

USE OF FORCE

OVERVIEW

Both sides have constructed a massive force field to protect their front lines. Each general sends out a crack task force to bring down the enemy's shields.

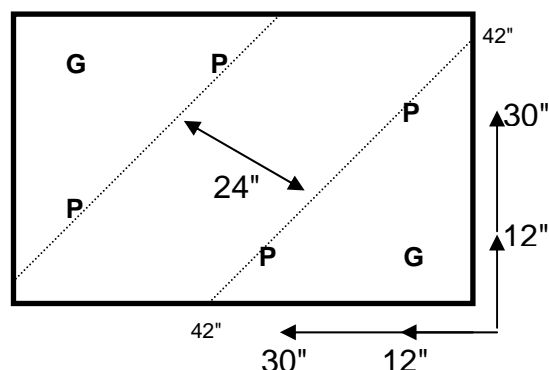
SCENARIO SPECIAL RULES (GAMMA)

This mission uses the *Infiltrate* (modified), *Deep Strike* (modified), *Dusk/Dawn* and *Victory Points* special rules.

Infiltrating or deep striking units cannot deploy or arrive behind the enemy force field (see below). If a roll would scatter deep strikers through the enemy force field, only scatter them as far as the edge of the force field.

SET-UP

1. Each side in this scenario has a force field, consisting of three parts. Use secondary objective markers as the two pylons, and a primary objective marker as the generator.
2. Both players roll a die, the player with the highest score may choose which corner to deploy from. The other player's deployment zone is the opposite corner.
3. Each player should place their generator at a point measuring 12" from the corner on the long board and 12" in. They should place a pylon 30" from the corner on the long board edge and 12" in, and the other pylon 12" from the corner and 30" in.
4. The player's deployment zone is the straight diagonal line defined by the pylons. The deployment zone extends to either board edge, 42" from each corner.
5. 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. No unit can be deployed within 24" of an enemy model.
6. Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
7. If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators. Infiltrators cannot deploy behind the enemy force field.
8. Roll for who gets first turn. Highest score may choose whether to go first or second.



FORCE FIELDS

Models behind their force field gain a 6+ invulnerable save from shooting from outside the force field for as long as the force field remains intact. Destruction of any one pylon or generator will knock down a force field.

Pylons and generators can only be attacked by shooting within 3" range, or by assault. Pylons have T6, 1 wound and a 3+ invulnerable save. Generators have T6, 2 wounds and a 3+ invulnerable save. For targeting priority and assault rules, treat pylons as a vehicle in all respects.

MISSION OBJECTIVE

Each player is seeking to destroy the enemy force field.

Players score Victory Points for destroying enemy units, as per the usual rules.

Destroying a pylon is worth 300 VP. Destroying a generator is worth 600 VP.

The player who scores 100+ points more than his opponent is the winner. If the final scores are within 0-99 points, the game is a draw.

GAME LENGTH

Six turns.

TOTAL VICTORY

You win and destroy every element of your opponent's force field – both pylons and the generator.

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.