

# CARNAGE

## ATTACKER'S OVERVIEW

Your mission is to get to the centre of the board, claim the objective and stay on it at all costs. Whoever has the closest model to the objective when the game finishes is the victor.

## DEFENDER'S OVERVIEW

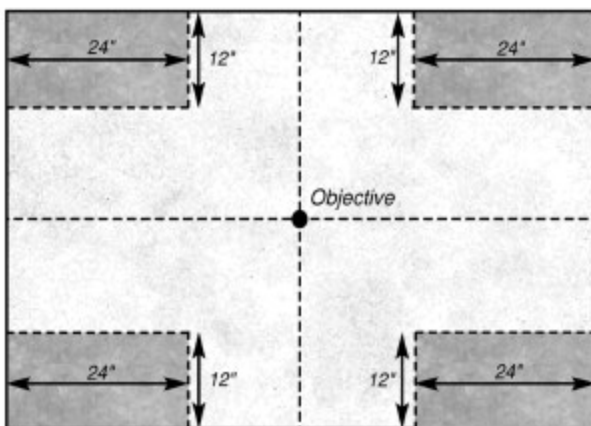
There are no defenders.

## SCENARIO SPECIAL RULES

*Carnage* uses the Night Fight special rule, but only for each player's first turn. It also uses the *Infiltrators* and *Random Game Length* special rules.

## SET-UP

- 1 All players roll a dice. The player that scores highest chooses which deployment zone he prefers, then the player who scored the next highest chooses a deployment zone, and so on.
- 2 Each player's deployment zone is indicated in the map to the right. He must set up all his forces in his chosen deployment zone.
- 3 The player who won the dice roll to choose their deployment zone now deploys one unit in his chosen zone. Next, the player who rolled second highest deploys a unit, and so on. The players take it in turns deploying a unit at a time until their entire forces are on the table. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
- 4 If any player has Infiltrators in his force then they may be deployed after all other forces have been set up. However, they are not restricted by the deployment zones, and may set up anywhere on the battlefield which is more than 18" from an enemy unit.
- 5 Roll for who gets the first turn. The player that rolls highest takes his turn first, followed by the player to the left of him, and so on.



## MISSION OBJECTIVES

All players have the same objective: to have the closest model to the objective when the game ends. If there is a combat where it is unclear as to which models are nearest, the player with the most models in close proximity to the objective wins. *Thus, if there was an assault surrounding the objective, the player with the most surviving models nearest to the objective when the game draws to a close is declared the winner.* However, if there is an unengaged model closer to the objective, the player controlling the closest model wins outright.

## RESERVES

None.

## GAME LENGTH

The game lasts for a variable number of turns.

## LINE OF RETREAT

Troops which are forced to fall back will do so towards their nearest deployment zone board edge by the shortest route, using the normal Fall Back rules.