

THE HUNTED



MISSION:

Mission Objectives:

Use the normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following exceptions. After players have set the terrain and selected Deployment Zones, both players nominate one enemy selection. This selection may be anything with the exception of HQ. That selection is worth double Victory points if it is destroyed or flees off the table.

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 "hunted" selection nominated by your opponent has not been destroyed, is not fleeing, or has not fled off the table at the end of the game.
- +1 If you have more units at or above 50% of their original unit size in your enemy's Deployment Zone then he has in yours (note vehicles don't count).
- +1 If all your opponent's Troops selections are under 50% of their original unit size.
- 1 If you control no table quarters at the end of the game.
- 1 If your general is dead, is fleeing, or has fled off the table by the end of the game.

"Kill them - Kill them all!"

Warlord Ghazghkull Thraha

SPECIAL RULES:

INFILTRATORS

VICTORY POINTS

The above special rules are described in full on pp. 84-85 in the Mission Special Rules section of the Warhammer 40,000 rulebook.



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 may *Infiltrate* are deployed last and may be deployed anywhere on the table but no closer than 20" to enemy models.

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.

