

FORSAKEN

OVERVIEW

During the night, two opposing squads have been cut off and left behind by their comrades. Unable to communicate, they are defenseless and too outnumbered to mount an attack on nearby enemy units. During the darkness distant artillery pounds the enemy to keep them at bay. As day breaks, each force must successfully maneuver a rescue team to lead the forsaken squad back to safety.

SCENARIO SPECIAL RULES

Forsaken uses the *Preliminary Bombardment*, *Night Fighting*, *Deep Strike*, *Reserves* and *Victory Points* special rules.

SET-UP

1. **Table Set-Up:** The table measures 4' X 6'. Players may set up a maximum of four items of terrain each.

2. Players roll a D6; the higher scoring player gets to choose his deployment zone. The opponent sets up in the opposite zone.

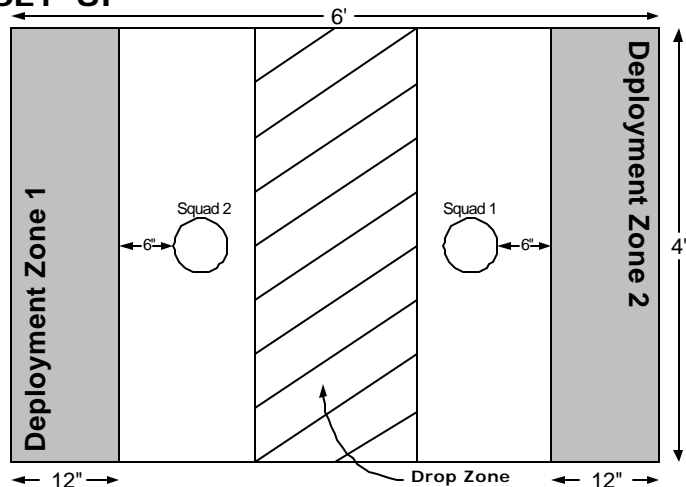
Each player must place one unit from the Troops selections of the force organization chart in the special zone near the opponent's deployment zone.

3. Players roll a D6; the higher scoring player can choose to deploy first or second. Players deploy their forces in the following order: Heavy Support, Troops, Elite, HQ and Fast Attack.

4. Players using Reserve units may bring them on from their board edge if they become available beginning in turn two. They will enter the battle from the player's board edge and may be placed up to 6" in from the edge of the board. Units that can Deep Strike use the normal Deep Strike rules with the exception that they must Deep Strike inside the 18" drop zone. (The "drop zone" extends 9" from either direction from the board center line.) If Deep Striking units scatter outside this zone, they are lost to the warp as if they had rolled double 1s. (They are also lost to the warp if they roll double 1s.)

Prior to turn one, players resolve their preliminary bombardment using the rules on page 135 of the 40K rules.

5. Players roll a D6; the higher scoring player may choose to go first or second. During turns one and two, players must use the Night Fighting rules on page 134 of the 40K rulebook. Beginning on turn three, day has broken and the Night Fighting rules are no longer used. During turns one, two and three, the forsaken squads can NOT move, shoot or assault and they can NOT be targeted or assaulted by enemy units. At the end of turn three, the forsaken squads have survived the night and can now move, shoot and assault as normal. (They can now also be targeted by the enemy during the shooting phase or assaulted during the assault phase.)



MISSION OBJECTIVE

Primary Objective: Move your forces into position to rescue the forsaken squad. To rescue the squad, you must have a mobile vehicle or a model from one unit of infantry, bikes or cavalry over 50% of their starting strength within 6" of the squad. You receive 300 Victory Points for "freeing" the squad. If the squad is still at 50% of their starting strength at the end of the game, you receive an additional 100 Victory Points.

Secondary Objective: Move your forsaken squad off the board edge of your deployment zone for an additional 200 Victory Points.

Tertiary Objective: If you are able to destroy the enemy's forsaken squad, you receive an additional 100 Victory Points.

RESERVES

Reserve forces arrive from the player's board edge or may be deployed using the Deep Strike rules into the "drop zone".

GAME LENGTH

The game lasts for six 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.