

# HOLIDAY IN CADIA

*Now you can go where they get things done*

**Objective:** Seize the enemy's supplies, and if possible take advantage of local anomalies...

**Deployment:** Pitched Battle – Long table edges (p.92).

**After** deciding deployment zones, but **before** deploying any unit, each player places one objective (60mm) in their deployment zone as per Capture & Control (p.91).

**Special rules:** Cadian Gates (see below), Deep Strike, Infiltrators, Reserves, Scouts.

**Cadian Gates:** This scenario uses two Gates. Each gate is represented by a 3" blast marker. (You may use your Blast Marker of Doom objectives, but the rules differ. Read on.)

Player 1 places a Gate in the centre of the table and scatters it 1D6" (ignore HIT). Player 2 then places a second Gate the same distance from the centre of the table in the opposite direction. Thus, if the first one scatters 5", they will be 10" apart.

Each player then scatters their own Gate at the start of their own player turn (including Turn 1). The other gate scatters on the alternating player's turn. Gates scatter 1D6", even on a HIT. The two Gates should never overlap; reduce the distance scattered in this case. If a Gate scatters off the table, remove them both.

Gates do not block line of sight or grant cover. If a Gate scatters onto a unit, move the unit out of the way by the shortest distance and still in coherency.

**Using Gates:** Infantry units can travel between Gates as per the Embarking and Disembarking rules (p.66). Any edge of the Gate marker counts as an access point. Unlike vehicles, the unit disembarks from the opposite Gate in the same turn. Each model is deployed within 2" of any edge of the other Gate, and within coherency.

Normal vehicle rules apply. If the unit has to move to the first gate, it may shoot (or run) but may not assault after it has emerged from the other gate. If by strange fortune the entire unit was within 2" of a gate at the start of its movement phase, then it may disembark from the other gate and both move normally and assault.

Multiple units may use gates in the same turn, but note each unit must be placed within 2" of the gate and with all models in coherency. You may run out of room.

**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.