None Shall Fight Alone
AdeptiCon 2006
WARHAMMER 40K TEAM TOURNAMENT SCENARIO 1

MISSION

OVERVIEW

In an effort to coordinate allied orbital bombardments in the area upon your new-found foes, it is imperative that both your units and your allied counterpart's units maintain and hold key terrain features. You and your allies must move quickly and decisively as enemy forces in the area are building rapidly.

LINE OF RETREAT

Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.
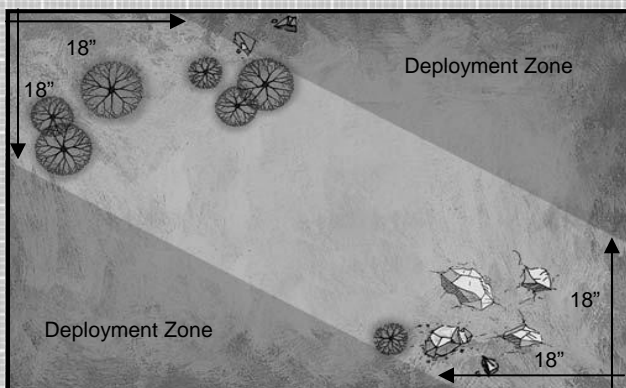
GAME LENGTH

See *Unpredictable Objective* special scenario rules or until time is called.

DEPLOYMENT

Each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in.

The winners then begin to place a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: all Heavy Support choices first, followed by all coalition Troops choices, then all Elites, all HQ, and finally all Fast Attack.

Each coalition rolls a single d6. The coalition with the most Fast Attack units may add +1 to the die roll. If each coalition had the same amount of Fast Attack units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.

SPECIAL RULES

UNPREDICTABLE OBJECTIVE

At the end of Turn 6, roll a single d6. On a roll of a 4, 5, or 6, the game will go an extra turn before ending. (i.e. the game will end on Turn 7).

OBJECTIVES

Hold more Allied Table Quarters than your opponents. To accomplish this mission, use the normal table quarter rules found on p. 81 of the Warhammer 40,000 rulebook with one modification: the table quarter must be held or contested by scoring units from both armies making up a coalition.

Tactical Bonus Points:

+1 if you have scored 250 or more Victory Points than your opponents

+1 if all enemy Troop selections are no longer scoring units

VP TABLE

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

Supply Raid
AdeptiCon 2006
WARHAMMER 40K CHAMPIONSHIP SCENARIO 2

MISSION

OVERVIEW
As this war continues to drag on, essential supplies are in short demand. Desperate times call for desperate measures. You have been ordered to engage enemy frontline forces under the cover of dawn in an effort to capture equipment that will sustain your troops. Caution is in order, however, as your enemy is just as desperate as you are!

RESERVES
Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.

GAME LENGTH
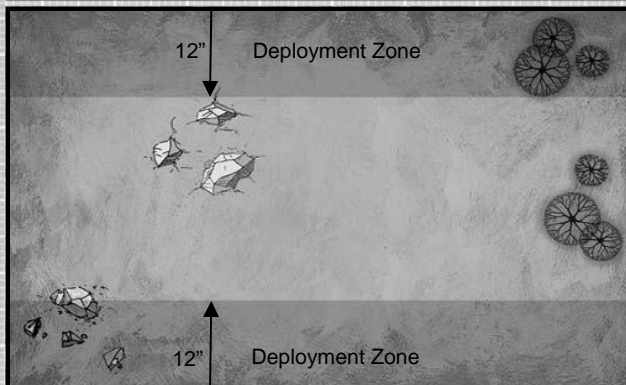The game lasts 6 turns or until time is called.

DEPLOYMENT

Each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in.

Place *Objective Markers* next per the scenario rules. Once finished, the team that picked their Deployment Zone will begin to place a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: Heavy Support choices first, followed by coalition Troops choices, then Elites, HQ, and finally Fast Attack.

