**Capture the Crates**

**Warhammer 40k Attack and Defend Scenario**

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**Battle Report using these rules:** [**https://www.youtube.com/watch?v=vFetwbmlAdI**](https://www.youtube.com/watch?v=vFetwbmlAdI)

**Setup:**

This scenario uses variable game length. The attacking team may decide whether night fighting is in effect for the first game turn.

Decide which player or team will be the attacker and which will be the defender. The defending force gets to set up a base of operations in the middle of the map. This base can be as large or small as you want or could even be made up of multiple smaller outposts.

Once the base is set up the defending force places 5 objective crates within their base. The objectives should be at least 6" away from each other and 12" from any board edge. Depending on the terrain available and your board size, these distances may need to be adjusted.

**Scoring:**

Each crate is worth 1 VP (Victory Point) at the end of the game. For defenders to score a crate, it must only remain on the board. For attackers to score a crate, they must escort it off any board edge. Once a crate has been escorted from the board edge, it is out of play and the point is tallied for the attacking team. A unit that escorts a crate off the board is placed into ongoing reserves where it may reenter play the following turn.

Crates are assumed to be secured inside of the defenders base at the start of the game. Once an attacking model makes base contact with a crate, it is broken free of its bonds and becomes "activated". An activated crate can then be moved along with the model that it is in base contact with. Any model that runs or moves flat out in base contact with a crate must take a dangerous terrain test. Flyers and FMC's may escort crates only if they are no longer in the air.

If a unit ever loses base contact with a crate due to casualties or any other reason, the crate is immediately dropped. A dropped crate can then be picked up by a different unit.

Defenders may not move any crates until after they have been activated by the attackers.

You may pass off a crate to another friendly unit or model that is in base contact with the crate, however the crate may only move a maximum of 12" each turn. A unit may only be in control of one crate at a time.

**Deployment:**

**Defenders:**. *Scouting parties have just relayed intel that hostile forces are approaching your newly constructed outpost in this sector. These hostiles must have gotten wind of the precious cargo you are housing, looking to acquire it for their own means. (insert fluff for your own armies as to what the cargo is here) Warning sirens echo through your encampment as you scramble to organize defenses. The forces are approaching from multiple fronts and are only minutes away. Prepare yourselves.*

Defending forces always deploy first. Defending forces must all be deployed inside of their base or remain in reserve. If you have too many forces to fit inside of your base, discuss with your opponent whether some units would be acceptable for perimeter defenses close to your base, or place them in reserve.

Defenders always get the first turn.

**Attackers:** *An informant has just told you of an opportunity too good to pass up. He indicates that a hostile force is currently holding on to large amounts of precious cargo, (insert cargo fluff here) and just transported it to a newly constructed base of operations near your location. You know the area well and are confident you can requisition this cargo for yourself with minimal losses, as long as you can take them by surprise....*

Determine your main deployment edge choosing any of the 4 table edges. Since you have been scouting this base for days, you know which areas are the weakest and should choose accordingly.

Then, add up your total number of units and divide it in half as evenly as possible. Do not include any units that will be deep striking, infiltrating, or outflanking for this total. One half of these units move onto the board from your main deployment edge using their base movement. The other half of these units will arrive randomly from one of the other 3 table edges using their base movement. Randomly determine which edge by rolling a d3 for each unit until they all are placed.

Please note that this step is part of the attackers **deployment phase**. Units placed in this way may charge their first turn unless another rule (such as scout) prevents them from doing so.

**Reserves Modifications:**

Instead of rolling for reserves starting turn two, both sides start making reserve rolls turn one. Deep Striking and outflanking units enjoy the opportunity to arrive more accurately.

**Defenders Deep Strike:** Only scatter 1d6 if the first model is placed within 6" of any friendly unit, otherwise scatter 2d6.

**Attackers Deep Strike:** Only scatter 1d6 if the first model is placed within 8" of any table edge, otherwise scatter 2d6.

**Outflank:** Any unit that arrives via outflank may choose any table edge they like to enter play.

**Other reserves:** Starting turn one, other reserves such as fliers or ongoing reserves that arrive from table edges are randomized. Roll a d6 to determine which edge to arrive, consulting the chart below. Assign a table edge to die results 2-5 before rolling.

1: Enemy chooses table edge 2-5: Corresponding table edge 6: You choose table edge

**Secondary Objectives:**

There are 3 secondary objectives in play worth one VP each.

1. First Strike: A player earns this point if they destroy an enemy unit in the first game turn. Both players may score this point.
2. Big Game Hunter: At the end of the game, of all destroyed units, the player that destroyed the unit worth the most points wins this point.
3. Slay the Warlord: A player earns this point whenever they kill the opposing teams warlord. In the event of a team game, choose 1 warlord for each team to provide this point opportunity.

Good luck and have fun! Email any suggestions for variations to chieflivegaming@gmail.com