

HEADCOUNT

OVERVIEW

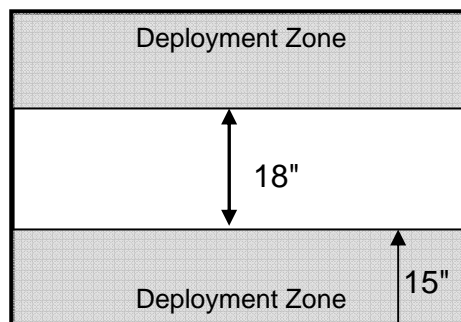
The key to victory is to destroy the enemy's leadership. Both armies set about methodically slaughtering the leaders and heroes in the opposing force.

SCENARIO SPECIAL RULES

Headcount uses the *Concealment*, *Cowardice* (see below) *Deep Strike*, *Dusk & Dawn* and *Infiltrate* special rules.

SET-UP

1. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. The other player's deployment zone is the opposite side of the board.
2. The player that scored lowest deploys one unit on his side of the board. His opponent then deploys a unit in his deployment zone. The players take turns deploying a unit at a time until both forces are on the table.
3. Units must be deployed within 15" of the long board edge at the start of the game. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack units.
4. 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.
5. Go through each army and clearly identify which models are characters (see below). Agree on how many characters are in each army.
6. Roll for who gets first turn. Highest score may choose whether to go first or second.



SPECIAL RULES

Cowardice

If a unit containing a character takes no aggressive or tactical action in a given turn (e.g. hides behind impassable terrain, moves away from the enemy, does not fire) then the troops get the idea that the character is just trying to save his own skin, and they rebel after the Assault phase - roll Ld or begin to fall back, as per the normal rules. Note that units who are normally *Fearless* or otherwise ignore Leadership tests are also subject to this rule.

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 who can buy wargear from the Armoury. 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, nor do independent characters who cannot buy wargear e.g. Eldar Avatars, Chaos Greater Daemons. With the exception of Armoured Companies, do not include any model with armour value (e.g. Venerable Dreadnoughts). Examples include: Space Marine Commanders, Librarians, Chaplains, Techpriests, Imperial Guard Officers, Veteran Sergeants, Commissars, Psykers, Priests, Engineers, Inquisitors, Sororitas Heroines, Veteran Superiors, Assassins, Ork Warbosses, Big Meks, Painboyz, Nobz, Chaos Marine Lords, Sorcerers, Aspiring Champions, Eldar Farseers, Exarchs, Warlocks, Seer Council (each counts separately), Tau Team Leaders, Ethereals, Necron Lords, Dark Eldar Sybarites, Homonculous, Succubi, HQ tanks in Armoured Companies, Node creatures in Tyranid armies (all count), etc. If in doubt, let your opponent decide.

At the end of the game, calculate the percentage of characters killed or falling back by dividing the number dead or fleeing with the total starting number (thus, killing or breaking 3 characters out of 5 is 60%). The winner is the player who kills or drives off the higher percentage of characters. If the results are within 10%, 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.