

LOST IN THE MIST

ASTRONOMI-CON TOURNAMENT SCENARIO

MISSION SPECIAL RULES

***On The Scene** – Only a limited number of units in your force are at the site of the battle at the start of the game. You may deploy only the following units: **Any Fast Attack selections plus up to one Force Organization Selection of your choice.** The remainder of your units are in reserve.

***Advanced Reserves** – Begin rolling for reserves on turn 1. Reserves will arrive on a 5+ on the first turn and as normal for subsequent turns.

***Converging Reserves** – Your army is spread out on a wide front and may actually arrive on the flank edges instead of your home table edge. **Roll a dice for each reserve unit as it arrives to determine which table edge that it will enter from.**
1 – Left table edge, 2-5 – Your home table edge, 6 – Right table edge.

***Dense Fog** – Fog has covered the battlefield and all ranged fire is hampered. Moving at high speed is all but impossible in the swirling mist. Accurate shooting is limited to a range of 12". All firing over 12" only hits on a D6 roll of a 6. Ordnance, barrage and blast range weapons firing beyond 12" do not get to use their Ballistic Skill modifier.

Units that Deep Strike into Dense Fog add an additional D6 when rolling their Scatter distance.

Vehicles which move Flat Out must take a dangerous terrain test. **Bikes** and **Jetbikes** which use the Turbo Boosters Universal Special Rule, as well as **Jump or Jet Infantry** which use their jump or jet packs must take a dangerous terrain test. **Flyers** must take a dangerous terrain test every time they move.

***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.

***Priority Shift** – Objectives are seldom where Intelligence says they should be. After Deployment, Roll a scatter die and a D6 for each objective marker. On a HIT, the marker does not move, otherwise it scatters D6". Should this distance put an objective on top of another objective or off of the table, reroll the scatter result.

