**Warhammer 40,000 Campaign Rules**

**Version 1.4**

**Overview:** These rules are suitable for any number of players. Simply increase the size of the map for more players. The Game is played as a map style campaign, with players striving to control territory, and eliminate their opponents. The Campaign turn is divided into phases, and each turn represents one week real time. (If no battles are fought in a turn, in which case, another turn takes place, and so on, until fighting occurs. The phases are as follows.

* - **Upkeep/Build**
* - **Movement**
* - **Battle**
* - **Post Battle**

**Winning The Game:** When a player controls 75% of the map by the end of the turn will be declared as the winner.

**Losing the Game:** A player with **no** “fortress” at the end of his turn automatically loses the game. All territories owned become neutral.

**Common Terms:**

***Territory***: Refers to one Map piece.

***Occupied Territory***: A Map piece that has player forces in it.

***Contested Territory***: A Map piece that has forces from 2 or more opposing players.

***Unclaimed territory***: A Map piece that has not been explored.

***Neutral territory***: A Map piece that has been explored but not claimed for whatever reason.

***Ruined Territory***: A Map piece that has become useless for some reason (Tyranid Occupation, etc, if any)

***Main Force***: Are forces used to hold territories. Called as MF.

***Recon Forces***: or RF Units used to scout territory, and harass enemy territory. Recon units **cannot** be used to claim territory, but have greater move ability, and a chance to move through enemy territory undetected.

**Terrain features**: Terrain features are determined when a player’s forces enter that Map piece. They are usually resources or Hazards that exist in a Map piece. Resources usually affect the campaign game, while Hazards usually directly affect the Battlefield.

**Setup:** Each player must have the following things in order to play.

* - A copy of the campaign map.
* - Several counters, colored pins or tacks. (to mark troop positions, etc)
* - Territory record sheets, or several sheets of notebook paper
* - Army List.
* - Dice, Templates, rulebooks, etc.

**Step 1:** Each Team randomly determines which sector of the campaign map will be their HQ. Using a D6 roll on the map to see which HQ is yours.

Note the position of your HQ on your Territory Record Sheet/Map.

**Step 2 Starting Forces:** Each Player begins play with a Fortress in his HQ, 1500 points for Main (MF) & 500 Recon Unit(RF) The MF **must** be in your starting hex to hold the HQ fortress.

**The Campaign Turn**

**The Upkeep Phase:** At the beginning of each upkeep phase, each player counts up the number of territories he controls, and determines the amount of RP he receives for that turn. Once this is done, he may spend his RP, which will be detailed in the **“Spending RP”** section. The Basic RP value of a controlled hex is 1 RP per turn. This value may be adjusted depending on terrain features.

**NOTE**: The Upkeep phase is time consuming, and should be done at home, before the next game session. To help make this possible, The Moderator (Me, of course!) will update the campaign map on the forum under Stickied online Map section in the 40k section.

**The Movement Phase:** Once upkeep is done, the movement phase begins. All troop, recon, and special actions take place in the Movement Phase.

* - **Moving in territory you control:** When moving within your own territory, all of your units have a range of three (3) hexes, this represents that you have implemented some form of transportation network, whether it be railways, teleporters, or what have you doesn’t matter. What does matter is that whatever system is in place only works within the borders of your territory. If heading toward uncontrolled or enemy territory, you must stop at the edge of your area, if you have any movement left for that particular unit, it may move one hex out of your territory.
* - **Moving into neutral/unoccupied territory:** If you move into a hex that is unoccupied, then, it becomes your territory. Roll on the appropriate tables to determine the features of the new territory. **MF only**.
* - **Controlling/Occupying Territory:** Any force in an uncontested territory controls that territory, but a hex need not contain troops to be claimed. Once RP have been spent on a hex, it is considered under the control of the player who spent it, until it is invaded by an enemy. You may leave the territory unoccupied if you desire, so long as it doesn’t contain a garrison or fortress.
* - **Moving into Enemy Territory:** You may move one detachment into an enemy occupied hex. Any further movement from that hex by either player halts until the conflict is resolved in the **“Battle Phase”. MF only.**
* - **Recon Units:** Recon units are used to gather information on territories before your army decides to occupy them. The minimum size for a recon unit is one (1) Troop, **or** fast (1) Attack choice with force restrictions detailed on *page 5*. The size is **500 points**. Recon Units have a variable move rate, they can move the usual 3 hexes in friendly territory, 2 hexes in uncontrolled territory, or roll a die, and consult the table below for moving through enemy territory.

