player has two more quarters. Winner 15, loser 5

One player has three more quarters. Winner 17, loser 3

One player has four more quarters. Winner 20, loser 0

Examples

Player A holds 1 quarter, player B holds three. Player B wins by 2 Player A scores 5, player B scores 15

Player A holds 3 quarters, the fourth is contested. Player A wins by 3. Player A scores 17, player B scores 3

Player A is wiped out. Player B has troops is only 1 quarter. Player B wins by 1. Player A scores 7, Player B 13

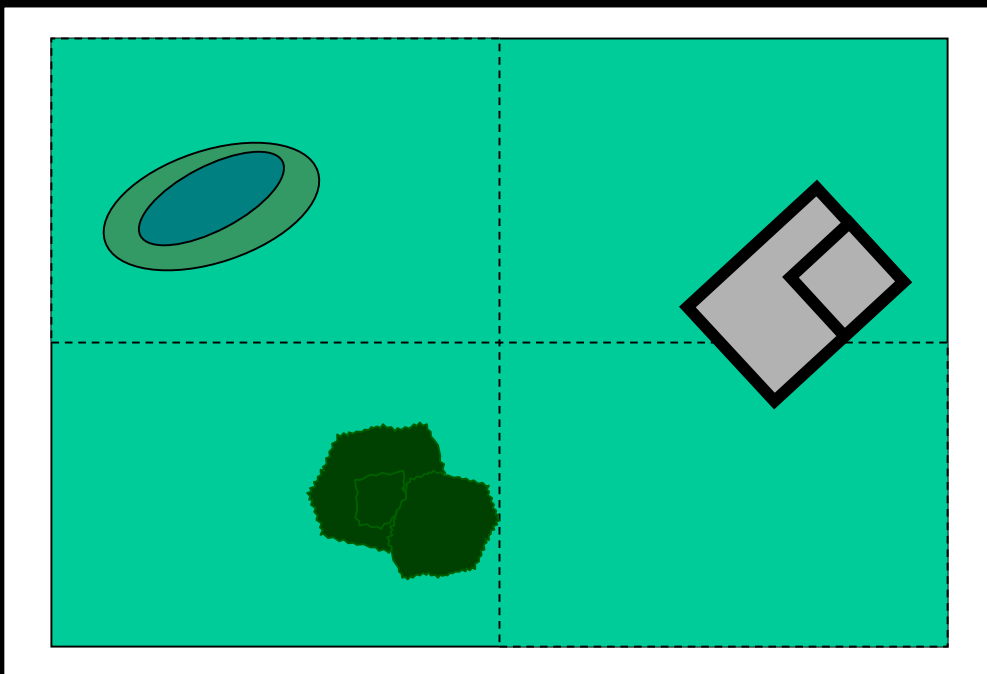
Captains Duties

Check everyone is at the correct table. (Notify referee of any changes required.)

Allocate each player one detachment; which may NOT be their own.

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



Mission - 4 Warden on Patrol. (Night Fight)

Overview

The platoon uses their entire supply of ammunition in a night exercise. Inquisitor Mainwaring insists on holding a Court of Inquiry, which becomes a shambles. Wardens run around your army "Put out that flashlight sonny!"

Scenario Special Rules

Night Fight missions use the Night Fight, Infiltrators and Detachments scenario special rules.

Setup

- Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- The player that scored lowest now deploys 1 unit in his quarter on the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both of their entire forces are on the table. No unit can be deployed within 24" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units. If either side has any Infiltrators, they may make one move after deployment but before the game starts.
- Roll for who gets first turn. Highest score may choose whether to go first or second.

Mission Objectives

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters at the end of the games wins. To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or as least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

Game Length

The game lasts for six turns.

Reserves

None.

Line of Retreat

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

Mission - 4 Warden on Patrol. (Night Fight) cont....

So how many tournament points do I score?

Both players hold the same number of quarters. 10 each

One player has one more quarter. Winner 13, loser 7

One player has two more quarters. Winner 15, loser 5

One player has three more quarters. Winner 17, loser 3

One player has four more quarters. Winner 20, loser 0

Examples

Player A holds 1 quarter, player B holds three. Player B wins by 2 Player A scores 5, player B scores 15

Player A holds 3 quarters, the fourth is contested. Player A wins by 3. Player A scores 17, player B scores 3

Player A is wiped out. Player B has troops is only 1 quarter. Player B wins by 1. Player A scores 7, Player B 13

