

# HIGH VOLTAGE

*I got to get my kicks some way.*

**Objective:** The planet is thunderstruck. Use the cover of night and storm to seize objectives.

**Deployment:** Spearhead – Table quarters (p.93).  
Before choosing sides, scatter a major objective marker 3D6” from the centre of the table (if the result is a ‘Hit”, scatter 4D6”). Place a second objective the same distance from the centre of the table in the exact opposite direction.

Players then choose long table edges and deploy as per the Spearhead setup.  
Note, you cannot choose to deploy in a quarter which contains an objective.

**Special rules:** Deep Strike, Infiltrators, Scouts, Reserves, Night Fight, High Voltage

**High Voltage:** Night Fighting applies each turn, unless lightning strikes the battlefield.

Starting from Turn 1, test to see if lightning strikes at the start of each game turn (p.9). Lightning strikes on a roll of 4+. If there is no strike this turn, the chance reduces to 3+ on the following turn, then 2+ for each turn thereafter until it hits.

Lightning illuminates the entire battlefield on the game turn that it strikes. Both sides can see clearly, negating the Night Fighting rules for each player’s turn.

In addition, a massive bolt of lightning hits the battlefield. Place a large blast marker in the centre of the table and scatter 2D6” (if the result is a ‘Hit”, scatter 3D6”). Models touched by the marker suffer a S4 AP- hit and must test for Pinning.

Lightning never strikes twice in succession. The game turn following a lightning strike is always night again. Re-roll for lightning after one complete game turn of night, starting with 4+ and then reducing to 3+ and 2+ as above until it hits.

**Game length:** Between 5 and 7 turns (Ending the Game, p.90)

**Victory:** The player who controls the most objectives is the winner. Controlling an objective is as described in Capture and Control (p.91)

**Draw:** Both opponents control one objective each, or neither controls any objectives.