

Key: White Squares = Standard Terrain, 1 MP per square
 Yellow Squares = Hills, 2 MPs for 1st square, 1 MP for each square after
 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
 Grey Squares = Towns, 1st square free to move into, subsequent square
 Purple Squares = Cities 1st square free to move into, subsequent square

* Denotes destroyed armies

Army Key

Marine Army

C77, MR 2, 4,000 pts
M81, MR 2, 4,000 pts

C98, MR 3, 2,000 pts
P74, MR 3, 2,000 pts

Battles:

Locatio	MC	EC	Obj	MPts	Epts	Orders	
F9	C78	E3		6	2000	2000	FORT V CHG Overwh

Eldar Army

E3, MR 3, 2,000 pts

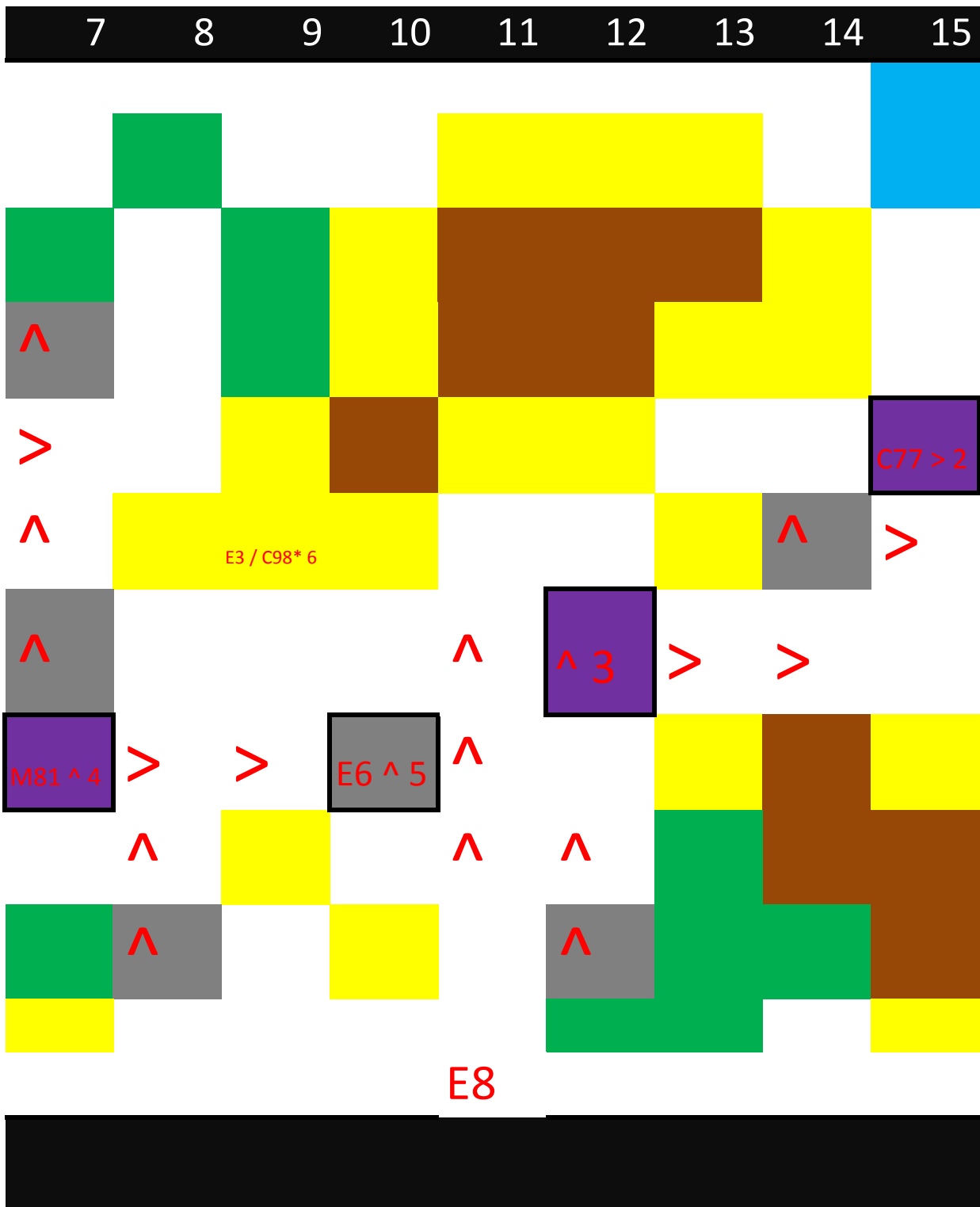
E6, MR 2, 4,000 pts
E7, MR 2, 4,000 pts

Campaign Victory Points

Marines: 20

Eldar: 20

NOTE: Eldar army E8 created& deployed in End Phase



(same turn only)

it squares 1 MP each
 s 1 MP each
 s 1 MP each

Belmont Victory 16 VPs v 43 VPs, Eldar further 4 VPs after battle end



Fortified Squares:

- E5: Marine lv 1
- H10: Eldar lv 2
- G12: Eldar lv 1
- G16: Eldar lv 2
- E15: Marine lv 2
- H7: Marine lv 2