Infiltrators are deployed last using the rules found in the Warhammer 40,000 rulebook on p. 84. If both coalitions have units that Infiltrate, each coalition should roll a single d6. The coalition with the higher roll may choose to begin placing their Infiltrating units first or second in an alternating fashion.

Each coalition rolls a single d6. The coalition with the most Infiltrating units may add +1 to the die roll. If each coalition had the same amount of Infiltrating units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.

| 12" | Deployment Zone |
| 12" | Deployment Zone |

SPECIAL RULES

INFILITRATE

OBJECTIVE MARKERS

DAWN
Turn 1 uses the Nightfight rules as described on page 84 of the Warhammer 40,000 rulebook. At the beginning of Turn 2, roll a d6. On a 4+ the sun has risen and Nightfight is no longer in effect. Otherwise, the sun rises on Turn 3 automatically.

OBJECTIVES

Objective Markers: Each coalition must provide 2 Objective Markers based on 40mm bases for this mission. The coalition who chose Deployment Zones will place an Objective Marker first. A coalition's Objective Markers are placed 13" in from their enemy's long deployment zone table edge and at least 24" apart from each other in an alternating fashion. Objective Markers represent vital supplies that the coalitions need to secure and defend in order to help win this war. For each Objective Marker controlled at the end of the game, a coalition will receive +250 bonus Victory Points. To control an Objective Marker, you must have at least one scoring unit partially (i.e. 50% of the unit in question) within 6" of the Objective Marker and your opponents must have none.

Mission Objective:
Victory Points. Bonus Victory Points can be earned as described in the Objective Marker special rules above.

Tactical Bonus Points:
+1 if you control more table quarters than your opponents

+1 if you have more scoring units in your enemy's Deployment Zone than they have in yours

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Margin of VPs	0-200	201-1000	1001-1600	1601+

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Unexpected Engagement II
AdeptiCon 2006
WARHAMMER 40K CHAMPIONSHIP SCENARIO 3

MISSION

OVERVIEW
While your core infantry and scouts have begun an advance upon the known enemy lines, your rearguard forces suddenly find themselves under attack. Your enemy, too, seems a bit surprised by your presence so all is not lost. Your objective is simple – stay alive long enough for reinforcements to arrive and then proceed to utterly rout and defeat your foes!

LINE OF RETREAT
Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.
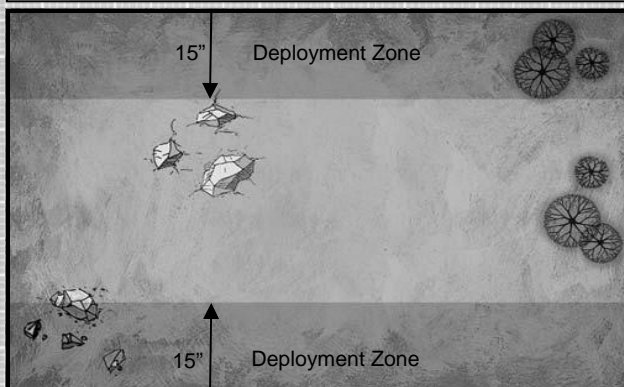
GAME LENGTH
The game lasts 6 turns or until time is called.

DEPLOYMENT

Each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in.

The coalition who chose their Deployment Zone then begins by placing a unit on the table first. The coalition players then take turns deploying one unit at a time until their forces are on the table. No unit may deploy within 24" of an enemy unit. Coalition units must be deployed following the *Modified Reverse Escalation* scenario guidelines. Eligible units are deployed in the following order: Heavy Support choices first, followed by Troops choices, then Elites, HQ, and finally Fast Attack.

Each coalition rolls a single d6. The coalition with the least Heavy Support units may add +1 to the die roll. If each coalition had the same amount of Heavy Support units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.

