

POWER STATION

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Overview

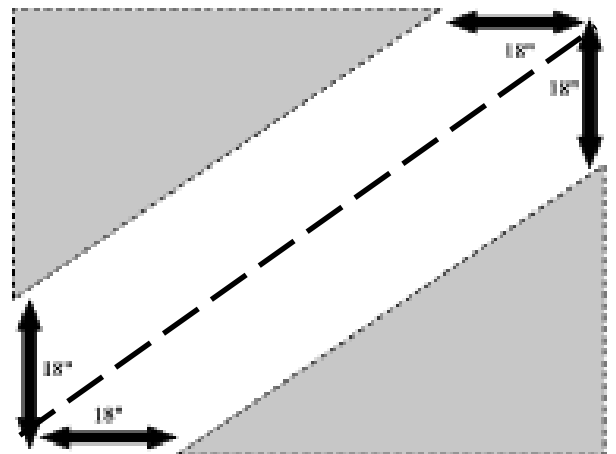
Both sides are attempting to secure the main power station on a forge world by wresting control of key areas within it. The victory will belong to the side that best controls the station.

Scenario Special Rules (Gamma)

Deep Strike, Infiltrators, Who Turned The Lights Out? (see below)

Set-Up

- 1 Place Objective Markers (3) along the middle diagonal line through No Mans Land. One objective should be 24" from each diagonal corner, and the third one should be exactly in the middle of the board.
- 2 Both players roll a die, the high roll gets to pick their deployment zone. The opponent gets the opposite zone. The deployment zone is a triangle with each side extending to 18" away from the opposite corner – see diagram.
- 3 Players then roll off with a D6 to determine who places a unit first (re-rolling any ties). The players then alternate placing units in the following order: Heavy Support, Troops, Elites, HQ, and then Fast Attack.
- 4 Units that Deep Strike may be held in reserve as per their normal rules. Units that can Infiltrate are placed last, anywhere on the table as long as it is more than 18" from any enemy model and behind cover.
- 5 Roll a D6 again. High roll gets choice of first or second turn.



Scenario Level: Beta

Mission Objective

The player who controls more table quarters at the end of the game wins. To control a table quarter you must have a mobile vehicle or a unit at or above 50% of starting size COMPLETELY within the quarter, and your opponent must not have either of the above in the quarter. Units which are falling back do not count.

Game Length

The game lasts for six turns

Line of Retreat

Troops that are forced to fall back must do so towards their nearest deployment zone table edge, using the normal rules.

Special Rule – Who Turned The Lights Out?

If a single force should control all three objective markers at the beginning of their turn, they may elect to turn the lights off. The power station immediately shuts down, and the rest of the battle is fought using the Night Fighting rules. Control of the markers is gained by having at least one scoring unit within 3" of the marker whilst your opponent does not. Scoring units locked in an assault count so long as at least one member of the unit is within 3" of the objective.