

All games are four turns long.

Urban Table

Modular tiles, white buildings, cars & barricades.

Primary Mission

Catch the Pigeon - three Civvies are placed evenly along the centre line.

2 Tournament Points per civilian that you have at the end of the game.

-1 Tournament Point per Civvie that you knock unconscious (max -1 per Civvie), -1

Tournament Point per Civvie that you take to dead (so an outright kill is -2).

Secondary Mission - Blockade

1 Tournament Point for no enemy in your deployment zone.

1 Tournament Point for no enemy over the halfway line.

1 Tournament Point for not going into Retreat.

Table Rules

- Doors are ARM 2 STR 1 BTS 0 and can be hacked/engineered to be locked open or locked closed but can't be moved remotely.
- Doors can be opened or closed with an Open/Close short move skill by any model in BtB contact with the door or doorframe.
- Doors can be attacked with a CC Attack short skill which automatically hits. EXP/DA ammo is not required but Monofilament weapons will only do a single structure point.
- Walls are ARM 10 STR 3 for each 2" section.
- Civvies count as neutral models at all times and do not trigger deployable weapons other than Biomines.

Boarding Action Table

Space Hulk tiles.

Primary Mission - Degrade

2 Tournament Points for killing the enemy LT.

2 Tournament Points for killing the most expensive enemy model.

2 Tournament Points for killing one or more enemy specialists (hacker/doctor/engineer).

Secondary Mission - Advance

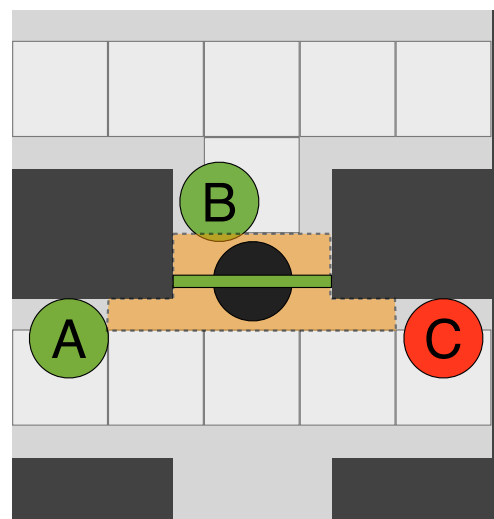
1 Tournament Point for having none of your army in your deployment zone at game end.

1 Tournament Point for at least 1/2 of your army starting points cost across the center line at game end.

1 Tournament Point for having one or more of your models in the enemy deployment zone at game end.

Table Rules

- The whole of the non-black area of the tiles can be used as flat space, making the corridors about 50mm/2" wide.
- Indentations in the sides of corridors can be used as cover by models on 25mm bases.
- AD troops can only come on from board edges, and only where there is an entry. This means that Combat Jump automatically drops to Aerial Infiltration.
- Doors will start closed but unlocked. Any model touching or within the three squares that the door covers can open/close it with a short move skill. The model gets to decide how far they slide the door and to which side. In diagram 1, A and B can open or close the door, C cannot without moving closer.
- Doors are ARM3 STR2 BTS-3 and can be hacked/engineered to be locked open or locked closed. They cannot be opened or closed remotely, just locked in their current position or unlocked.

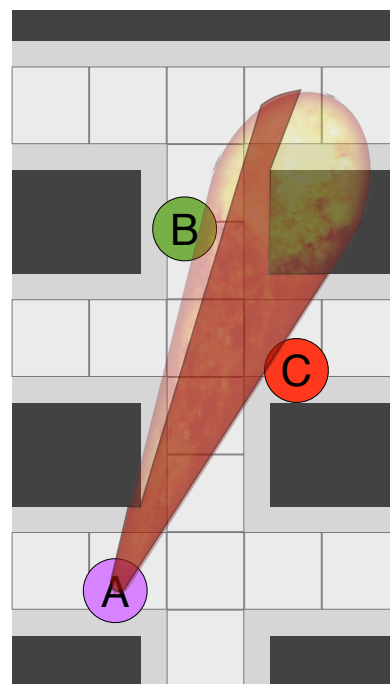


Boarding Action 1

- Direct Template weapons will be restricted by LoF from the firer to the targets bases. In diagram 2, C is hit but can claim cover, B is not hit because a line can't be drawn from the centre of A's base to any part of B's base. The same applies to Mines and also circular templates but from the middle of the template.

- Doors can be attacked with a CC Attack short skill which automatically hits. EXP/DA ammo is not required but Monofilament weapons will only do a single structure point.

- Monofilament CCWs may be also be used on walls up to 2" thick but again do only a single structure point of damage.

