

# TWILIGHT



## 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 your opponent's General is dead, is fleeing, or has fled off the table at the end of the game.
- +1 If your opponent's highest-cost unit is dead, is fleeing, or has fled off the board by the end of the game.
- +1 If you control more hills than your opponent does. *[To control a hill, you must have a unit with at least 50% of its starting strength or mobile vehicles (units falling back don't count) on the hill; in addition, no enemy units at or above 50% of their original size and no mobile enemy vehicles may be on the hill].*
- 1 If no enemy units are dead, are fleeing, or have fled off the table at the end of the game.
- 1 If you control no table quarters at the end of the game.

## SPECIAL RULES:

### NIGHT FIGHT

(see rules below)

### PRELIMINARY BOMBARDMENT

(both players)

### INFILTRATORS

### VICTORY POINTS

At the start of the 4th turn, roll a D6; on a 4+, night has fallen. If not, roll again at the start of the 5th turn; on a 3+, night has fallen. On the 6th turn, night falls on a 2+. After night has fallen, players must use the *Night Fighting* rule found on p. 134 of the Warhammer 40,000 rulebook for the remainder of the game.



The Emperor is our guiding light, a beacon of hope for humanity in a galaxy of darkness. As we serve him, he is our greatest servant. As we pray to him, his thoughts are only for us. And in the dark when the shadows threaten, the Emperor is with us, in spirit and in fact.

## 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.

