

## Corvus Webway

After hearing many reports on strange disappearances throughout the sector the councils of the various Grand Warlords have begun their investigations. Ancient records show that the enigmatic Eldar have throughout the history of Corvus Majoris been a terrible nuisance and very effective at hit-and-run raids and assaults. Putting two-and-two together every faction has come to the conclusion that Corvus is covered by a vast Webway network and that somewhere on Corvus lays the key, or atlas, to the secret passageways of the Eldar.

The location is a remote wilderness area with a small Eldar ruin in the middle on the equator of Corvus Majoris. Here lays a small keystone with which one may traverse the local Webway without fear of becoming lost.

It is time to send a small exploration party to recover the Keystone before any other faction claims it as its own.

**Size of game:** 1000 pts

**Battlefield and Terrain:** The game is played on a normal sized table with every faction getting its own corner ("semi" circle with 18" radius and its origin 12" away from the corner along the long table edge). The battlefield should be covered with as much area terrain as possible and the only structures that may be present are ruins at the middle of the table. No players may use Fortifications in this game, representing the fact that the area is unexplored wilderness, nor any other free terrain pieces one has acquired during the campaign.

In the center of each 1/6 of the gaming table a marker is placed (coin or similar) representing a Webway portal. At the center of the table a marker is placed to represent the Keystone.

**Objectives:** To capture the Keystone. This is done by moving a scoring unit in base contact of it. At end of game the player controlling the Keystone is the winner (or last survivor). If there is no winner... boohoo! No secondary objectives are used.

A denial unit can contest the Keystone by also being in base contact with it, but remember you have to stay 1" away from the enemy unless assaulting.

**Rules:** Normal game rules are used: Variable game length, Reserves, Night Fighting etc.

### **Special Rules:**

*First come first served:* Player may not seize initiative. Every player instead rolls a d6: the player with the highest score deploys and goes first, the second highest score seconds

etc. The player turns are always played in the same order throughout the game. Roll separately for Infiltrate as normal.

*The incomprehensible Complexity of the Keystone:* Any unit in base contact with the Keystone that isn't Eldar, Dark Eldar, Daemon or contains at least one Psyker must take a Ld test at the beginning of every player turn, if the test is failed the unit may not do any voluntary actions that turn.

*Webway Portal:* Any unit (not swooping flyers or immobilized vehicles) with at least one model within 6" of a Webway portal at the start of the owning players turn is removed from the game and immediately reappears at a random Webway portal, roll a d6 to determine which portal (numbered 1-6).

Roll separately for each unit within 6" of a Webway portal, resolve the effects for an unit completely before resolving it for any further units.

The arriving unit is considered to have disembarked from an open-topped transport and may not move further in that turns movement phase but may otherwise act normally.

Vehicles count as if moving at Combat speed, therefore passengers embarked on transports disembarking from a webway may not disembark unless normally allowed to disembark from a moving transport.

Units that are Eldar, Dark Eldar, Daemon or contains at least one Psyker may re-roll the d6 when determining the exit Webway portal.

If a unit is unable to disembark from the Webway portal it is considered to be lost and moved to ongoing reserves and will automatically Deep Strike back to the table the next turn.

**Victory:** The winner may claim two empty tiles on Corvus Majoris and receives the following army special rule.

*Webway Keystone:* Place 3 Webway portals in your table half after deployment (both sides, before Infiltrate) (8" from table edge and 18" from each other), these function exactly as the Webway portals in the scenario above (except you of course roll a d3 to determine the exit portal). 100 pts cost (does not count towards Fortification limit).