

# RADIATION DAMAGE

## OVERVIEW

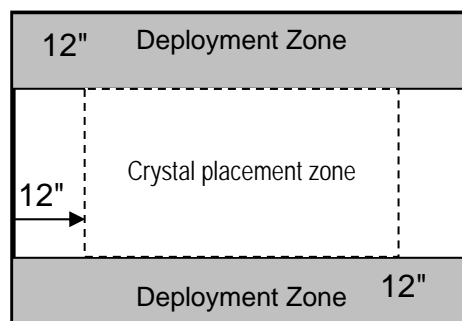
The opposing armies discover a de-lithium crystal field. Each crystal has the power to fuel an entire gothic battle cruiser. Crack troops are sent to recover the crystals. Given their extreme radioactivity, casualties are expected...

## SCENARIO SPECIAL RULES (ALPHA)

This mission uses the *Crystals* special rules described below.

## SET-UP

1. Before choosing table sides or deployment, you must place the four crystals. Each player alternates placing a crystal until there are four on the table. Toss a coin to see who places a crystal first. A crystal may not be placed in impassable terrain, nor may one be placed within 12" of a board edge or another crystal.
2. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. Players may deploy up to 12" onto the board. The other player's deployment zone is the opposite side.
3. The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
4. Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
5. Roll for who gets first turn. Highest score may choose whether to go first or second.



## CRYSTALS

To control a crystal, place a model in base contact with it. More than one model can be in base contact with a crystal, but all models must be from the same squad; the crystal cannot be shared between two units, one must be in control of it. However, one squad *can* control multiple crystals, with each crystal carried by a different model.

If a crystal begins the movement phase in base-to-base contact with a friendly model, it can be moved with that model. A crystal can never be moved more than 6" in a turn for any reason (it is extremely unstable). Thus, models carrying the crystal may only make a single 6" move, and may not make assault moves, *Fleet of Foot*, turbo charge, jump packs, *Veil of Darkness*, etc. Crystals cannot be loaded into vehicles. During movement, the crystal can be passed between different members in the squad, so long as it does not move more than 6" total.

If a crystal is in a squad that is assaulted, it remains under the control of the squad, until the model holding it is dead. Models carrying the crystal ARE permitted the usual pile in, consolidation or sweeping advance moves at the end of the phase. Any squad falling back drops the crystal.

A squad can choose to drop the crystal at the start of its movement, in which case the unit can move normally.

## RADIATION

Crystals are unstable. At the start of his turn, each player should roll 4D6, and assigns each individual dice to a particular crystal. Keep the dice with the crystal, or make a note on a scrap of paper. The power accumulates from turn to turn. When a crystal reaches 20 points of power, it overheats and the excess energy flares out.

Place a blast marker on the crystal. Models in base contact with the crystal take an automatic hit of S8 AP2. Models partially under the blast marker but not touching the crystal are hit on a roll of 4+, damage is S4 AP2.

Once a crystal has overheated, its power is reset to zero, and it starts to heat up again from the turn following.

## MISSION OBJECTIVE

The player with control of the most crystals is the winner. To control a crystal, you must have a friendly model in base contact with it at the end of the game. If both players control an equal number, the game is a draw.

## GAME LENGTH

Six turns.

## TOTAL VICTORY

You control all of four of the crystals.

## LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.