

ENTER SANDMAN

Exit light, enter night

Objective: Move forwards under cover of darkness and destroy the enemy.

Deployment: Spearhead – Table quarters (p.93).

Special rules: Deep Strike, Enter Night (see below), Infiltrators, Reserves, Scouts.

Enter Night: Roll at the start of each game turn to see if night falls, starting on Turn 2.
The odds are exactly as per a reserve roll. On Turn 2, night falls on a roll of 4+.
Night falls on Turn 3 on a roll of 3+, or on Turn 4 on a roll of 2+.
Night automatically falls on Turn 5 if it has not done so already.
Once night has fallen, Night Fighting rules (p.95) are in effect for the remainder of the game.

Game length: Between 5 and 7 turns (Ending the Game, p.90).

Victory: Kill points, as per Annihilation (p.91).

Draw: If each player has the same number of kill points, the game is a draw.