Portal Jockey

**Primary Objective –** The primary objective for both players is to control as many portals as possible throughout the game. Each player scores 1 Victory Point for every portal they control at the end of each turn.

In addition at the end of the game 1 bonus VP is scored for First Blood, i.e. inflicting the game's first casualty, 1 bonus VP is scored for killing the enemy Leader and 1 bonus VP is scored for killing a Myth model.

The player who scores the most VPs is victorious.

This scenario is played on a 3x3 table and lasts for 6 turns.

Set up using corner deployment and place 5 30mm objective markers as per the following diagram:
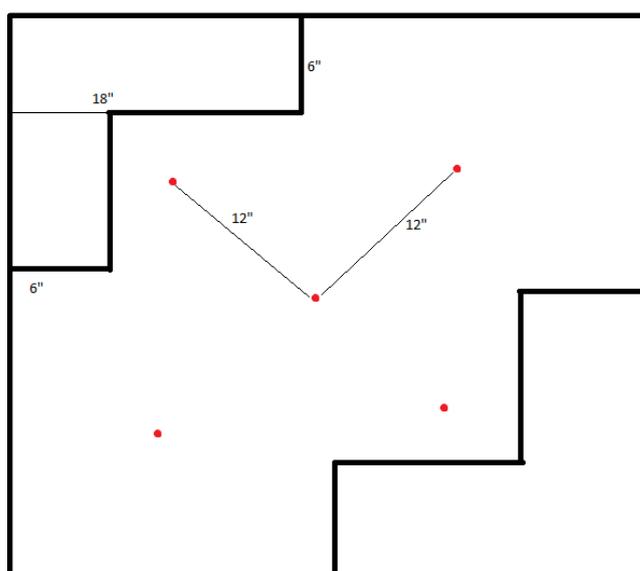


These objective markers are the portals. They begin the game in a Neutral state.

Any model may spend 1 AP and 1 MYT while in base contact with a portal to change the state of a portal in one of the following ways:

Neutral > Own Faction Controlled

Enemy Faction Controlled > Own Faction Controlled

A model may not interact with a portal in this way if they are engaged or if an enemy model is also in base contact with the portal.

Models may not move over objective markers.

Any model may spend 1 AP to attempt to move from one portal to another. The model must be in base contact with the first portal and may be placed anywhere in base contact with the second if they successfully pass a SAN test. If the test is failed the model may not be moved and will suffer 1WND as they are attacked by creatures from within the portal. A model may move through a portal using its 2" dodge move if the target of an unsuccessful Ranged or Arcane attack. No SAN test is required if dodging through a portal however the model will exit a random portal including the one it entered. Roll a D6 to determine the exit portal and on a roll of a 6 you may choose.