**Recon Movement Table**

|  |  |
| --- | --- |
| **1** | Unit discovered by enemy forces and destroyed |
| **2-3** | Unit enters sector undetected, movement halts |
| **4+** | Unit enters sector undetected, may move again. |

* - **Opposing Recon units meeting in unoccupied territory:** If this happens, a Recon is played in the Battle Phase. The winner may move to an adjacent territory, and roll on the recon movement table again as normal, the loser is wiped out.
* - **What Recon Units can tell you:** Recon units entering unoccupied hexes can determine the features of the sector, if any. When they enter an enemy hex, they can tell you the features, as well as the exact forces occupying the hex. (The recon unit’s player gets to look at the troop roster for that hex.) & any defenses that may be in place.
* - **What Recon Units can do:** Recon units entering enemy occupied hexes can choose to execute raid or sabotage missions. If the **Attacker wins**, he gains RP from the controlling player would normally get for **next** turn **or** destroy a target **facility** in territory, plus he may fall back to the nearest hex he controls, without fear of pursuit. If the **Defender wins**, the attacker must fall back to an adjacent hex and immediately make a roll on **recon movement table** with a **-1** modifier. On all results, **Defender** does not lose control of the hex.

**Force Type Summary**

|  |  |  |
| --- | --- | --- |
| **Force Type** | **Movement(hex)****Own hex/Other** | **Notes** |
| Main Force (MF) | 3/1 | *  Only force allowed to claim neutral/enemy territories
 |
| Recon Force (RF) | 3/2 | *  May not participate battles unless against opposing recon force
*  Execute Raid or Sabotage enemy missions
 |

**The Battle Phase:** In the battle phase, control of any hexes that have become contested in the movement phase must be resolved. There are several methods of doing this.

* - **Battle:** The preferred method of resolving conflicts is a battle. Both players must agree to fight a battle. Each player assembles the miniatures for the force they have in the sector, and determine the scenario to be used by the following guidelines.
* - **If the hex was previously unoccupied:** Each player rolls a die, high roller chooses one of the **standard** missions as listed on Page 9.
* - **If the hex is Occupied:** The **attacker** chooses the **battle** mission listed on Page 9, the attacker always gets the first turn, and defender chooses his own deployment zone. The Attacking player may opt to determine the scenario randomly.
* - **Retreat:** A player may choose to withdraw his entire force during battle when taking 50% or more losses. In this case, the **withdrawing** player automatically **loses** the battle (counts as a major victory for the winner) and **NO** casualty roll will be given to units/vehicles that were lost & fleeing/fled in battle.
* - **Roll Off:** There are some instances when a drawn out battle is just not possible, and it’s best to let fate decide. (For instance, several sectors have become contested this turn, and battles have already been fought, and it’s 3:00 AM) If both players agree, A Roll Off can be used to settle the conflict. This is achieved by the following method. Take one die for every 500 points in the force, (Rounding fractions down) apply the appropriate modifiers, roll the dice, and total the results, the highest roll wins, thus gaining/maintaining control of the sector. **The losing players force in that sector is completely wiped out.** Consult the table below for roll off modifiers. No Experience points are gained for winning a roll off.

