



THE DIVIDING LINE



All good generals have heard of the maxim 'divide and conquer', but what if the battlefield itself were split in two? In the war-torn future of the 41st Millennium there are all manner of force fields, Warp barriers and other bizarre phenomena that can effectively partition a battlefield right down the middle and separate the armies fighting across it from their own allies. Part of defeating your enemy is having the right forces in the right place at the right time. What will you do if the troops you need are stuck on the wrong side of this dividing line? Will you expend time and resources tearing down the barrier to bring your combined force to bear, or will your troops forge ahead on their own, trusting to their own fighting skills to overcome the odds?

THE ARMIES

Each player picks an army from a Warhammer 40,000 Codex army list, to an agreed points total.

THE BATTLEFIELD

When setting up the battlefield, place a series of suitable markers in 12" intervals in a line that bisects the gaming board across its width, as shown in the diagram. These markers represent Force Field Emitters (see special rules below). Set up any remaining terrain in a mutually agreeable manner.

DEPLOYMENT

The players roll off, and the winner chooses to deploy first or second. The player that goes first chooses one of the long table edges to be 'his' own table edge. The opposite table edge is his opponent's table edge.

Starting with the player that will deploy first after deciding table edges, but before deploying any unit each player selects a point in his own deployment zone to be an objective (by placing a counter on it or any other clear method). These objectives cannot be placed in impassible terrain or within 1" of the dividing 'force field' line. In addition, the two objectives have to be placed on opposing sides of the force barrier.

The player that won the roll-off then deploys his force on the table anywhere up to 12" from his table edge, making sure that no unit is within 1" of the 'force barrier'. His opponent then deploys his force in the same manner, from his table edge.

Deploy any Infiltrators and make any Scout moves.

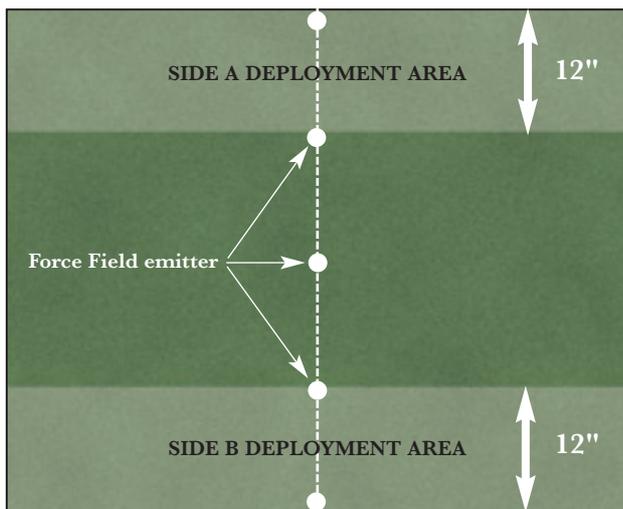
FIRST TURN

The player who deployed first gets the first turn. His opponent may attempt to Seize the Initiative by rolling a dice. If he does so, and the result is a 6, he will get the first turn instead.

GAME LENGTH

Roll a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then roll the D6 again at the end of





the 6th game turn, and this time the game ends immediately on a roll of a 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player controlling the most objectives wins. A player controls an objective if there is at least one of his scoring units, and no enemy unit (any unit, whether scoring or not), within 3" of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly where this distance will be measured from. If the players control the same number of objectives, the game is a tactical draw.

SPECIAL RULES

Force Field Emitters: The battlefield is bisected by a series of objects (void shield pylons, Chaos Warp emitters, psychic field relays and so on) that project an impenetrable force field between them.

Whilst a Force Field Emitter is within 12" of a neighbouring emitter, there exists between the two an impenetrable force field. This force field blocks all movement (even skimmers and jump infantry), line of sight and shooting attacks (including barrage weapons). If a blast weapon scatters across the force barrier reduce the scatter distance by the minimum distance so that no portion of the blast marker falls across the opposite side of the force barrier. If a unit deep strikes onto the battlefield but they scatter onto the opposite side of the force field barrier to their intended target, then they will automatically suffer a Deep Strike Mishap.

Each Force Field Emitter has an Armour Value of 13 and 3 'hit points'. Each glancing or penetrating hit inflicted on a Force Field Emitter will cause it to lose a single hit point. If a Force Field Emitter is reduced to zero hit points it is destroyed and removed from play. As Force Field Emitters are destroyed, the force field will begin to weaken as follows:

- If a single Force Field Emitter has been destroyed, the force field between the two emitters to either side of the destroyed emitter starts to weaken. Units may move between this section of the force field but it counts as difficult terrain and they must take a Dangerous Terrain test. Units may also shoot through this section of the force field but they must first roll to see their target using

the Night Fighting rules and their target will receive a 5+ invulnerable save.

- If two neighbouring Force Field Emitters have been destroyed, the force field between the two emitters on either side of the destroyed ones collapses. Units may move across and shoot through this section of the force field as normal.

DESIGNER'S NOTES

Robin: This scenario is an old classic with a twist. Whilst at first it seems very similar to a standard Pitched Battle game with Capture & Control objectives, the addition of the force field ought to provide players with a really distinctive and interesting challenge. With an impenetrable force field bisecting the battlefield the players are, in effect, going to be fighting two smaller games with half their normal army. This in itself may throw up a few dilemmas. What forces do you deploy on which side of the battlefield? What do you do if you find all your anti-tank weapons are on the opposite side of the table to any enemy tanks? What happens if the forces on one half are vastly outnumbered, or outmatched by your foe's? Do you try to batter your way through in order to deploy your weapons where they'll be most effective or do you soldier on with the forces you have, leaving them to their own fate?

If you do decide to try to cross the force field, you'll first have to destroy some of the Force Field Emitters – not an easy task to accomplish by any means. You may find yourself spending the entire turn (or longer) knocking the force field down only to find that you've opened a gap for your enemy to pour through and overwhelm you. And don't forget that you're unlikely to be alone on your side of the fence – there are enemy troops about and if you spend all your resources trying to knock the force field down they're going to have free reign to blast your own forces to smithereens.

Clearly there are some units that can come to your rescue, namely those that can outflank. However, if your outflanking units arrive on the wrong side of the table they're very unlikely to be able to get across to where you presumably needed them. Likewise, units that can Deep Strike onto the board can come to your rescue, but if they attempt to arrive in the vicinity of the force barrier they could find themselves in serious trouble if they scatter. I'd always opt the 'fortune favours the brave' approach, but the dice gods rarely seem to agree.

Maybe you'll decide to alter the scenario slightly and have the force field dividing the battlefield across its length or a diagonal. There's no reason why these variations couldn't work, and each will provide the players with different challenges. Whatever you do, I hope you enjoy the scenario and remember – it's a game of two halves...

