

## King of the Hill

### Overview

A strategically important hill lies within your grasp. Take it at all costs with your raiding party.

### Special Scenario Rules

King of the Hill uses the random game length special scenario rule.

### Set-up

1. Set up the terrain in any mutually agreeable fashion but make sure that there is a hill at the dead centre of the table. The bigger the hill, the better.
2. Both players roll a D6, the winner gets to choose his deployment edge. Units may be deployed up to 12" onto the board.
3. The player that scored the lowest now deploys 1 unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
4. Roll for who gets the first turn. Highest score may choose whether to go first or second.

Table size for this mission is usually between 4'x4' and 4'x3'. If using a rectangular table then deploy along the short edges of the table.

### Mission Objective

Both sides must try and take the hill at all costs.

Whoever has the most models on the on the hill at the end of the game wins. Multi-wound models count as a number of models equal to their *remaining* wounds and mobile vehicles count as 5 models.

For example: A player ends the game with 5 tactical marines, a librarian on 2 wounds and a mobile rhino on the hill. The player is said to have 12 models on the hill.

### Game Length

The game lasts for a random number of turns.

### Line of Retreat

Troops that are forced to fall back will do so towards their deployment board edge, using the normal fall back rules.