**Roll Off Table:**

|  |  |
| --- | --- |
| Per 500 points in force | +1 |
| Per Unit above opponent’s unit total | +1 |
| Defender | +1 |
| Per adjacent friendly **occupied** hex | +1 |

**The Post Battle Phase:** After all conflicts have been resolved, losing forces that survived battles are moved out of the hex they were in, into an adjacent friendly hex. **If none of the surrounding hexes are occupied by friendly hexes, it is destroyed.**

**Casualties:** After the fate of the retreating force is determined, roll a die for each model /vehicle **lost/destroyed** in the battle, units **below 25%** of their initial Unit Strength & **fleeing/fled** off battlefield.

Use the guidelines below to learn the fate of the wounded.

* - Infantry units (Including Bikes) survive on a 5+
* - Vehicles (Tanks, Transports, Skimmers) Survive on a 4+
* - HQ Units, and Special Characters survive on a 3+

Experience for each force that saw action in the battle phase is calculated in the post battle phase. Any Battle Honors gained are assigned to the appropriate units. (This record keeping need not be done in the presence of other players.) See the rules for campaign experience in the WH40K rulebook for details on the experience system. The only difference is that This Campaign uses expanded Battle Honors tables, which can be found in the ”Charts and Tables” section of these rules.

**Earning and Spending Resource points:**

**What are resource points? :** Resource points are the basic **“Currency”** for the campaign turn. Each turn in the upkeep phase, players receive a number of “RP” dependant on the amount of territory controlled, there are a number of “Terrain Features” that affect the amount of RP each hex produces. But the basic RP value of a hex is 1 RP. A Player’s HQ Hex generates 5 RP per turn.

**NOTE**: that **unspent** RP in the Upkeep phase will be kept as **reserves** or **“stash”** to be spent in the following turns.

**NOTE:** You may spend RP to upgrade a sector, AND add to, reinforce, or create a unit in the same sector. **Troop/Facility purchases done in Upkeep Phase are placed at the end of Post-Battle Phase in the current turn**

**What Can I Buy with “RP”? :** Resource points can be spent in many ways. You can use them to upgrade a hex defenses, purchase troops, Spy satellites, air strike, or re-rolls. You can even use RP to move your HQ sector, but that can get expensive. The following sections detail all the things RP can be used for.

**TROOPS:** Troops are perhaps the most common thing RP will be used for. Troops are bought on a 100 point per RP basis, no matter what troop type or class they are.

In campaign play (off the battlefields) Troops are designated by classes, troops must be assigned a class when purchased. The classes of troops, and purchase guidelines are as follows.

**Troop Classes**

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| --- | --- |
| **Reinforcements** | May only be purchased to replace models lost due to casualties. Any points left over after reinforcements are allocated are lost.  |
| **Main** | **Must be purchased in 100 point increments**. (Minimum 500 pts, Max 1500 pts), Follows standard 40K org chart |
| **Recon** | May be purchased in any number of RP at a time. Can be used to fill out existing recon units (If they are in friendly territory) Recon units **must** begin in a friendly hex. Follows: **0-1 HQ** with less than **150 pts****1+ troop or 1+ Fast attack****NO** Heavy support**NO** vehicles with total AV of 33 (Front + Side + Rear)**NO** 2+ save |

**NOTE:** The Maximum number of troops you can have in a hex is 6000, but note that a battle must be fought for each army in a defending hex, when multiple armies are brought into a hex by the attacking force; resolve each battle one-by-one.

**Facilities**

|  |  |  |
| --- | --- | --- |
| Base | 10RP | Player may have one(1) conquest army for every base he controls |
| Tank Factory | 20RP | Armies may take an extra heavy support choice. Army defending this hex receives a heavy support choice(<=175pts) |
| Airstrip | 15RP | Each airstrip you control adds 2 hexes to your movement in friendly territory, and one hex to your movement in unoccupied territory. Note, that movement always halts when an enemy force is encountered(Recon Forces are excluded from this) |
| Recon centre | 15RP | All recon markers may re-roll on recon movement table |
| Garrison | 10RP | A minimum of 100 points must remain in the garrison at all times. When a hex adjacent to the garrison is invaded, treat the garrison force as a defending army. **Max size 2000pts**  |
| Defense Perimeter | 10RP | When this hex is invaded, allows **defender** to choose scenario from “Battle missions” list  |
| Training Center | 20RP | Armies May take an extra elite slot |
| Officer Training School | 20RP | Armies may take an extra HQ choice |
| Motorpool | 20RP | Armies may take an extra Fast Attack choice.  |

