

Night Fall

OVERVIEW

Opposing enemy forces have encountered each other just before night falls on the battlefield. Both sides attempt to engage and destroy the enemy before darkness engulfs them.

SCENARIO SPECIAL RULES

To represent night falling, at the beginning of turn four, roll a dice and on a roll of a 4+ night has fallen. For this and any remaining turns, use the *Night Fighting* rules listed below:

Before a unit fires you must check if they can see the enemy. Roll 2D6 and multiply the result by 3, giving a number between 6 and 36. This is the number of inches the unit can see. If any enemy are visible then they may be fired at as normal. Note you should only roll for each unit once, not for each model or weapon in a unit. Guess range weapons may fire as normal, but the distance they scatter is doubled if the target is beyond visual range.

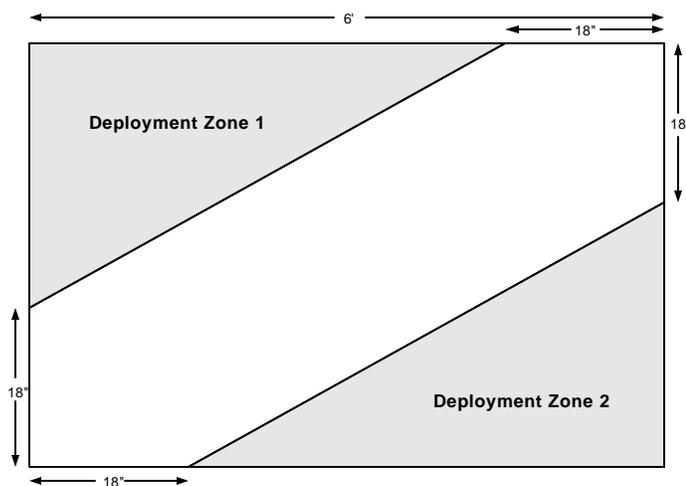
SET-UP

1. Deployment zones are measured as 18" in from the adjacent corners of the board. Players roll a D6 and the highest score may pick which deployment zone to deploy in. The other player's deployment zone is the opposite table corner.

2. The player that scored the lowest now deploys 1 unit in his deployment zone. His opponent then deploys a unit in his deployment zone. The players take turns deploying a unit at a time until both their entire forces are on the table.

The players must deploy their units in the following order: Heavy Support, Troops, Elites, HQ and finally Fast Attack. If either side has units that can infiltrate, they must be set up as normal with the rest of the force.

3. Roll a D6 for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units of 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 their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

RESERVES

None.

GAME LENGTH

The game lasts for 2.5 hours or six turns, whichever occurs first.

LINE OF RETREAT

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