

UNPLANNED ASSAULT



MISSION:

Mission Objectives:

At the beginning of the game, the armies have not yet received their orders. At the beginning of Turn 3, roll a D6 and consult the table below.

- 1-2 Hold the objectives. Whichever player controls more terrain features wins. To control a feature you must have a unit at 50% or above its original unit size or a mobile vehicle within 6" of a terrain feature. If your opponent also has a unit at or above 50% of its original unit size or a mobile vehicle within 6" of a terrain feature, neither player controls the objective. Before starting the game both players should agree what will count as terrain and what won't
- 3-4 Table Quarters (as in a Cleanse Mission).
- 5-6 Use Victory Points to determine the winner. If the difference in Victory Points is within 250, the game results in a tie.

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 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 than 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.

SPECIAL RULES:

RESERVES

INFILTRATORS

DEEP STRIKE

The above special rules are described in full on pp. 84-85 in the Scenario 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. Each player may only deploy their compulsory Troops selections and units that can *Infiltrate*. All others are held in *Reserve*.

Units that can *Infiltrate* are deployed after all other units (except *Reserves*) are deployed and may be deployed anywhere on the table but not within 18" of 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.