**Special:** Specials are things that can be purchased with RP that have properties that don’t fit in as either defenses, or facilities. They are most often One Shot effects that must be bought on a per use basis (Those that are not are noted as such)

|  |  |  |
| --- | --- | --- |
| Satellite Uplink | Player may learn all the details of one enemy hex, including the army list of any forces in that hex, resources, facilities, etc. | 10 RP |
| Air Strike/Artillery Strike | This ability grants the player one “Preliminary bombardment “as per scenario rules in one battle in the next Battle phase. May be purchased in multiples but one (1) per battle. | 5 RP |
| Advanced Intel | This ability allows you to deploy all of your forces after your opponent has deployed. You also choose the Scenario for the battle. | 15 RP |
| Transporter Device | This ability grants “Deep Strike” to any one (1) of your units in the next Battle phase. May be purchased in multiples. | 5 RP |

**Terrain Features:** To determine what inherent features a hex has (If Any) Roll on the table below.

**Terrain Features Table**

|  |  |
| --- | --- |
| 1 | Roll once on the Hazard Table |
| 2 | No feature |
| 3-4 | Roll once on the Resource Table |
| 5 | No Feature |
| 6 | Roll Once on the Resource Table (Roll Again)  |

**Hazard Table**:

|  |  |
| --- | --- |
| 1 | Unstable Ground (Roll a D6 for each unit, on a 1, the unit may not move that turn) |
| 2 | Swamp (Movement Halved for all units but Skimmers) |
| 3 | Weak Warp Barrier (treat any failed psychic test as a “12”) |
| 4 | Radioactive Wasteland ( place 2d6 counters, count as a S8 hit to any model within 6” Normal saves apply) |
| 5 | Abandoned Minefield (when moving a unit, roll a D6, on a roll of 1 the unit takes a S8 AP 5 hit. (affects one model )(Normal saves apply) |
| 6 | Psychic Null Zone(Roll Again) When attempting a Psychic Power, Roll a d6, it is nullified on a 4+ |

**Resource Table**: (2D6)

|  |  |  |
| --- | --- | --- |
| 2 | Ore Mine (small) | +2 RP |
| 3 | Fuel Refinery (small) | +2 RP |
| 4 | Weapons Cache **(Once Only)** | +2 RP |
| 5 | Ore Mine (large) | +4 RP |
| 6 | Ancient Ruin **(Once Only)**  | +3 RP |
| 7 | City (Free reinforcements for any occupation force) | +2 RP |
| 8 | Fuel Refinery (large) | +4 RP |
| 9 | Abandoned Structure (Counts as a base)  | N/A |
| 10 | Chemical Plant | +2 RP |
| 11 | Abundant Weapons Cache **(Once Only)** | +4 RP  |
| 12 | Abandoned Fortress (Controlling player counts this hex as another HQ Hex.Count as containing a fortress as per Facilities) | +5 RP |

**Mission Selection:**

Battles take place in the battle phase. (It’s not just some silly coincidence that we call it the battle phase) and certain conditions dictate which missions can be fought. Those conditions are what this section is all about.

**Standard Missions:** Standard Missions are fought when two forces choose to do battle in previously **unexplored/unclaimed** territory…. in this case, **deployment, and initiative are determined as per the rules of the scenario**, as neither player has the “Home field advantage”. The Table below is used to determine the mission played.

**NOTE: Missions Marked with an “\*” are not printed in any official GW publications, the rules and setup for these can be found under heading : New Campaign Missions.**

**Standard Missions**

|  |  |
| --- | --- |
| 1 | Cleanse |
| 2 | Night Fight |
| 3 | Patrol |
| 4 | Pitch Battle |
| 5 | Meat Grinder |

**Battles:** Battles are fought when one player invades an **enemy controlled** sector with the intent of seizing control of the territory. In these cases, the **Attacker** usually chooses the mission (from the table below) while the defender chooses his own deployment zone.

