

Boarding Party

OVERVIEW

A boarding party has been formed to raid an enemy spaceship and assassinate or capture the enemy commander. The enemy has very little warning of your attack, but you will be limited in what you can use to accomplish this mission.



SCENARIO SPECIAL RULES

Boarding Party uses a set of very special rules as described below:

1. One army will be the attacker, and the other will be the defender. The attacking forces cannot include any vehicles (including bikes, jetbikes, and skimmers), but may include walkers, cavalry, and jump packs. This is because the attackers will be boarding the ship via boarding craft or teleportation, and these cannot accommodate such units. Besides, their speed and heavy armament will be of little use in the restrictive confines of the enemy ship. The defending force may include vehicles, but they will be restricted as such:

- Defending vehicles are taking part in the battle only by chance, they are aboard the ship for stowage or repairs. They are in docking bays, repair shops, or waiting to be placed aboard landing craft. As a result, all vehicles (including bikes, jetbikes, and skimmers) may not be used in the defender's first turn of battle since they are supposed to be unmanned and inactivated. The vehicles will automatically become active on the defender's second turn, since now they are manned or activated by alerted crewmen.
- Any vehicle that must operate within the confines of a spaceship will be severely limited in movement. As a result, no vehicle (except bikes or jetbikes) may move greater than 6 inches in the movement phase. Bikes and Jetbikes can move their full movement because they are smaller and more nimble in tight quarters. All jump pack troops, walkers, and cavalry may also move as normal.

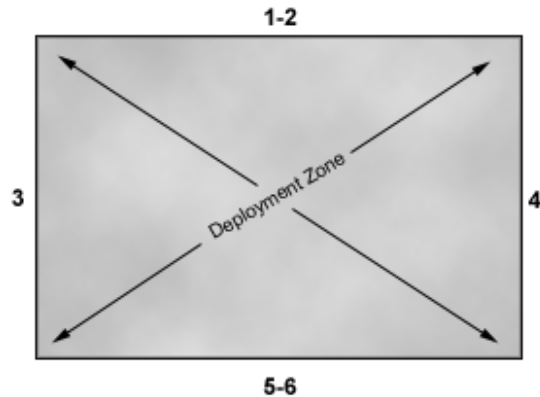
2. Shooting inside of a spaceship is very risky, especially with high-powered weapons. As a result, all Indirect Fire weapons are far less useful. Any indirect fire weapon may only be used as a direct fire weapon requiring line of sight and roll to hit using the unit's BS due to the fact that a spaceship is an enclosed area (ordnance is fired this way as well). Any Weapon with a strength of 8 or greater has the potential to seriously harm the inner mechanisms of the spaceship if it misses its intended target. As a result, any failed roll "to hit" with a strength of 8 or greater weapon will require a D6 to be rolled on the Ship Damage Table below:

1. A vital power coupling or line of some sort has been hit by the stray shot and severely damaged or destroyed. The main lighting systems slowly fade to darkness. The rest of the game is played using the Night Fighting rules found in the Warhammer 40K rulebook.
2. The missing shot has deflected or ricocheted off of the floor, ceiling, or some structure within the ship. The player who rolled the missing shot now must roll another D6, and, on a roll of 4+, the wild projectile hits the unit that fired the missing shot. Roll to wound and for armor penetration as normal. Due to the decreased velocity or energy of the shot as it bounced from place to place, normal armor saves are allowed from wounds taken, and only glancing hits are taken on vehicles.
3. The missing shot strays from its intended target and hits a fuel canister or some other explosive element of the ship's interior. Roll a scatter dice, and then place an Ordnance blast template 2D6 inches away from the intended target of the missing shot in the direction indicated by the scatter dice. Any model covered, or partially covered by the template takes an automatic strength 4 hit, normal armor saves allowed.
4. As the shot goes astray it ruptures a gas line, steam pipe, or something similar. A huge cloud of thick, smoky, fog surrounds the unit that was targeted by the missing shot. As the unit attempts to clear the smoke, the attackers temporarily lose sight of their enemy. The unit that was the intended target of the missing shot is now considered to be in cover for the remainder of that player's turn, with all the benefits of cover as described in the Warhammer 40K rulebook.
5. The missing shot has hit a vital conduit and caused a near catastrophic chain reaction. The power throughout the entire subsection or even the entire ship has been reduced. In order to reroute power to the life support systems, the artificial gravity generator has been shut down. As a result, the rest of the game will be played in Zero Gravity using the following rules: All units (except vehicles) move as in difficult terrain. Impassable terrain is ignored. Models equipped with jump packs move 3D6 inches just like Space Marine Scouts. Walkers move like normal through difficult terrain. All vehicles (including bikes) are considered immobile, but will drift D6 inches, in any direction chosen by the player, during their movement phase. Vehicles immobilized by weapons fire still get this movement. Skimmers and Jetbikes move as normally allowed in this scenario they are unaffected by lack of gravity (6 inches for skimmers, 12 inches for jetbikes). A skimmer is not automatically destroyed if immobilized by weapons fire, but it is considered immobile and will drift D6 inches like other vehicles. Any unit that fires a weapon in the shooting phase will automatically move directly backwards 2 inches (inertia).
6. The missing shot bounces harmlessly off the bulkhead and rolls silently in the corner, or burns a nice hole in it. NO EFFECT.

