

MISSION: BEACON

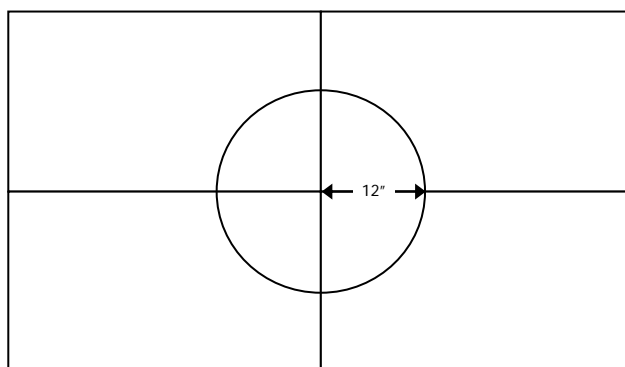
Overview: As the battle rages orders are received from headquarters to push forward and gain ground in preparation for a major assault. Massive amounts of reinforcements are awaiting the call to make planet-fall so you must clear the area of enemy resistance to ensure a relatively safe landing.

Mission Special Rules: *Deepstrike, Infiltrate and Beacon.*

Set-Up:

- 1 – Split the table in to quarters. Both players roll a D6; the player with the highest score may choose which table quarter will become his 'deployment zone'. The other player's deployment zone is the opposite table quarter.
- 2 – The player that lost the roll for choice of table quarter deploys one Force Organisation (FO) slot in his deployment zone. His opponent then deploys a FO slot in his deployment zone. The players take turns deploying a slot at a time until both forces are on the table.
- 3 - Units cannot be deployed within 12" of the centre of the board or within 24" of any enemy models. The players must deploy their FO slots in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack, Beacon.
- 4 - If either side has any units that can infiltrate then they may deploy these units after all the other units have been placed. If both players have infiltrators, roll a D6 to decide who chooses to deploy a unit of Infiltrators first, then players take turns placing their infiltrators a unit at a time.
- 5 – Roll for who gets first turn. Highest score may choose whether to go first or second.

Table Map:



Special Rules:

Beacon – A specially designed landing beacon which greatly helps landing craft pin-point their desired Landing Zone. The beacon can be lugged around by any non-vehicle unit, always kept in base contact with at least one member of the unit, and may not be moved more than 6" per movement phase (even if it is in a transport). When deployed it must be in contact with a unit that has been deployed already. It does not take up a transport slot. The beacon is dropped if a unit falls back or is destroyed in combat or shooting. A friendly unit can pick up the beacon by moving in to base contact with it. The beacon cannot be picked up by the enemy, nor can it be destroyed. If there is a friendly model in base to base contact with the beacon at the end of the game they may activate it. Once activated the table quarter the beacon resides in is automatically in control of the player, furthermore the quarter is worth double 'Reinforcement points'! If both Beacon's are activated in the same quarter the quarter is contested. The unit with the Beacon can only claim/contest the quarter where the beacon is activated (this overrides majority models rule).

Mission Objective: Controlling table quarters allows a player to bring on reinforcements. Controlling a Quarter - Scoring Unit with the majority of models in the quarter AND no enemy unit contesting. Contesting a Quarter - Scoring unit with majority of models in quarter. If a unit straddles two quarters with an even majority, player chooses which quarter it controls/contests. Depending on the importance of the table quarter, they are worth a differing amount of Reinforcement Points (RP) if you control the table quarter. A player's own deployment zone table quarter is worth 1 RP, flanking table quarters are worth 2 RP, and the enemy's deployment zone table quarter is worth 3 RP. The player with the most Reinforcement Points at the end of the 6th turn wins.

Game Length: Six Turns.

Total Victory: You control all the table quarters. You may only secure Total Victory if you have won the game.

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.

Intelligence Card: An Intelligence Card maybe used to deepstrike the Beacon on to the table. When deepstriking the beacon, treat it like any other unit. You run the risk of your beacon being destroyed, you have been warned! Teleport Homers cannot be used for Beacons.