



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

C77, MR 2, 4,000 pts  
 M81, MR 2, 4,000 pts  
 P74, MR 3, 2,000 pts

#### Eldar Army

E3, MR 3, 2000 pts

E8, 4000pts

Battles:

Locatio	MC	EC	Obj	MPts	Epts	Orders
G12	M81	E8		3	4000	4000 Adv v Chg

### Campaign Victory Points

Marines: 20

Eldar: 20