

# THE X-FILES

## OVERVIEW

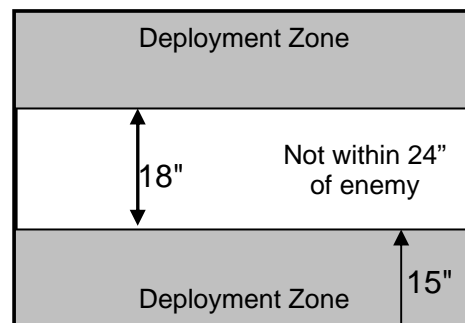
Both sides have succeeded in concealing their battle plans; each commander has ruthlessly exposed and destroyed all spies and traitors, and has successfully deployed elaborate counter-espionage measures and anti-psyker screens. Both armies are now concealed, their plans unknown, each ready to make the first move...

## SCENARIO SPECIAL RULES (ALPHA)

The X-Files uses a modified version of the *Hidden Set-up* mission special rules (p.205, but see below).

## SET-UP

1. Both players should determine their mission. At Arcanacon, you will be handed a sealed envelope, to be opened before deployment. Do *not* reveal what your mission is until the end of the game.
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 15" onto the board. The other player's deployment zone is the opposite side.
3. Both players should prepare Hidden Set-up counters, one for each unit or vehicle. In addition, each player may field additional dummy counters equal to the Strategy Rating of your army (p.80). e.g. Space Marine armies may field 3 dummies. Number the Hidden Set-up counters, and record which unit is which counter.
4. The player that scored lowest deploys one counter on his side of the board. His opponent then deploys a counter in his deployment zone. The players take turns deploying until all of their counters are on the table. Counters cannot be placed within 24" of an enemy counter.
5. When both sides have deployed, each player should reveal his counter list, and place the models. The first model should be placed on the counter, other models in the squad can be placed within normal coherency. All models must be deployed within 15" of the long board edge, and not with 24" of enemy models.
6. Each player must identify his commander, and agree on which terrain piece is nearest to the table centre.
7. Roll for who gets first turn. Highest score may choose whether to go first or second.



## MISSION OBJECTIVE

Each player is given a secret objective, drawn randomly from the following list:

- Kill the enemy commander
- Capture table quarters (have more quarters occupied with scoring units than your opponent does)
- Get a scoring unit into the enemy deployment zone
- Take and hold the terrain piece nearest to the table centre (have more scoring units within 12")
- Break the enemy (reduce to 25% of starting models)

At the end of Turn 6 (or the last turn played), players must reveal their objectives, and determine if they have fulfilled the victory condition. If one player achieves his objective, that player is the winner. If both players achieve their objective, or if neither does, the game is a draw.

Note that although players compare their scoring unit totals for the table quarters and take and hold objectives, only a player with that mission objective can claim it as a win; a player can, however, deny the enemy the ability to claim it, if he has more scoring units in the area.

## GAME LENGTH

Six turns.

## TOTAL VICTORY

Not only do you win the game on your own objective, you also fulfil two more objectives on the list above. (+1 BP)

## 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.

**++ CLASSIFIED INFORMATION ++**

++ Mission: Kill the enemy commander ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

++ Mission: Capture table quarters ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

++ Mission: Get into enemy deployment zone ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

++ Mission: Take and hold ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

++ Mission: Break the enemy ++

++ Do not reveal until end of game ++

**++ CLASSIFIED INFORMATION ++**

**++ HIDDEN DEPLOYMENT ++**

**I.**

**II.**

**III.**

**IV.**

**V.**

**VI.**

**VII.**

**VIII.**

**IX.**

**X.**

**XI.**

**XII.**

<b>I</b>	<b>II</b>	<b>III</b>	<b>IV</b>	<b>V</b>	<b>VI</b>
<b>VII</b>	<b>VIII</b>	<b>IX</b>	<b>X</b>	<b>XI</b>	<b>XII</b>