



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 2
 H10: Eldar lv 2
 G12: Eldar lv 1
 G16: Eldar lv 3
 E15: Marine lv 1
 H7: Marine lv 1
 F9: Eldar Lv 3

Army Key

Marine Army

Eldar Army

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

E3, 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
H7	M81	E6	4	4000	4000	FF v ADV
E15	C77	E7	2	4000	4000	FF v ADV