

WOE-KIN REACH - SCENARIO ONE: MYSTERIOUS EMANATIONS

You have detected a mysterious source of psychic energy emanating from multiple locations within a largely uncharted and supposedly uninhabited star system, that is known to be wracked with dangerous warp storms. You do not know what is causing the strange psychic signals, but you know that the enemy will have detected it too - and they cannot be allowed to possess it.

FORCES

Both fleets are picked to an equal points value. This scenario works particularly well for fleets of up to 1,000 pts.

BATTLEZONE

Roll for one long board edge to be sunward, then deploy the following celestial phenomenon more than 45cm from any long board edge and 15cm from any short board edge and from each other:

- One medium sized planet with two moons
- D3+1 asteroid fields
- D3 warp rifts

Take turns placing Blip markers, starting with the player with the greatest number of ships. The number of Blip markers equals D3 plus 2 extra per full 500 points of points limit. For example, a 750 pts battle would be played with D3+2 Blip markers. Where possible, Blip markers must be placed within celestial phenomenon (within asteroid fields or warp rifts, or on the surface of the planet or its moons) but not within a celestial phenomenon that already contains a Blip marker, within 45cm of a long board edge or within 15cm of a short board edge.

SET-UP

Roll off and the winner chooses one long table edge, their opponent has the other. Ships must be placed within 10cm of their board edge. The winner of the roll places the first ship or squadron, then alternate placing ships or squadrons until both fleets have fully deployed.

GAME TURNS

Work out which fleet has the lowest average speed (Eldar ships that can also move in the Ordnance phase count their Speed as double) - this fleet is 'lying in wait' and takes the first turn. The game lasts for eight turns or until there are no Blip markers left on the table.

SPECIAL RULES

Any capital ship or escort that finishes its turn on top of a Blip marker may attempt to collect it. If a Blip is on the surface of the planet or a moon, any capital ship or escort that finishes its turn in low orbit may attempt to collect it. If a Blip is in a warp rift, any capital ship or escort that successfully passes its leadership test to navigate the warp rift may be placed within 1cm of the rift (facing any direction) and attempt to collect the Blip. Any ship that attempts to collect a Blip marker must then spend an entire turn stationary, to represent the time taken to bring it aboard (Burning Retros if necessary). It then automatically brings the Blip aboard at the end of its turn - place the Blip marker underneath / next to the ship or otherwise indicate that the mysterious source of the psychic signal has been brought aboard. If the ship does not remain stationary then it cannot successfully collect the Blip marker that turn. If a ship with a Blip marker is destroyed (e.g. by a Plasma Drive Overload or Warp Drive Implosion) then the Blip marker is destroyed too. Any ship that performs a boarding action against an enemy ship (or the hulk of an enemy ship) that has a Blip marker steals its Blip marker on a 4+ (so long as it survives the boarding action).

VICTORY CONDITIONS

Any ship carrying Blip markers that moves back off its own long table edge counts as having Recovered those Blip markers. If one side Recovers one or more Blip markers but the enemy Recovers none, then they Win. Otherwise the side that Recovered the most Blip markers records a Marginal Win. If both sides Recover the same number of Blip markers, the game is a Draw.

CAMPAIGN RULES - BOON OR BANE

In a campaign roll 2D6 for any side that Recovered Blip markers and add +1 per Blip marker Recovered by that fleet. On a 8+ the fleet gains +D6 Renown, unless a natural double is rolled, in which case the fleet instead suffers -D3 Renown and one of the ships in the fleet (determined randomly) suffers D6 critical hits from the mysterious psychic energies.