15"   Deployment Zone

15"   Deployment Zone

SPECIAL RULES

MODIFIED REVERSE ESCALATION

DEEP STRIKE

OBJECTIVES

Modified Reverse Escalation: All units that normally start in Reserve under the Escalation rules on page 84 of the Warhammer 40,000 rulebook start on the table (Note: this does not affect units such as Drop Pods or Callidus Assassins who always start in Reserve). All other units start in Reserve (except for units with the "Scout" ability) and will begin rolling for deployment on Turn 2. Any units that do not arrive on Turn 2 will automatically arrive on Turn 3.

Mission Objective:
Victory Points. Each coalition will earn Victory Points for enemies that they destroy per the Victory Point rules on p. 85 of the Warhammer 40,000 rulebook.

Tactical Bonus Points:
+1 for completely destroying (including transport vehicle, if applicable) the unit in the opposing coalition worth the most points. Units that are broken or fleeing at the end of the game count as being destroyed.

+1 if you control more table quarters than your opponents

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Margin of VPs	0-200	201-1000	1001-1600	1601+

I

II

III

IV

Endgame Scramble
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WARHAMMER 40K CHAMPIONSHIP SCENARIO 4

MISSION

OVERVIEW
The final battle is upon you and your allied forces. The main battle is happening a distance away, but your veteran forces have been rapidly dispatched to hold key positions and objectives on the weak flank to secure the way for victory. You must not fail in this final task!

LINE OF RETREAT
Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.

GAME LENGTH
The game lasts 6 turns or until time is called.
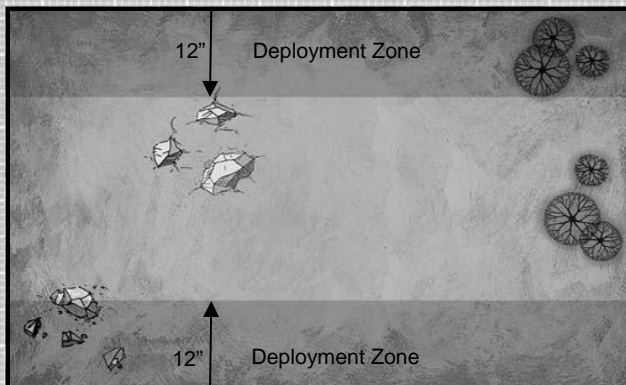
DEPLOYMENT

Place *Objective Markers* per the scenario rules.

Each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in.

The winners then begin to place a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: Heavy Support choices first, followed by coalition Troops choices, then Elites, HQ, and finally Fast Attack.

Infiltrators are deployed last using the rules found in the Warhammer 40,000 rulebook on p. 84. If both coalitions have units that Infiltrate, each coalition should roll a single d6. The coalition with the higher roll may choose to begin placing their Infiltrating units first or second in an alternating fashion.

Each coalition rolls a single d6. The coalition who finished placing all of their units on the table first may add +1 to the die roll. The coalition with the highest result may elect to go first or second.

SPECIAL RULES

INFILITRATE

DEEP STRIKE

OBJECTIVE MARKERS

OBJECTIVES

Objective Markers: Each Team must provide 2 Objective Markers based on 40mm bases for this mission. Before Deployment Zones are chosen, each coalition will roll a d6. The coalition who rolls highest may choose to place an Objective Marker first or second. Objective markers are placed in an alternating fashion and must be placed outside of army Deployment zones and 15" away from any other Objective Marker.

Mission Objective:
Control more Objective Markers than your opponents. To control an Objective Marker, you must have at least one scoring unit partially (i.e. 50% of the unit in question) within 6" of the Objective Marker and your opponents must have none.

Tactical Bonus Points:
+1 if you have more scoring units entirely within your enemy's Deployment Zone than they have in yours

+1 if all enemy Troop selections are no longer scoring units

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Control Objective Markers	Both Coalitions Control the Same Number of Objective Markers	One Coalition Controls 1 More Objective Marker than their Opponents	One Coalition Controls 2 or 3 More Objective Markers than their Opponent	One Coalition Controls All 4 Objective Markers

I
II
III
IV