

# LUCKY 13s

## SCENARIO

# SCENARIO 2: BREAK THROUGH!

## SCENARIO RULES

This Scenario follows all of the rules detailed on page 17 of the Apocalypse book with the following additions and amendments.

• **Setup.** The line that indicates No Mans Land is preset and travels down the center line of the table, from one short table edge to the other. The table should have an even distribution of scenery. Both sides should have a player roll a D6. The side which rolls highest may choose which side they will deploy in. After sides are chosen, the Imperial side places a Cities of Death building in the center of their deployment zone, along their own table edge to serve as their Command HQ. Surrounding the Command HQ building is a perimeter line made of low barricades. The total size of the barricade perimeter should be 24" deep by 36" wide. See the map below for clarification. In addition, the Ork side will set up an objective counter anywhere in their deployment zone, and each side will place an objective counter anywhere in No Man's Land.

• **Trouble Underfoot.** The area around the Command HQ building, and inside of the perimeter has been fortified by a minefield. Any unit wishing to move inside the minefield's perimeter (but not within the walls of the Command HQ building) during the movement or shooting phases must roll a D6 - on the roll of a 1-3 they have triggered a mine and suffer D6, Str 8, AP2 hits. Units with the *Skimmer* special rule will only trigger a mine on the roll of a 1. Units that disembark into the minefield must roll to see if they trigger a mine in addition to their transport vehicle.

• **The Command HQ** The Orks and their allies continue their push to take control of the Imperial Command HQ building. The Command HQ building counts as a Vital Objective as per the rules on page 187 of the Apocalypse rulebook, but only for the Ork side. The building counts as a standard objective for the Imperial side.

• **Hardened Veteran Rules** Players that completed their Campaign Cards for 2008 are henceforth referred to as Hardened Vets. These players reap additional benefits in the scenarios. In this battle, Hardened Vets may choose a single unit in their force of 200 points or less to receive the following special rules:

**Ork Side** - Your appointed unit has scouted the perimeter and brought proper the precautions to enable a safer approach. They will only trigger the mines on the D6 roll of a 1. In addition, this unit is so driven by their mission that they gain the *Fleet* ability. If they already possess this ability, they may re-roll the dice whenever they run.

**Imperial Side** - Your appointed unit is implacable in their resolve and willing to defend their stronghold with their lives. The unit benefits from the following special rules: *Counter-Attack, Fearless, NightVision/Acute Senses, Tank Hunters*. In addition, their presence is so inspiring that any friendly units within 12" of your Hardened Veteran unit may reroll any rolls of a 1 with close combat and shooting attacks.



Objective Counters



Command HQ

## MUSTERING FORCES

You may bring a force between 1,500 pts and 3,000 pts to the battle. You may include any units detailed in any Codex, Approved White Dwarf Article, Imperial Armor Book or Datasheet, but must have a copy of the rules for each unit you intend to field. You may choose units from multiple codices, but

allied forces may not be designated as hated enemies as per the Allies Matrix on pg. 198 of the Apocalypse Book. You may choose one Strategic Asset for your force, regardless of size. A difference in points per side will be mitigated by inclusion of additional Strategic Assets as per the standard Apocalypse rules.

**Check with your store for possible amendments. Report your results at [gwuscommunity.com/lucky13s.html](http://gwuscommunity.com/lucky13s.html)**