

GET ROMMEL'S DOG!

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OVERVIEW

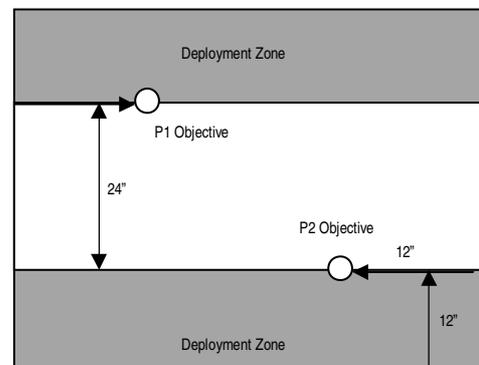
The inspirational and flamboyant enemy Heroic Senior Officer\Master\Farseer\Lord\Hive Tyrant\Ethereal\Warboss\Canoness Rommel has once again led from the front and broken through your front lines. Troops love to hear tales of him and famous mascot. You'll break his spirit if you can put an end to the mascot. Can you stop his army by killing Rommel's dog?

SCENARIO SPECIAL RULES (GAMMA)

Infiltrate, Deep Strike, Concealment, Inspirational Mascot (see below)

SET-UP

- 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.
- Each player places their primary objective 12" from their left side of the table, and 12" deep.
- The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Units may not be placed within 24" of an enemy unit. Players take turns deploying a unit at a time until their entire forces are on the table.
- Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
- Both players roll a die, the player with the highest score may choose whether to place their bomb first or second. Place the bombs in unit coherency of a deployed unit.
- Roll for who gets first turn. Highest score may choose whether to go first or second.



INSPIRATIONAL MASCOT

The Inspirational Mascot must always remain within 6" of the forward HQ objective. The mascot has the following stats:

WS5 BS5 S4 T4 W3 I5 A3 LD10 SV3+, Feel No Pain. All units within 12" of the mascot are fearless. The mascot can join a unit, and the unit benefits from his Feel No Pain ability. The mascot cannot be instant killed. The usual targeting rules for the mascot do not apply, he (and any unit he joins) can ALWAYS be seen (even when he is hiding behind vehicles or terrain; he will however receive a cover save, and intervening terrain elsewhere in the table will block line of sight as normal). The mascot does not benefit from the independent character rule for targeting; he can be targeted as if he was a unit.

MISSION OBJECTIVE

Kill the enemy mascot. If neither mascot is dead, the game is a draw. If both mascots are dead, determine Victory Points. Any result within 99pts is a draw.

GAME LENGTH

Six turns.

TOTAL VICTORY

You win and have a scoring unit within 6" of the enemy forward HQ, with no enemy scoring units within 6"

LINE OF RETREAT

Troops forced to retreat will do so towards their own defence zones, using the normal fall back rules.