

FIRESTORM

THE BATTLEFIELD: Vanguard Strike

- Place D3+3 Objectives prior to deployment. As per Place Objective Markers (Page 121, 40k Rulebook).
- Roll for Warlord traits prior to deployment.
- First Turn: Player who deployed first goes first, unless your opponent can 'Seize the Initiative'.

VICTORY CONDITIONS:

- The Player that controls the most objectives at the end of the game wins.
- Turn 3 Battle Point: You hold more objectives at the end of Turn 3. If Turn 3 is not completed, then this battle point is not earned.
- Total Victory: You control all the Objectives.

SPECIAL RULES:

- **RAGING INFERNO:** At the start of the Shooting phases the player whose turn it is places an Inferno marker on the table. An Inferno template is represented by a small blast marker. The marker scatters 3D6" once it has been placed. Any models touched by the template are hit with a Strength 5 AP - hit (Vehicles are suck on their rear armour). In addition, once the template land roll a D6, on the roll of a 6 the marker remains in play and will inflict the same damage at the start of subsequent Shooting Phases.
- **BURNING WORLD:** If an Inferno marker ends up, on or in a piece of terrain, then that terrain ignites and becomes dangerous terrain, if it were not so already. In addition once a piece of terrain ignites, it will block line of site for models shooting through it for the remainder of the game.

GAME LENGTH:

Variable Game Length (Page 122, 40k Rulebook)