**NOTE: Missions Marked with an “\*” are not printed in any official GW publications, the rules and setup for these can be found under heading : New Campaign Missions.**

**Battle Missions**

|  |  |
| --- | --- |
| 1 | Take and Hold \* |
| 2 | Bunker Assault |
| 3  | Strongpoint Attack |
| 4 | Blitz |

**Raids/Attacks:** A player may opt to attack a territory for its resources instead of trying to capture the hex itself. Not only is it a great way to gain a few extra RP, or deprive an enemy of them, but it’s also a great way to test the strength of an enemy’s defenses in a particular sector. The **attacker** always chooses the mission in a Raid/Attack, and he always gets the first turn in the battle. The defender chooses deployment zone, but as the attack is unexpected, MUST deploy all his units first. Note that if the defender loses, he doesn’t lose control of the hex, but he does lose the resource that is the target of the attack. If the **Attacker wins**, he gains RP from the controlling player would normally get for **next** turn **or** destroy a target **facility** in territory, plus he may fall back to the nearest hex he controls, without fear of pursuit. If the **Defender wins**, the attacker must fall back to an adjacent hex and immediately make a roll on **recon movement table** with a **-1** modifier.

**NOTE: Missions Marked with an “\*” are not printed in any official GW publications, the rules and setup for these can be found under heading : New Campaign Missions.**

**Raid/Attacks Missions**

|  |  |  |
| --- | --- | --- |
| Order Type | Gameplay Mission  | Notes (WIN result only) |
| Sabotage | Sabotage | Destroys target facility/resource. **Fortress** is immune to sabotage missions |
| Raid | Lightning Raid\* | In the following turn, Attacker gains resource points generated from target hex. Defender gains none |
| Ambush | - | TBA |

**Terrain Generation:**

Once a mission is selected. Divide the table into 4 quarters; roll a D3 to determine the number of terrain pieces available for each quarter(both players decide who gets to roll) Next, roll 2D6 to determine type of each generated as table below. Table **must** have at least 8 terrain pieces.

|  |  |
| --- | --- |
| 2D6 | Terrain |
| 2 | **Shallow River/Stream:** Choose either a shallow river (Very Difficult) or a stream (Difficult). The river or stream must enter and leave at a table edge. Rivers cannot extent over more than half of the table length.A stream may have a single crossing place along its length if you wish.Counts as a single piece. |
| 3 | **Balau Cactus field**: should cover about 12” in any direction. Counts as difficult terrain. In addition, roll a D6 for each unit moving through. On a roll of ‘1’ units suffer D6 str3 hits with normal save |
| 4 | **Difficult Ground:** scrub, thick wood/jungle, craters, wreckage, boulder field, etc |
| 5 | **Steep Hill**: 2-3 tier hill |
| 6 | **Woods**: As described in BBB |
| 7 | **Hill**: As described in BBB |
| 8 | **Crags:** Counts as difficult Terrain |
| 9 | **Obstacles:** May be up to 12" of walls, hedges, chain link fence, sand bag walls, barricades, oil drums, etc |
| 10 | **Single Structure:** a single building, tower, ruin, abandoned vehicle (treat as wreckage) and up to 6" of obstacles (chain fences, sand bad wall, hedges, oil drums, barricading, etc.). |
| 11 | **Building Complex:** 2-4 buildings/structures or ruins, with up to 12" of obstacles (walls, chain link fence, sand bag wall, hedges, barricades, oil drums, etc). If ruins they are treated as Difficult Ground |
| 12 | **Woods**: As described in BBB |

**Experience**

Experience is gained on a per unit basis. Each unit in the army gains experience according to the table below. **NOTE: Only Survivors gain experience points**.

