

PITCH BLACK

OVERVIEW

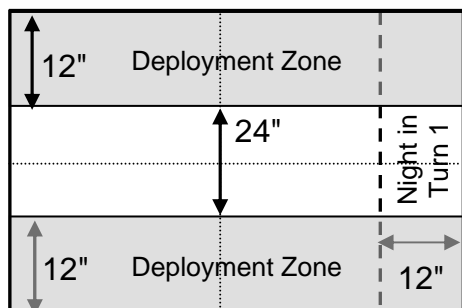
This is a hostile planet. During the day the war rages on, but at night a winged horde of massive alien creatures decimates the land. Each side must capture ground while the light is good, but hide when darkness falls...

SCENARIO SPECIAL RULES

Pitch Black uses the *Night Fighting*, *Infiltrators*, *Deep Strike*, *Nightfall* (new) and *Alien Horde* (new) rules.

SET-UP

1. During this battle, night will fall across the table at the rate of 12" per turn. Night falls from one short edge of the table. This edge should be made clear and agreed by both players before choosing sides or deploying. Standard Night Fighting rules apply. If a unit is looking out of night into day, or vice versa, measure vision range from the edge of the night.
 2. It is extremely important to define area terrain in this scenario. Both players should investigate the table and rearrange the cover evenly throughout the table quarters (see below). If the table does not have at least one piece of cover per quarter, designate some terrain as affording a cover save for this scenario only, e.g. hills.
 3. Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's deployment zone is the opposite side.
 4. The player that scored lowest deploys one unit on his side of the board. His opponent then deploys a unit on his side. Players take turns deploying a unit at a time until the whole of both their forces is on the table.
 5. Units must be deployed within 12" of the board edge at the start of the game. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack units.
 6. If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators.
- Roll for who gets first turn. Highest score may choose whether to go first or second.



Night falls from this side, advancing 12" at the start of each complete turn

MISSION OBJECTIVE

The objective of this mission is to capture table quarters. To control a table quarter there must be NO scoring enemy units and at least one scoring unit of your own in the quarter. If both players occupy the same number of quarters, the result is a draw. See important rule below.

The alien horde: The horde sweeps onto the battlefield at the end of Turn 6, starting from the night edge and moving across the table. They sweep over familiar landmarks, but set upon any new elements in their world. Thus, all units who are not in area terrain are completely destroyed and cannot be used to contest quarters. "Cover" is defined as any terrain piece which offers a 36% cover save, e.g. in a forest, inside a building, in a crater, etc. Cover which can be outflanked does not count e.g. walls, hedges. Units with natural cover saves (e.g. Infiltrators, Stealth Suits) do NOT receive cover unless in a terrain piece as described above. The horde will destroy vehicles with any armour facing of 12 or less, unless they are parked in cover, or parked single file immediately on the western (left hand) edge of cover with no part of the vehicle showing to the north or south of the cover. Vehicles with all armour facings of 13 or more are immune, as are squads inside them.

GAME LENGTH

Six turns.

TOTAL VICTORY

You hold more quarters and all of your models are in cover at the end of the game, losing none to the horde (+1 BP)

LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.