

STOP THE SQUIDGEON

Mission Overview: ...Just Shoot it! We must have air superiority and these things breed like flying Whomp-rats.

Deployment Zone: Hammer an Anvil (p.119)

The Battlefield:

Place **one objective (Squidgeon) marker in the center of the board.** (This marker must be at least a standard (infantry) size base. For purposes of range the Squidgeon is considered to be 12" above the table surface. The Squidgeon is always considered to be in Line of Sight to the whole table.

Victory Conditions

Primary Objectives: Killing the Squidgeon

4vp

Secondary Objectives: destroyed any enemy unit that has Skyfire (spec. Rule)

2vp each

Tertiary Objectives: line breaker, slay the warlord, first blood, des. Enemy Units

1vp each

Battle Point Modifiers:

... If you claimed at least two Tertiary Objectives	+1
... If your enemy's highest point unit is destroyed	+1
... If you shot (hit & wounded) the squidgeon with a non sky fire unit	+1
... If you did not shoot at the squidgeon at least once, <u>after turn one.</u>	-1
... If the squidgeon is alive at the end of the game. (Both Players)	-1

Special Rules:

Kill the Squidgeon!

Killing the Squidgeon:

You must kill the Squidgeon! At the start of each **Player Turn** the Squidgeon makes an 18" zoom move in a random direction. If this movement would take the Squidgeon off the table it will stop at the board edge. If it stops within 1" of any model move it the shortest distance necessary so the marker is 1" away.

The Squidgeon is a Toughness 5 flyer with 2 Wounds and cannot be assaulted. The Squidgeon will attempt to Evade all shots on a 5+ and has a 3+invulnerable save.

FAQ:

Victory Conditions-

Secondary Objectives: Any unit (including Flyers, Flying Mc's) This includes units that have taken equipment that grants sky-fire. IE: Space marine devastator that is equipped with Flakk missiles.

Battle Point Modifier #2: If you have multiple units that are the "highest" cost. You must declare to your opponent which unit will count as your highest point unit.

Battle Point Modifier #4: If you didn't have a chance to shoot the Squidgeon then you can't/won't be punished for it. (I.E. Player one kills it on their turn one).

The Squidgeon cannot be grounded by any means. It will continue to move until it is killed.