|  |  |
| --- | --- |
| Fought in battle | +1 pt |
| On winning Side | +1 pt |
| Scoring a major victory | +1 pt |
| Destroyed Enemy Unit | +1 pt  |
| Wiped out/Vehicle Destroyed  | All exp. lost |

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| --- | --- | --- |
| Level | No. of Battle Honors | Experience Needed |
| Experienced | 1 | 2 |
| Survivor | 2 | 4 |
| Veteran | 3 | 8 |
| Hardened Veteran | 4 | 14 |
| Heroic | 5 | 22 |
| Legendary | 6 | 32 |

**Battle Honors:** Battle Honors are little bonuses that affect a unit’s combat performance. When a unit gains enough experience, choose on the appropriate battle honors table for the unit type or choose a battle honor (Note you may never have the same battle honor twice for the same unit) and roll a D6

**Infantry Battle Honors:**

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| 1 - Street Fighters: If the unit is in cover, it receives a bonus of “1” to its cover save. (example: 4+ instead of 5+) |
| 2 - Hardened Fighters: Unit Ignores negative modifiers for leadership tests and may attempt to regroup if under 50% |
| 3 - Expert Marksmen: The unit gains +1 to it’s Ballistic Skill  |
| 4 - Guerillas: Unit rolls an extra D6 when moving in difficult terrain, and chooses the highest result |
| 5 - Combat Masters: Unit gains a +1 bonus to weapon skill. |
| 6 - New Skill: Unit chooses a skill from the following list: Infiltrate, Fire Control (Split Fire), Hidden Deployment, Fearless, +1 Attack, Hit and Run (Other abilities may be added to this list) |

**Bike/Cavalry Battle Honors**

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| 1 - Skilled Riders: May Re-roll any die for rough terrain rolls |
| 2 - Rapid Deployment: Unit may move D6” after deployment before the start of the game.  |
| 3 - Hardened Fighters: Unit Ignores negative modifiers for leadership tests and may attempt to regroup if under 50% |
| 4 - Lightning Charge: Unit may double its initiative on a charge once per game. |
| 5 - Expert Riders: Unit gains a 6+ invulnerable save against weapons fire NOTE: if the unit already has this ability, it receives a +1 Bonus to the save(5+ )  |
| 6 - Unit gains Hit & Run ability |

**Vehicle/Tank Battle Honors**

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| 1 - Terrifying: Tanks: Cause an additional –1 penalty for units rolling for Tank shockOther vehicles: Causes tank shock as if the vehicle were a tank. |
| 2 - Engine Upgrade: Vehicle is now counted as a “Fast Vehicle” If vehicle is already fast, re-roll. |
| 3 - Reinforced Armor: Negates the “Open Topped “ modifiers of +1 or allows you force your opponent to re-roll 1 penetrating or glancing hit per turn |
| 4 - Hardened Crew: Treat “Crew stunned as Crew Shaken, and Crew Shaken as “No Effect” |
| 5 - Skilled Gunnery: May re-roll any one missed to hit roll, or scatter roll each turn |
| 6 - Gunnery Masters: Gunners receive a +1 to ballistic skill(BS) |

**HQ Battle Honors:** The following table is used for Independent characters (special characters DO NOT gain experience or get to roll on this table!

2D6 Result

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| --- |
| 2 New Warlord Trait. Choose any of the Skill tables and randomly generate a Trait from it.3-4 New Warlord Trait. Rolla D6, 1-2 is ,3-4 is ,5-6 is and randomly generatea Trait from it. |
| 5 Characteristic Increase. Roll again:1-3 = +1 Strength; 4-6 = +1 Attacks.6 Characteristic Increase. Roll again:1-3 = +1 WS; 4-6 = +1 BS.7 Characteristic Increase. Roll again:1-3 = +1 Initiative; 4-6 = +1 Leadership.8 Characteristic Increase. Roll again:1-3 = +1 WS; 4-6 = +1 BS.9 Characteristic Increase. Roll again:1-3 = +1 Wounds; 4-6 = +1 Toughness. |
| 10-11 New Warlord Trait. Rolla D6, 1-2 is ,3-4 is ,5-6 is and randomly generatea Trait from it.12 New Warlord Trait. Rolla D6, 1-2 is ,3-4 is ,5-6 is and randomly generatea Trait from it. |

