

Clear The Way

AdeptiCon 2006

WARHAMMER 40K CHAMPIONSHIP SCENARIO 1

MISSION

OVERVIEW

Dawn marks a new day and the beginning of yet another campaign. You have been tasked with clearing a landing zone for your forces to make planetfall and establish operations in this theatre. You don't expect any enemy resistance, but this is the most defensible location within this sector so you must be prepared for anything.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH

The game lasts 6 turns or until time is called.

DEPLOYMENT

DEPLOY

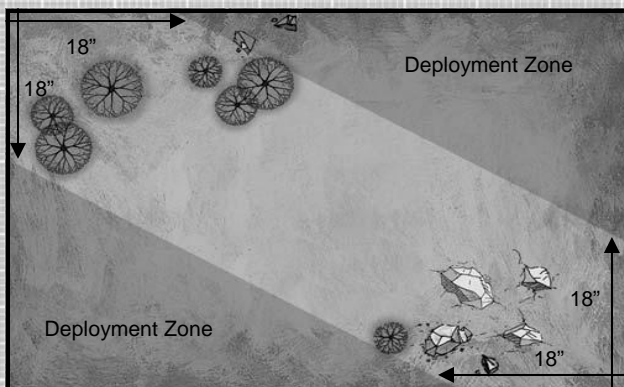
Both players roll a number of dice equal to their army's strategy rating. High roller chooses their deployment zone.

The player who won the first roll deploys a unit first. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

Units may be deployed anywhere inside the deployment zone

WHO GOES FIRST

Players roll a die. The player with the highest roll may elect to go first or second.



SPECIAL RULES

DEEP STRIKE

DAWN (1ST TURN NIGHT FIGHT)

OBJECTIVES

PRIMARY OBJECTIVE: Clear the L.Z.

Table Quarters (see below)

SECONDARY OBJECTIVE: Break Their Will Both players can accomplish this objective.

Completely destroy your opponent's most expensive unit (including transport if purchased as part of the unit). Units that are broken at the end of the game count as destroyed.

TERTIARY OBJECTIVE: Make Them Pay Both players can accomplish this objective.

Destroy all enemy Troop units. Units that are broken at the end of the game count as destroyed. Troop transports do NOT have to be completely destroyed to complete this objective.

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Table Quarters	Both Players Control the Same Number of Table Quarters	One Player Controls 1 More Table Quarter than their Opponent	One Player Controls 2 or 3 More Table Quarters than their Opponent	One Player Controls All 4 Table Quarters



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Advancing Assault

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WARHAMMER 40K CHAMPIONSHIP SCENARIO 2

MISSION

OVERVIEW

Having secured your forces' landing zone, you have been assigned to recon the surrounding area. Your forward scouts have discovered light enemy forces ahead. Reinforcements have been called in. Advance and destroy the enemy, confident that your freshly landed forces will arrive soon to help finish the slaughter!

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH

Random Game Length, or until time is called.

DEPLOYMENT

DEPLOY

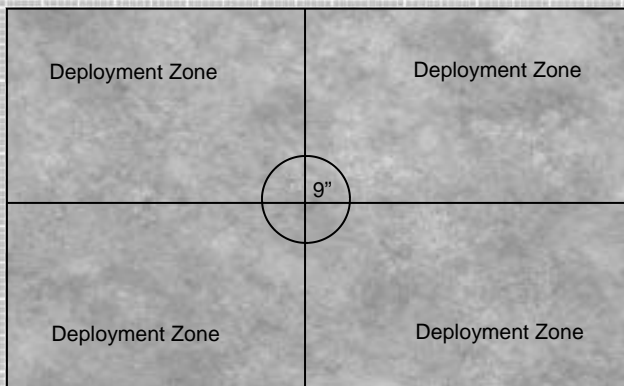
Both players roll a number of dice equal to their army's strategy rating. High roller picks which quadrant to deploy in. The opponent gets the opposite quadrant. Each quadrant is $\frac{1}{2}$ the length of the long edge and $\frac{1}{2}$ the length of the short edge.

