

ARCH RIVALS



MISSION:

Mission Objectives:

Use normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following exception. If your General fought the enemy General in hand-to-hand combat and lived, and the enemy General is dead at the end of the game, you receive +200 Victory Points.

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 your General is still alive and is not fleeing or has not fled off the table at the end of the game.
- +1 If you have a unit at least 50% of its starting unit size in your opponent's Deployment Zone.
- +1 If your highest point unit is still at or above 50% and not fleeing at the end of the game.
- 1 If, at the end of the game, no enemy unit is destroyed, is fleeing, or has fled off the board.
- 1 If you don't control at least one table quarter.

"The Strength of the Emperor is Humanity, And the Strength of Humanity is the Emperor. If one turns from the other we shall become the Lost and the Damned."

The Sermons of Sebastian Thor,
Vol. XXVII, Ch. LXII

SPECIAL RULES:

INFILTRATORS

VICTORY POINTS

The army commander must end each of his Movement Phases closer to the enemy commander. If a commander can assault his rival, he must. When he charges, he may ignore other enemy models to get to his target. He is not, however, required to move full speed towards his rival.



DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players alternate 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.

Units that may *Infiltrate* may make one more free move before the game begins.

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.

