



Key:

- White Squares = Standard Terrain, 1 MP per square
- Yellow Squares = Hills, 2 MPs for 1st square, 1 MP for each square after (same turn only)
- Green Squares = Woods, 2 MPs per square
- Blue squares = Rivers, 2 MPs per square
- Brown Squares = Mountains, 3 MPs per square
- Arrows = Roads, ignore terrain, 1st square free to move into, subsequent squares 1 MP each
- Grey Squares = Towns, 1st square free to move into, subsequent squares 1 MP each
- Purple Squares = Cities 1st square free to move into, subsequent squares 1 MP each

**Army Positions**

**Marine Army**

G75, MR 2, 4000 pts    A6  
 C77, MR 2, 4,000 pts    A17  
 M81, MR 2, 4,000 pts    A7  
 S79, MR 3, 2000 pts    A9  
 C98, MR 3, 2000 pts    A14  
 P74, MR 3, 2,000 pts    A5  
 J74, MR 3, 2,000 pts    A1

**Eldar Army**

E1, MR 3, 2000 pts  
 E2, MR 3, 2000 pts  
 E3, MR 3, 2000 pts  
 E4, MR 3, 2000 pts  
 E5, MR 2, 4000 pts  
 E6, MR 2, 4000 pts  
 E7, MR 2, 4000 pts

**Campaign Victory Points**

Marines: 5  
 Eldar: 15