The player who won the first roll deploys an eligible unit first in their deployment zone. No unit may be placed within 9" of the center of the table. Eligible units are deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

Both players alternate placing *Infiltrators* (if any), rolling a d6 to determine which side places a unit first.

WHO GOES FIRST

Players roll a die. The player with the highest roll may elect to go first or second.



SPECIAL RULES

INFILTRATE

ESCALATION

RESERVES:

Reserves enter from any board edge within a player's deployment zone.

RANDOM GAME LENGTH

OBJECTIVES

PRIMARY OBJECTIVE: Annihilate the Enemy

Victory Points (see below)

SECONDARY OBJECTIVE: Secure the Area

Hold the most table quarters. If you both hold the same amount, the result is a draw.

TERTIARY OBJECTIVE: Hold the Center

Have the most physical models entirely within 9" of the center of the table. If you both have the same amount, the result is a draw.

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Margin of VPs	0-185	186-925	926-1480	1481+



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WARHAMMER
40,000

Leave No Man Behind

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WARHAMMER 40K CHAMPIONSHIP SCENARIO 3

MISSION

OVERVIEW

Hopeful that this extended day of fighting would just end, you have been called back into battle as your forces have received distress signals from wounded survivors from the previous engagement. You must quickly return and aid the fallen, lest they be captured by the enemy. Time is of the essence, nightfall is just around the corner, and your fate is uncertain....

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH

The game lasts 6 turns or until time is called.

DEPLOYMENT

DEPLOY

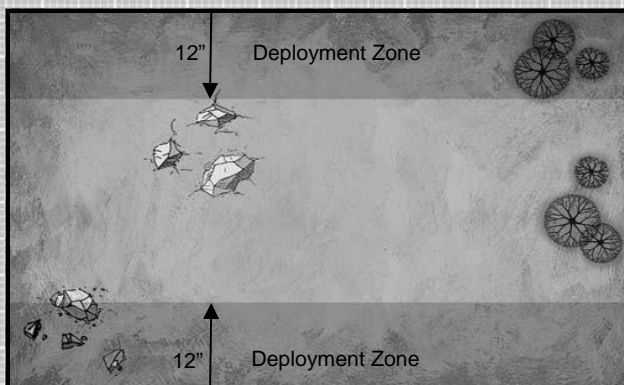
Each player chooses 2 non-vehicle models from their army (not from their figure case!) to be used as wounded soldier objectives. They do not take any further part in the battle and once placed, may not move/shoot/assault/etc.

Each player rolls a d6. High roller will place a wounded soldier outside any Deployment Zones. Continue alternate placing of the remaining wounded soldiers outside of Deployment Zones making sure they are at least 15" apart from one another. Both players roll a number of dice equal to their army's strategy rating. High roller chooses their Deployment Zone.

The player who won the deployment roll deploys a unit first in their Deployment Zone. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

WHO GOES FIRST

Players roll a die. The player with the highest roll may elect to go first or second.



WARHAMMER
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SPECIAL RULES

WOUNDED SOLDIERS

DUSK (6TH TURN NIGHT FIGHT)

OBJECTIVES

PRIMARY OBJECTIVE: Protect the Fallen

Control the Wounded Soldiers (see below). To control a wounded soldier, you must have at least 1 scoring unit partially (50%) within 6" of the soldier and your opponent must have none.

SECONDARY OBJECTIVE: Neutralize their Command

Both players can accomplish this objective.

Kill your opponent's designated HQ. Each owning player should designate their Commander for this Objective before Deployment begins.

TERTIARY OBJECTIVE: Over Run their Lines

Have more scoring units in your enemy's deployment zone than he/she has in yours. If you both have the same amount, then the result is a draw.

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Wounded Soldiers	Both Players Control the Same Number of Wounded Soldiers	One Player Controls 1 More Wounded Soldier than their Opponent	One Player Controls 2 or 3 More Wounded Soldiers than their Opponent	One Player Controls All 4 Wounded Soldiers



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