

DAMNUNITION

ASTRONOMI-CON TOURNAMENT SCENARIO

MISSION SPECIAL RULES

***Dusk & Dawn** – Roll a D6 before deployment, on a roll of a 1, the Night Fighting rules are used on Turn 1; on a roll of a 6, the Night Fighting rules are used on Turn 5 and any subsequent turns.

***Supply Crates** – Supply Crates can be claimed by any model ending its movement phase in contact with it. It cannot be assaulted or claimed in any other phase. Only one Supply Crate can be carried by a single model.

Supply Crates can be moved by infantry, jump infantry, beasts, or any vehicle, walker or monstrous creatures with a suitable 'hand'. When carried, the Supply Crate is placed in base contact with the carrying model. Supply Crates can be carried in a transport vehicle taking up one slot worth of carrying capacity.

Supply Crates can be handed off to other models by ending both models' movement in base contact. The models cannot move any farther for the rest of that turn or pass the Supply Crate to yet another model. Supply Crates can be handed off into empty transport vehicles via an access point. This is the only way a vehicle without a 'hand' can carry a Supply Crate. If such a transport is wrecked or explodes, the Supply Crate is lost and can no longer be claimed.

Infantry, jump infantry, or beasts carrying a Supply Crate cannot run or fire any weaponry.

If a unit with a Supply Crate makes an assault move or is assaulted the Supply Crate becomes unclaimed immediately as the troops carrying it drop it to ready their weapons to fight. This does not apply to Transport vehicles transporting a Supply Crate.

***Dangerous City Ruins** – All ruins on the battlefield count as difficult and dangerous terrain.