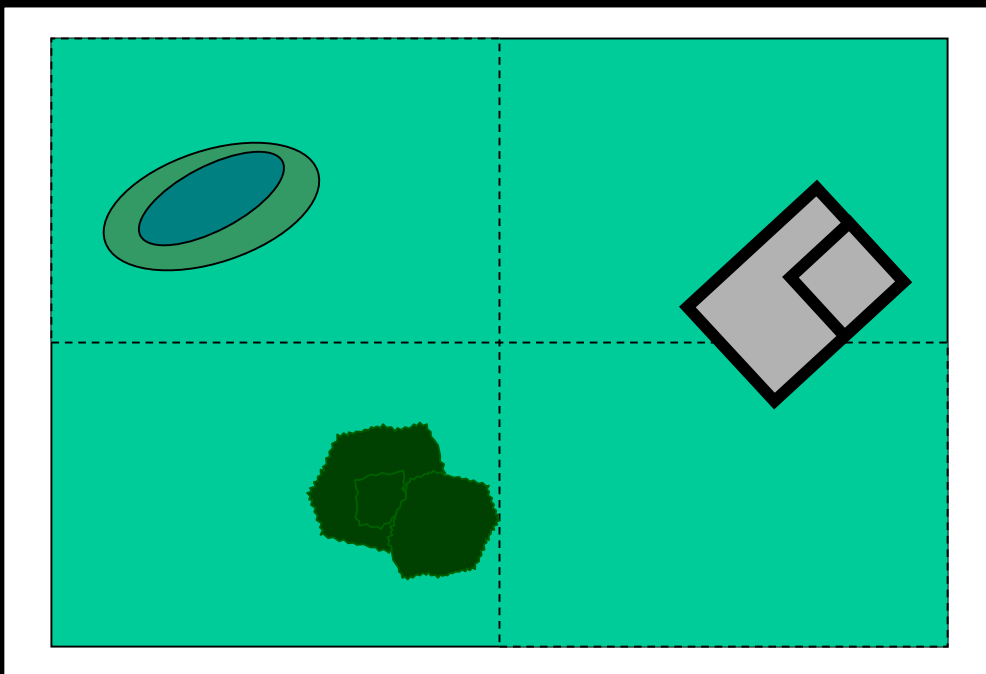
Captains Duties

Check everyone is at the correct table. (Notify referee of any changes required.)

Allocate players as many detachments as you please. (But each detachment can still only be used once.)

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



Mission - 5 They don't like it up em. (Recon)

Overview

Attempt to punch through the enemy lines, remember they don't like it up em.

Scenario Special Rules

Recon missions use the Infiltrators and Victory Points scenario special rules.

Setup

- Both players roll a dice, the winner gets to choose which of the long board edges will be his deployment zone. Units may be deployed up to 18" onto the board. The opponent gets the opposite board edge.
- Both players roll a dice. The player that loses the roll off deploys one of his units first. The other player then deploys one of his units. The players alternate deploying in this way until their entire armies are on the table.
- No unit may be deployed within 24" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
- If either side has any troops which can Infiltrate then they may deploy these units after all other units have been placed. They may be placed anywhere on the battlefield which is 18" or more from an enemy unit. If both sides have Infiltrators roll a dice: the winner may choose to deploy his Infiltrators before or after enemy Infiltrators.
- Both players roll a dice, the player that rolls highest may choose whether to go first or second.

Mission Objectives

Both players must attempt to get units into the enemy deployment zone. Each player gets bonus tournament points for each unit he has in the enemy deployment zone at the end of the game. The player with the highest victory points total wins.

Game Length

The game lasts for six turns.

Line of Retreat

Troops that are forced to fall back will do so towards the long board edge of their deployment zone, using the normal Fall Back rules.

Reinforcements

After turn 4, if you wish to reinforce a team-mate's table, you can move off the enemy's table edge to be put on your team mates table edge. Note that you no longer count as on the table. Your opponent gets 50% of the VPs for that unit and you cannot count it as in your opponent's deployment zone for claiming VPs or TPs. (But your team-mate can if he moves quickly enough.) It has to be on or after turn 4 on your table, but not necessarily on your team mates table.

Mission - 5 They don't like it up em. (Recon) cont....

So how many tournament points do I score?

Within 100 VPs: Draw. 10 points each

Win by more than 100 VPs. 15 points

Lose by more than 100 VPs. 5 points

Each undamaged vehicle, or unit of infantry, bikes or cavalry with over half its original models in the enemy deployment zone at the end of the game scores +1 tournament point, to a maximum of +5

Examples

Player A and Player B have scored 1200 and 1245 VPs respectively. This is within 100, so it is a draw. Player A has an undamaged tank and a unit over 50% strength in player B's deployment zone. Player B has no one in player A's deployment zone. Player A scores 12, player B scores 10. Player B has beaten player A and has six undamaged vehicles in player A's deployment zone. Player A is wiped out. Player B scores 20 (as the maximum bonus is +5, he can't claim for all six vehicles) and player A scores 5.

Captains Duties

Check everyone is at the correct table. (Notify referee of any changes required.)

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.

