

Now it's Personal!

Warhammer 40.000

Your scouts have located an enemy base holding a building of high value. After the events in the former battle, your men are eager to get another taste of action. So you order them to sweep the area of enemies for an extended assault or to secure the enemy building.

Rules:

No unit may assault in the first player turn.

The building contains something of high tactical value, like a military lab or a communications centre. You have therefore ordered caution around it and if possible to seize it through close quarter assault if possible. Therefore if you secure the building without making any shooting attacks on units inside, your army will receive a small bonus decided by the judge for the next mission.

Victory Conditions:

winpoints.

Attacker: must seize either the defender's building or the three outlying objectives.

Defender: Defender must hold building and seize at least one outlying objective.

Buildings:

Must be held by a scoring unit with a least one model inside. If there are opposing scoring units, the one with the highest points' value claims it. For the building, simply use a sufficiently important looking piece of terrain in the right location.

Outlying Objectives:

All starts as neutral. Must be placed 12" from each table edge. Must be rigged by a scoring unit. One model in base contact must do the rigging and may therefore not shoot, but the rest of the unit may shoot as usual. After an objective has been rigged, it's yours, whether it was neutral or enemy before.

Tactical Overview
