

++VOID WAR++

VERSION 1



The Mission:

Force selection:

You may spend up to 200pts using the following Force Organisation Chart:

- 0 – 1 Elite
- 0 – 2 Troops
- 0 – 1 Fast Attack

Notes on force selection:

Models that cannot physically fit into the **corridors** may not be chosen in your force. No vehicles are permitted except for walkers which can fit inside the corridors. For example a dreadnought could be used, but you could not have a rhino or a soulgrinder.

Specialists:

You may pick up to three individual models in your force as being “Specialists” that benefit from one of a number of special rules. These specialists and the rules they have must be declared on your army list, as should which model represents them. You may only give one of the following rules to any one Specialist and all specialists in your force must pick a different one (e.g. – you may not have two Specialists who chose the Tank Hunters rule).

The Special Rules they may pick from are-

Adamantium Will, Armourbane, Blind, Counter Attack, Crusader, Eternal Warrior, Fear, Fearless, Feel No Pain, Fleet, Fleshbane, Furious Charge, Hammer of Wrath, Hatred, Hit and Run, It Will Not Die, Monster Hunter, Move Through Cover, Night Vision, Preferred Enemy (Everything!), Rage, Rampage, Relentless, Shred, Shrouded, Skilled Rider, Stealth, Strikedown, Stubborn, Tank Hunter.

Your Leader (explained below) may be one of your three specialists

Leader:

Every army needs a Leader. You need to nominate one of the models in your Kill Team as your Leader. If one of your non-vehicle units has a character in it (eg, a Veteran Sgt), then your Leader must be that model. If there are no characters in any of your units, the non-vehicle model with the highest Leadership value in your Kill Team is your Leader. If there are multiple models with the same Leadership value, choose one of them to be your Leader.

If you do not have any non-vehicle units, then you don't get to have a Leader!

Deployment:

Roll off for deployment and first turn as usual. The winning side places a single unit (remembering the models split off **after** they are deployed) wholly inside one of the rooms. Then teams will alternate placing a single unit wholly inside each room. Any units that cannot be deployed must start the game in reserve. Units entering from reserve enter through any of the entry points (marked red on the map), measuring from the edge of the entry point.

Once deployed, all models are treated as separate units, like kill team. For example, a Space Marine Combat Squad will deploy as a single unit, but once they are deployed, they are no longer a single unit- they will be treated as five separate one-model units.

Game Length:

Random game Length (5-7 turns)
Or until one player's force is destroyed.

Mission Objectives:

Capture ground. Hold the most amount of rooms (labelled in blue on the map) at the end of the game. A room is considered captured if there are no enemy units inside the room, and you have at least one unit inside the room which is not falling back or immobilized. Each room counts as one point towards your final tally of points.

Slay the leader. This rule works much to the same effect as the “Slay the Warlord” rule in the 40k rulebook, except you use the leader instead of a warlord.

Special Rules:

Deep Strike:

To keep in the spirit of the game, only units which would teleport or burrow onto the battlefield may use Deep Strike, representing the fact that jump infantry or other units that deep strike from airborne sources would not be able to, whereas a Terminator or Ravenor would easily be able to teleport or burrow into the corridors. Don't forget that the unit will still scatter, so it is a risky business! Discuss with the other players about what you think would be eligible for Deep Strike.

Corridors:

The only parts of the map that models may move on are the Space Hulk Tiles. All other areas are considered impassable terrain which may not be moved or deployed on for any reason. Line of sight cannot be drawn through any gaps-the line of sight must stay wholly on the map.

Movement phase:

Flying Monstrous Creatures are not permitted to Swoop at any point during the game. Jump, jetbikes, beasts, cavalry and other models which may move more than 6" in their movement phase, may only do so if they travel in a straight line throughout the whole movement. Units which may normally move over other units (e.g. Jump units) may not do so at all.

Shooting phase:

As each model counts as a separate unit, each individual may target a different unit, but only the one unit. Blast markers and templates can hit and wound more than one model. Another note on blast markers, blast markers do still scatter, however, they will not scatter off the corridor. Instead you can imagine that they would bounce off the wall. To show this, first roll the scatter dice as normal, placing the blast marker in the new position, then move this blast marker to the nearest position on the same corridor as targeted.

Assault phase:

You may only charge a unit, if the charging unit has a line of sight to the target unit. Another thing to bear in mind is that you can only charge a model if you can get to base contact with it. Furthermore, challenges may not be issued by characters such as a squad leader, as its every man for himself! This means that indeed two models can fight one model, with each model only allowed to strike blows against one other model, unless that model had a rule which affects all models in base contact or something along those lines.

Rogue Genestealers:

Much like space hulk, at the start of every movement phase, before reserves arrive, roll a D6 for every entry point. If a roll equals or is less than the current turn number, deploy a random Genestealer blip, if there are any available. Genestealers and Blips move towards the closest unit that they can draw a path to (i.e. not direct lines), and will assault if possible. Blips, however, are not permitted to run or charge. Blips are then revealed as soon as a non-Genestealer model can draw line of sight to one. Flip over the Genestealer blip, and deploy Genestealer models equal to the number on the blip as if deep striking without scatter centred around the blip, unless you run out of models, at which point, each model is treated as a separate unit. If a blip was moving, resolve the movement (or charge) before deploying the models. Overwatch will be taken against the models, randomising any hits.

Blast Doors:

Blast Doors are treated as AV10 vehicles with 2HP. Blast Doors Block all line of sight through the width of the corridor that it occupies. Doors may be opened or closed by a unit that has captured the room that the doors are assigned to (see map)