**New Campaign Missions**

**LIGHTNING RAID**

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| **ATTACKER’S OVERVIEW** |  | **DEFENDER’S OVERVIEW** |
| By concentrating your attack, you hope to push through the enemy lines and strike deep in enemy territory |  | You command the forces defending an important installation against an enemy raiding party. |

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| **SCENARIO SPECIAL RULES** |
| Lightning Raid mission use the *Infiltrators* and *Deep Strike* special rules. |

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| **SET-UP** |
| 1. 1. The defender chooses his deployment zone and deploys his units.
2. 2. The attacker then deploys his units. No unit can be deployed within 24” of the enemy at the start of the game.. If either side has any troops which can infiltrate then they may deploy these units after all units have been placed. They may be placed anywhere on the battlefield which is 18” or more from an enemy unit. If both sides have Infiltrators roll a dice: the winner may choose whether to deploy his Infiltrators before or after enemy Infiltrators.
3. 3. The attacker takes the first turn.
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| **MISSION OBJECTIVES** |
| The **Attacker** must have two(2) units above 50%, **or** two(2) vehicles, in the enemy deployment zone at the end of the game. Any other result is a win for the **Defender**. |

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| **RESERVES** |
| None. |

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| **GAME LENGTH** |
| The game last for 6 turns. |

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| **LINE OF RETREAT** |
| Troops which are forced to fall back will do so towards their board edge by the shortest route, using the normal Fall Back rules. |

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**Take And Hold**

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| **ATTACKER’S OVERVIEW** |  | **DEFENDER’S OVERVIEW** |
| Your force has been given a specific location to capture from the enemy. This could be a hill, an important building, a bridge, a supply dump or some other features. You must eliminate enemy forces in the area and hold your objective against enemy counter-attacks. |  | Your force currently holds a location of vital strategic importance. You must stop it falling into enemy hands at all costs. If overwhelming enemy forces do capture the location mount a counter-attack as soon as possible to regain it. |

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| **SCENARIO SPECIAL RULES** |
| Take and Hold missions use the *Deep Strike, Infiltrators, Random Game Length* and *Reserves* scenario special rules. |

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| **SET-UP** |
| 1. The defender chooses one of the long table edges as his table edge.
2. The defender then places an objective marker within 24” of his table edge, and may not be within 12” of any board edge. This will be the attacker’s objective
3. The defender deploys any of this Troops and Heavy Support within 12” of the objective. The defender does not have to deploy all these units, but he must deploy at least one. The rest of his forces are in reserves.
4. If the attacker has any troops which can infiltrate then they may deploy these units after all enemy units have been placed. They may be placed anywhere on the battlefield further than 18” from an enemy unit.
5. The attacker takes the first turn, moving all his forces onto the tabletop from his table edge.
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| **MISSION OBJECTIVES** |
| The player that controls the objective at the end of the game wins the battle.To control the objective you must have more models than the enemy within 3” of the objective at the end of the game. Models who are broken or falling back may not be counted for the purpose of controlling objectives. Vehicles with base front armor value of 12 or more count as two models for the purpose of controlling objective markers. Multi-wound models such as Ork Nobs, Eldar Wraithlords, and space marine commanders count as a single model for this purpose. Additionally, any unit that specifically states that it may not hold table quarters or objectives (such as nurglings) obviously cannot control an objective marker. |

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| **RESERVES** |
| The defender’s reserves move on from his table edge |

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| **GAME LENGTH** |
| The game last for a variable number of turns. |

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| --- |
| **LINE OF RETREAT** |
| Troops which are forced to fall back will do so towards their board edge by the shortest route, using the normal Fall Back rules. |

 |