

HEADCOUNT

OVERVIEW

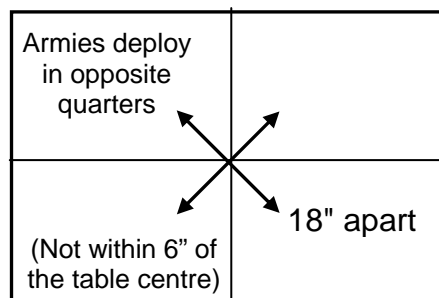
The key to victory is to destroy the enemy's leadership. Both armies set about methodically slaughtering the leaders and heroes in the opposing force.

SCENARIO SPECIAL RULES (OMEGA)

Headcount uses the *Concealment*, *Deep Strike*, *Dusk & Dawn*, *Infiltrate* and *Victory Points* special rules.

SET-UP

1. Divide the board into four quarters. Both players roll a die, the player with the highest score may choose which quarter to deploy in. The other player's deployment zone is the opposite quarter.
2. The player that scored lowest deploys one unit in his quarter. 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.
3. No unit can be deployed within 18" of the enemy OR within 6" of the table centre at the start of the game.
4. Units are deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and Fast Attack units.
5. 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.
6. Go through each army and clearly identify which models are characters (see below). Agree on how many characters are in each army.
7. Roll for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Each player is seeking to kill all characters in the enemy force, or force them to flee (i.e. falling back on Turn 6).

A "Character" is defined as any character chosen from the HQ section, and any upgraded character who can buy special wargear either from the Codex entry or from the Armoury page. This includes all independent characters, and upgraded characters in regular squads. Non-upgraded squad leaders (e.g. Space Marine Sergeants, Imperial Guard Sergeants) do not count. With the exception of Armoured Companies, do not include any model with armour value (e.g. Venerable Dreadnoughts).

Examples include but are not limited to: Space Marine Commanders, Emperor's Champion, Librarians, Chaplains, Techmarines. Imperial Guard Officers, Veteran Sergeants. Imperial Guard Commissars, Psykers, Priests, Enginseers, Veteran Sergeants. Inquisitors, Grey Knight Heroes, Brother-Captains, Justicars. Sororitas Heroines, Veteran Superiors, Assassins. Ork Warbosses, Big Meks, Painboss, Nobz. Chaos Marine Lords, Sorcerers, Aspiring Champions, Greater Daemons. Eldar Avatars, Farseers, Autarchs, Exarchs, Warlocks, Shadow Seer, Troupe Master. Tau Commanders, Team Leaders, Ethereals. Necron Lords. Dark Eldar Lords, Sybarites, Homonculous, Succubi. HQ tanks in Armoured Companies. Hive Tyrants, Broodlords, Tyranid Warriors (all synapse creatures). If in doubt, let your opponent decide.

Players score Victory Points as per normal, with characters scoring *double* if killed (not wounded) or falling back in turn 6. To calculate the bonus, include the base model cost, plus the upgrade cost, plus any equipment.

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 succeed in wiping out 100% of the enemy characters. (+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.