

SUICIDE SQUAD



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following additions. If your Suicide Squad dies, you receive +150 Victory Points. If they survive, you lose 150 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 Suicide Squad killed at least one enemy unit or destroyed at least one enemy vehicle.
- +1 If you have a unit at 50% or more of its starting unit size in your opponent's Deployment Zone.
- +1 If your highest point unit (not counting the Suicide Squad) is still at or above 50% and not fleeing by 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.

"You are not free whose liberty is won by the rigor of other, more righteous souls. You are merely protected. Your freedom is parasitic, you suck the honorable man dry and offer nothing in return. You have enjoyed freedom, who have done nothing to earn it, your time has come.

This time you will stand alone and fight for yourselves. Now you will fight for your freedom the currency of honest toil and human blood.

Inquisitor Czevak - Address to the council of Ryanti

SPECIAL RULES:

INFILTRATORS

VICTORY POINTS

DEEP STRIKE

Both armies must choose one unit to be the Suicide Squad. The unit must be either a Troops or an Elites choice. This unit hates the enemy and will always hit the enemy on a 3+ in hand-to-hand regardless of WS. The unit will also automatically pass any Morale or Pinning checks and will never fall back (they are suicidal, after all).



DEPLOYMENT:

Both players roll a D6. The player with the highest result places the first piece of terrain. Players then 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 can *Infiltrate* deploy after all other selections are deployed and may be placed anywhere on the table at least 18" away from an enemy model or unit.

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.

