

# SACK THE RUINS

## OVERVIEW

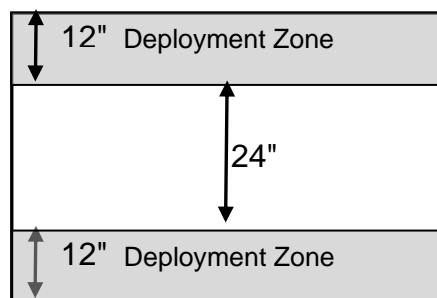
The war drags on, and both sides are desperate for supplies. Desperate soldiers sack any structure still standing.

## SCENARIO SPECIAL RULES

Sack the Ruins uses the *Foraging* (see below), *Deep Strike* and *Infiltrators* scenario special rules.

## SET-UP

1. Ruined area terrain and buildings are pivotal to this mission. Before choosing sides, both players should survey the battlefield and agree on what constitutes a building or a ruin. Ideally there will be 3-6 structures. The terrain pieces should then be adjusted so that they are distributed equally across the battlefield. If the table does not contain any obvious structures, identify another form of area terrain to use for this mission (e.g. woods)
2. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. The deployment zone is 12" from the board edge.
3. The player that scored lowest deploys one unit on his side of the board. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
4. No unit can be deployed within 24" of the enemy. Units are deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and Fast Attack units.
5. Roll for who gets first turn. Highest score may choose whether to go first or second.



## SPECIAL RULES

### *Foraging*

The objective of this mission is to gather supplies from buildings and ruins. Only scoring units may sack a building. The unit must first move inside the structure, using the usual rules for difficult terrain. At least 5% of the unit must be inside the terrain area for you to be able to forage (if the unit is so large and the building is so small that this is not physically possible, cram in as many as you can, and group the others outside).

Foraging is a full-turn action. A foraging unit **ANNOT** move, shoot or assault, nor take a shooting-equivalent action (e.g. Fleet of Foot, etc.). Troops arriving via Deep Strike or teleporting units may not forage in the turn that they arrive (foraging is a move-equivalent action)

You may only sack a given structure or ruins area once per turn, regardless of how many friendly units are present inside. You may not sack a building if there are any enemy models inside.

For each full turn that a unit forages inside a building, one point of Supplies are gathered. You may keep sacking the same building on subsequent turns, provided the unit remains stationary as noted above. Once gathered, Supply Points stay with the foraging unit. Make a note on your army roster, or else use a die to track the number of Supply Points that each unit has gathered; as this is a victory condition, make sure your record keeping is accurate. Supplies cannot be transferred to another unit, nor stolen by the enemy.

If a unit takes 5% casualties and is therefore no longer a scoring unit, it cannot forage any more, but keeps any Supply Points gathered previously. Supplies are lost if the unit is destroyed or falling back at the end of the game.

## MISSION OBJECTIVE

The player with the most supplies wins. If both players have an equal amount of supply points, it is a draw.

### GAME LENGTH

Six turns.

### TOTAL VICTORY

You took supplies from every building or ruins area on the board. (+1 BP)

### LINE OF RETREAT

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