3. Assault inside of a twisted corridor of mazes can get confusing and deadly. As a result, the assault rules detailed in Codex: Cityfight are used during the assault phase for both armies.

SET-UP

1. The defender set up their entire army first using the Hidden Set Up rules in the Warhammer 40K rulebook. The defender's HQ is set up in the center of the table, revealed.
2. The attacker set up their entire army along one of the board edges chosen by rolling a D6. The edges are as shown below. The attacker sets up their entire army along the resulting board edge, and will automatically go first. All of the attacker's units count as moving the first turn whether they move off the board edge or not. Alternatively, the attacker may choose to Deep Strike their entire army using the Deep Strike rules found in the Warhammer 40K rulebook. If the attacker Deep Strikes they will go second, and the defender must reveal their army. The attacker may not Deep Strike any units within 12 inches of the defender's HQ unit. Note: the defender's vehicles are still inactive in the first turn. However, all other units are free to move as allowed, and may embark on transport vehicles. If they do, then that vehicle may move as allowed.



Special Terrain:

The inside of a Space vessel is an endless maze of tunnels, walkways, compartments, and passageways. Inside of large space fortresses and hulks there can be areas that are large and relatively open. There are docking bays, repair stations, and larger passageways for vehicles, too. A spaceship battlefield is more confined than a terrestrial one. You can imagine that a ceiling covers the entire board, with some areas that have higher, elevated dome ceilings or atriums. And, there may also be pits or service shafts in the floor. To reflect the way this special terrain would affect certain units, the rules below are used:

- Tunnels: Any unit traveling through a tunnel can only see what is inside the tunnel, and units outside the tunnel cannot see or target them. Only units inside of a tunnel can see and target each other. Jump Pack equipped models may only move 6 inches inside of a tunnel, there is not enough height to use a jump pack inside of a tunnel! Units like Warp Spiders can move as normal, and can pass through the wall of a tunnel, but they cannot see through it!
- Bulkheads: bulkheads separate the different compartments of a ship. They are simply walls that block line of sight and no movement can be made through them except where there is an opening of some kind. Note that not even skimmers, jet bikes, or jump pack equipped models can move through them. They extend to the ceiling, and cannot be flown over. Units that can "pass through" terrain, like Warp Spiders, can pass through bulkheads at any point.
- Gantries: a gantry is an elevated walkway that allows personnel in the ship to transverse across open areas of the ships interior, sometimes over hazardous regions of the ship like the engine room or weapon's battery. They are often narrow, and very open on all sides. They are usually made of metal beams and mesh, or its alien equivalent. Any unit using a gantry would be very exposed to enemy weapons' fire. Any unit that has line of sight can see any unit that is on a gantry. And, any unit on the gantry can target other units below them, as long as they have line of sight. However, a unit that is on a gantry can only assault or be assaulted by a unit that is on the gantry, as well. Jet bikes and jump pack equipped units can assault units on a gantry even if they are not on the gantry, but only if they are within charge range (they can fly, for crying out loud!). Plus, they can assault units below them if they are on the gantry, but only if they are in assault range.

MISSION OBJECTIVE

The attacker achieves victory if the defender's HQ unit is destroyed by the end of the game. The defender achieves victory if their HQ unit survives the game, or if the attacking army is completely destroyed by the end of the game.

GAME LENGTH

6 turns.

LINE OF RETREAT

Troops that are forced to fall back will do so towards the nearest board edge using the normal Fall Back rules