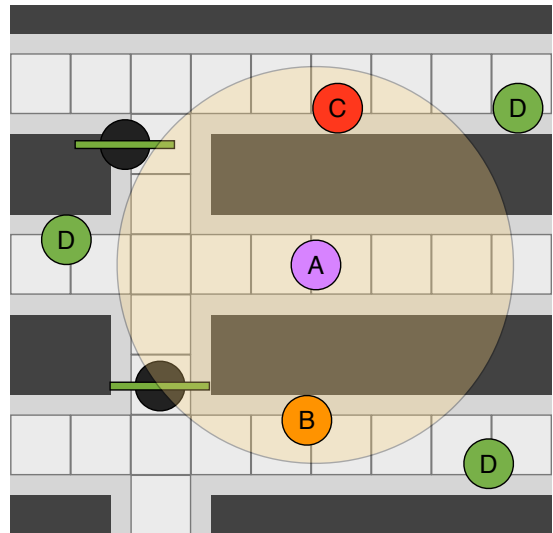


Boarding Action 2

- Walls up to 50mm/2" wide (in other words, between neighbouring tiles) are normal walls. Each 2" wide stretch has ARM10 STR3. Remember that walls can only be affected by DA, EXP or Monofilament ammo.
- Dispersing shots will disperse from their target point but will be cancelled if they hit a wall.
- Guided ammo can only be used as normal ammo.

Area Effects and ZoC

- Crazy Koalas need a clear path to models that activate within their ZoC, so C is the only model at risk from Koala A.
- Hacking (and Sepsitor attacks) that have to pass through a door suffer a -3 WIP modifier. If the attack has to pass through a wall it suffers a -6 WIP modifier. Attacks can take any path that stays within the ZoC of the hacker/Sepsitor user. In diagram 3, A can hack B at -3 or C with no additional modifiers. If the door between A and B was a solid wall instead, attacks on B would be at -6.



Boarding Action 3

- If the hacker is working through a Repeater, measure all paths from the Repeater. The same applies to Sepsitor and Coma.
- E/M ammo that can go through Total Cover (so not Plasma Ammo) grants +3 ARM to models behind doors and +6 ARM to models behind walls, drawing a straight line from the attack to any part of the affected model's base.

Desert Outpost Table

Polystyrene plateaus plus some buildings and rocky patches.

Primary Mission - Assessment

2 Tournament Points for 'mapping' the enemy deployment zone.

2 Tournament Points for having LoF to 50% of enemy models over the course of the game,
or

4 Tournament Point for having LoF to all enemy models over the course of the game.

Secondary Mission - Triangulate

1 Tournament Point (max 3) for each artillery beacon deployed within 10" of a table corner, only one can be in your own deployment zone.

Table Rules

- Plateau edges (any part that isn't totally flat) are Difficult Desert Terrain.
- Rocky patches are Difficult Mountain Terrain.

Industrial Table

Pipette boxes/crates, 2-4 storage tanks, assorted industrial scenery as provided by Exeter Inquisition and attendees.

Primary Mission - Triangulate

2 Tournament Points (max 6) for each artillery beacon deployed within 10" of a table corner, only one can be in your own deployment zone.

Secondary Mission

Retrieve docs from three crates on centre line, each crate holds one doc, find it with a successful WIP check in BtB contact. 1 Tournament Point per document held at end of game.

Table Rules

- Storage tanks are ARM 6, each wound will cause an explosion - treat this as a Heavy Flamethrower template extending 2" out from all parts of the tank. Tanks can be affected by EXP, DA and Fire Ammo, but *not* by other tanks.

Rural Outpost Table

Some buildings plus rivers, woodland, swamps and rocky outcrops, as provided by Exeter Inquisition and attendees.

Primary Mission - Collect

2 Tournament Points (max of 6) for each Cube/document acquired from an unconscious/dead enemy model.

Secondary Mission - Degrade

1 VP for killing the enemy LT.

1 VP for killing the most expensive enemy model.

1 VP for killing one or more enemy specialists (hacker/doctor/engineer).

Table Rules

- Rivers are Difficult Aquatic terrain.
- Swamps are Very Difficult Aquatic terrain and low-visibility zones.
- Woodlands are Difficult Jungle terrain and low-visibility zones.

Swamps

- Swamps are Very Difficult Aquatic Terrain and are also low-visibility zones. Rocks can be used to claim cover but this won't stack with the low-visibility modifier.
- Models with the Aquatic skill can go prone in a pond, all other models can't. Going prone in a pond will grant cover in all directions but again this won't stack with the low-visibility modifier. Stand Up actions in ponds require a successful PHY roll.

Rivers

- Rivers are Difficult Aquatic Terrain but are not low-visibility zones. If a model is prone and in BtB contact with a bank inside or out of the river they can claim cover against shots coming over the bank. Stand Up is a long skill in the water area. Fords and bridges are clear terrain.