

Seize and control

Warhammer 40.000

In order to control a war, you must control the terrain. Therefore you have ordered your men to secure terrain of high tactical value. But what is this? An opponent is doing the same! Drive him back!

Rules:

No units may assault in the first player turn. The major terrain pieces have been fortified for this battle. They therefore count as giving a 3+ cover save. This cannot not be further improved by the techmarine's "bolster defences" or likewise.

Victory Conditions:

winpoints. Each of the bigger terrains gives 2 wp, each of the smaller 1. A terrain must be held by a scoring unit with a least 1 model inside the terrain. If there are opposing scoring units, the one with the highest points' value claims it. If wp are even, count vp.

Scoring Units:

All others than: monstrous creatures, independent characters, vehicles (%walkers), swarms and otherwise rendered not to be scoring units by their rules. (exp. Chaos Spawn).

Tactical Overview

