



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

Draw: 41 v 36
 Overwhelming Victory: 41 v 17, further 4 VPs gained for Marines after battle won for breaking units
 Draw: 46 v 53
 Overwhelming Victory: 16 v 36, further 12 VPs gained for Eldar after battle won for breaking units

Campaign Victory Points

Marines: 10

Eldar: 20