

TRIANGULATE THE PERIMETER



MISSION:

Mission Objectives:

Use normal Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with the following additions. Each messenger that is in one of the three far table quarters at the end of the game is worth +150 Victory Points. If all of the three far table quarters are occupied by messengers, the controlling player gets +500 Victory Points (note: these Victory Points are awarded INSTEAD OF – not in addition to – the 150 Victory Points for each messenger).

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 you control more table quarters than your opponent at the end of the game.
- +1 If your enemy's highest point selection is destroyed, is fleeing, or has fled of the table by game's end.
- +1 If all your messengers are still alive at the end of the game.
- 1 If no enemy Troop selections are less than half of their original unit size.
- 1 If none of your messenger models are alive at the end of the game.

"The Adeptus Astartes is not a subtle instrument to be delicately wielded like a surgeon's knife. Rather it is likened to a mighty hammer which smashes asunder that which stands in it's way"

Tactica Imperium

SPECIAL RULES:

VICTORY POINTS

DEEP STRIKE

MESSENGRERS

| | WS | BS | S | T | W | I | A | Ld | S |
|-----------|----|----|---|---|---|---|---|----|----|
| Messenger | 3 | 3 | 3 | 4 | 2 | 3 | 1 | 8 | 5+ |

Messengers: Each army must use three messenger models. If a player has appropriate models to use for the messengers, he/she may. If not, take three models of the controlling player's choice from any units in the army.

Messengers are armed with a pistol (range 12", Strength 3, AP-). Messengers have a 5+ Invulnerable save and are *Fearless*. Messengers count as a unit of one model.



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.

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.

