



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	Victory, 48VPs v 34VPs, Marines gain 5 additional VPs after end of battle
E15	C77	E7	2	4000	4000	FF v ADV	Victory, 47VPs v 40VPs, Marines gain 3 additional VPs after end of battle