



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
- \* Denotes destroyed armies

**Fortified Squares:**  
 E5: Marine lv 1  
 H10: Eldar lv 1  
 G12: Eldar lv 1

**Army Key**

**Marine Army**

G75, MR 2, 4000 pts  
 C77, MR 2, 4,000 pts  
 M81, MR 2, 4,000 pts  
 S79, MR 3, 2000 pts  
 C98, MR 3, 2000 pts  
 P74, MR 3, 2,000 pts  
 J74, MR 3, 2,000 pts

**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

**Battles:**

Location	MC	EC	Obj	MPts	Epts	Orders
F9	S79	E2	6	2000	2000	ADV v ADV
F17	C77	E4		4000	2000	FF v ADV
H7	G75	E5	4	4000	4000	ADV v FF
F3	J74	E1	8	2000	2000	CHG v CHG

**Campaign Victory Points**

Marines: 5  
 Eldar: 15