



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 2
 G12: Eldar lv 1
 G16: Eldar lv 1
 E15: Marine lv 1
 H7: Marine lv 1

Army Key

Marine Army

Eldar Army

E1, MR 3, 2000 pts
 C77, MR 2, 4,000 pts
 M81, MR 2, 4,000 pts
 C98, MR 3, 2000 pts
 P74, MR 3, 2,000 pts
 E6, MR 2, 4000 pts
 E7, MR 2, 4000 pts

Battles:

Locatio	MC	EC	Obj	MPts	Epts	Orders	
F3	P74	E1		8	2000	2000	CHG v FF

Overwhelming Victory 37 VPs v 5 VPs, Marines gain further 3 VPs, Eldar further 3 VPs after battle end

Campaign Victory Points

Marines: 25

Eldar: 15