

GRIMDARK EVENING

A Simple Scenario for 40k 10th Edition with Smallish Point Values

Karsta - Version 01 - February 4, 2025

Army Roster

Units can be fielded in reduced size: calculate the cost per model, multiply by the new number of models, and round **up** to a value divisible by 5.

A squad of 5 terminators costs 170 points. 3 terminators would cost 105 ($170 / 5 \cdot 3 = 102$ rounded up).

Wargear and unit composition limitations are determined by the total amount of models in all units with the same datasheet name.

Three units of 3 terminators could only field one sergeant and one heavy weapon in total, because those are only issued for every 5 models.

The limit on how many units with the same datasheet name can be in the roster is doubled, except epic heroes must still be unique.

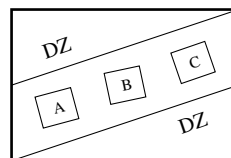
You could field 6 terminator squads of varying size instead of 3.

With these rules every army can field enough units to both maneuver and control objectives regardless of the game's point total.

Battlefield and Objective Areas

Deployment zones follow the official "Sweeping Engagement" deployment. Instead of objective

markers, use A4 sized objective areas. Place areas A, B, and C in the No Man's Land when playing on a large battlefield (*such as in Mäkkylä*) or A and B on a small battlefield (*Karsta's battlemat*).



This way the front is as wide as possible, the distance to objectives is reasonable, and units can still be deployed at varying distances from the enemy.

If the host has set up the battlefield (*which does save time*), the other side gets to decide which deployment zone to use.

Models are within range of an objective, if any part of their base is even partially on the objective area, or if they are within engagement range of an enemy model which is within range of that objective. Any level surface inside the objective area counts regardless of the elevation.

Large objective areas bring the objective control characteristic into play and allow some leeway in how to fight while still holding an objective.

Undisputed Objective Area

You gain an additional CP in *your* command phase for every objective area you control with no enemy models present.

Game Length

The number of game rounds is 5 when playing on a large battlefield and 4 on a small.

This is roughly how many turns it would take a grunt with 6" movement to cross the No Man's Land plus one extra turn.

Mission Cards and Victory

Both sides have an identical mission card deck. The missions are assigned before deployment. Start by defining valid targets for assassinate, terminate, and purge cards. Discard any cards which are impossible to complete. Then each side draws 4 mission cards and discards one.

The cards are revealed at the end of the game. Each objective area and each card is worth one victory point. The side with most points wins.

Some models, such as primarchs, can be worth two victory points, since they are valid targets for both assassinate and terminate cards.

ASSASSINATE

Destroy the enemy **Warlord** for 1 victory point.

TERMINATE

Destroy an enemy **vehicle or monster unit** for 1 victory point.

In case you have multiple destroy cards, each eliminated unit counts only for one card.

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PURGE

Destroy **2** enemy **infantry units** for 1 victory point.

Lone characters do not count as units, but neither do you have to destroy a character leading an unit.

PENETRATE

Have at least **5 objective control** in enemy deployment zone for 1 victory point.

SECURE

Objective A is 1 victory point more valuable to you.

SECURE

Objective B is 1 victory point more valuable to you.

SECURE

Objective C is 1 victory point more valuable to you.