

FIRST BLOOD

OVERVIEW

Both forces are seeking to clear the area of all enemy forces and secure ground as they go. The player who eliminates the most enemy forces and holds more ground at the end of the game wins.

To claim a table quarter, there must be no enemy troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle or at least one unit of infantry, bikes or cavalry with more than half its original number of models in the area. Note that characters can not secure table quarters on their own unless otherwise specified in their codex.

Each army is limited to 1250 points and 0-1 Heavy Support choices and 0-1 Fast Attack choices from the Force Organization chart.

SCENARIO SPECIAL RULES

First Blood uses the *Infiltrators* and *Victory Points* special scenario rules.

SET-UP

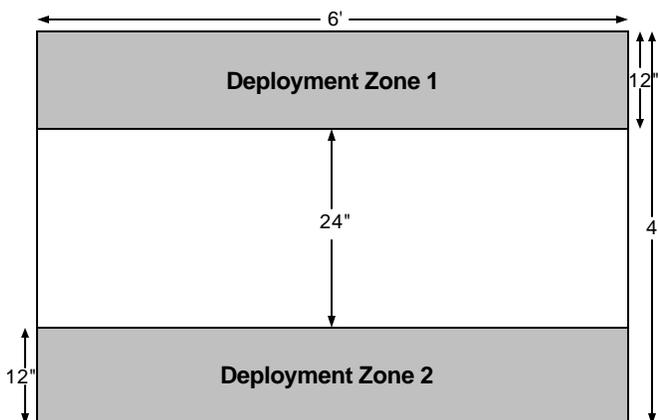
1. Players take turns placing the desired number of terrain features. Each player must place a minimum of three but no more than five items of terrain. Specific terrain features should be discussed prior to the beginning of the battle.

2. Both players roll a D6; the player with the highest score may pick which zone to deploy in. The other player deploys in the opposite zone.

3. Both players roll a D6; the player with the highest score decides whether to deploy first or second. Players take turns deploying a unit at a time until both forces are on the table. No units may be deployed within 24" of the enemy. The players must deploy in the following order: Heavy Support, Troops, Elite, HQ and Fast Attack.

4. If either side has any troops that can *Infiltrate*, then the controlling player(s) may deploy these units after all the other units have been placed. They may be placed on the battlefield anywhere that is more than 18" from an enemy unit. If both sides have *Infiltrators*, roll a D6; the higher scoring player may choose to deploy his *Infiltrators* before or after enemy *Infiltrators*.

5. Both players roll a D6 to see who gets first turn. The higher scoring player may choose to go first or second.



VICTORY CONDITIONS

When the battle is over, add up your victory points according to the rules found on page 137 of the 40K rulebook. In addition, players can earn 200 Victory Points for each table quarter they possess at the end of the game.

The player with the highest combined Victory Point total will win the game (there are no ties in this mission).

Should by some miracle, players have the exact same Victory Points total, the player with the most mobile vehicles or units of infantry, bikes or cavalry with more than half their original number of models will break the tie and win.

RESERVES

None.

GAME LENGTH

The game lasts for a variable number of turns or when the 2.5 hour time limit expires.

LINE OF RETREAT

Units that are forced to fall back will do so towards their starting board edge, using the normal fall back rules.