



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

Army Key

Marine Army

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

C98, MR 3, 2000 pts
 P74, MR 3, 2,000 pts

Eldar Army

E1, MR 3, 2000 pts

E3, MR 3, 2000 pts

E6, MR 2, 4000 pts
 E7, MR 2, 4000 pts

Battles:

Locatio MC EC Obj MPts Epts Orders

Campaign Victory Points

Marines: 15

Eldar: 20