

WORLD WAR 40K

The Battle of Arenam – Mission 18

Orbital insertions are still a problem, as no force has been able to claim fleet dominance over the major battlefields. This is problematic for the forces that have attempted to establish strongpoints to form their base of operations, as they are continually coming under attack from these new drops of troops, eager to be part of the slaughter.

Mission Setup

Decide beforehand who will be the Attacker and who will be the Defender; this mission is too specialized to wait until the last second to decide, as armies need to be prepared accordingly.

The Defender has control of the entire table, and may set the terrain up in any way he sees fit. He may also use any number of Fortifications that are available. These cost no extra points, do not occupy a Force Organization slot, and do not count as Dilapidated at the beginning of the game. Once the terrain set-up is complete, he places five Objectives anywhere on the table, following the normal rules for Objective placement in the Warhammer 40,000 rulebook. If an Objective Marker is placed on a Battlement, then the Fortification itself will count as the objective (use the footprint, even if the Fortification has been destroyed). The Attacker chooses a table edge to be his own board edge; the opposite table edge belongs to the Defender.

The Defender then deploys his forces anywhere on the table. He does not have to deploy everything, although he must deploy one unit for each Fortification on the table. All of the Attacker's units begin the game in Reserve, and he automatically has the first turn.

Victory Conditions and Special Rules

Slay the Warlord, First Blood

At the end of the game, each player scores three Victory Points for each Objective Marker they control.

Firestorm

The Attacker rolls a D3 and adds the number of Fortifications to the total rolled. He may make a number of attacks equal to this number before the game begins, using the following profile:

	Range	S	AP	Type
Firestorm Attack	N/A	9	3	Ordnance 1, Barrage, Large Blast, Orbital Attack*

*These attacks can target any point on the tabletop. They will always scatter the full 2D6" rolled on the Scatter Dice, unless a Hit! is rolled.

Shock Tactics

The Attacker begins rolling for Reserves on the first turn, rather than on turn two as normal. If an Attacking unit has the Deep Strike special rule and Deep Strikes into play, they may charge on the turn they do so. In addition, all Infantry, Jetbikes and Skimmers in the Attacker's army gain the Deep Strike special rule (but may not charge on the turn they arrive, unless they already had the Deep Strike special rule).

All other units in the Attacker's forces must arrive from their own board edge, though they cannot charge when they arrive. Outflanking units arrive as normal.

Desperation

All Defending units are Stubborn in this mission; there is no safe place to flee!

What to Report

1. What was the final score?
2. Did the Defenders achieve Slay the Warlord?
3. How many Fortifications were on the table, and how many were destroyed?