

Making An Agenda

AdeptiCon 2006

WARHAMMER ESCALATION SCENARIO 1 (500 Points)

OVERVIEW

No war has a single purpose.

BATTLEFIELD

This battle takes place on a 4' x 4' playing area. Lay out terrain in any mutually agreeable manner unless playing on a fixed board.

DEPLOYMENT

Both players roll a D6. The player who rolls highest may choose the table quarter on which he will deploy his forces and deploys the first unit. His opponent will deploy on the opposite table quarter.

Taking it in turns, each player deploys one unit at a time in their Deployment Zone as outlined in the example. Yes, enemy units can be placed that close to each other during deployment!

Unit Champions are always deployed with their units. Character models may be deployed with a unit if they will start the game associated with that unit or may be deployed on their own as a unit of one..

Scouts and other units with special deployment rules may be deployed per those rules.

SPECIAL RULES

None

WHO GOES FIRST

Both players roll a D6. The player who rolls highest may choose to go first or second.

GAME LENGTH

The game lasts 6 turns or 1 hour.

VICTORY CONDITIONS

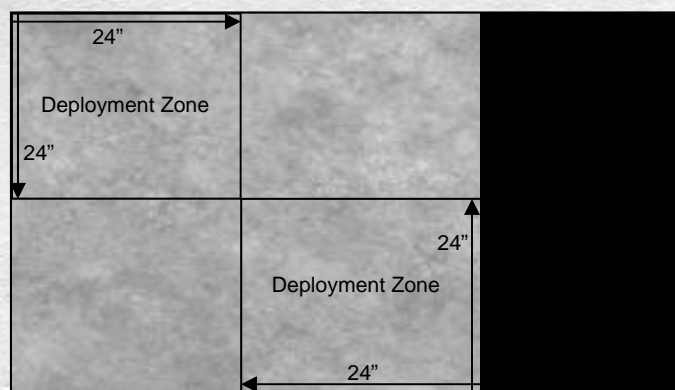
Agenda One: Your warband must attempt to control the battlefield. At the end of the game, divide the table into four quarters. To control a table quarter, you must have a unit at minimum starting size in the table quarter with no enemy units at minimum starting size in the quarter. Fleeing units and Independent character models cannot control table quarters.

Agenda Two: Your warband must destroy the enemy by reducing the enemy warband to 50% of its starting unit strength by the end of the battle.

Note: If both player's accomplish this agenda, the agenda result is a draw.

Agenda Three: Your warband must slay the enemy commander.

Note: If both player's accomplish this agenda, the agenda result is a draw.



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Run To Fire

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WARHAMMER ESCALATION SCENARIO 2 (1000 Points)

OVERVIEW

Two armies are in the field searching for each other. Vanguard elements bump into each other and the call goes for all units to rally to the banner.

BATTLEFIELD

This battle takes place on a 4' x 6' playing area. Lay out terrain in any mutually agreeable manner unless playing on a fixed board.

DEPLOYMENT

Both players roll a D6. The player who rolls highest may choose the table edge on which he will deploy his forces and deploys the first unit. His opponent will deploy on the opposite table edge.

Taking it in turns, each player deploys one unit at a time within 12" of his table edge.

Scouts and other units with special deployment rules may be deployed per those rules.

SPECIAL RULES

Reserve unit: Each player will choose one core unit to enter play on round 2 from a table side.

On turn two, the reserve unit will enter from the controlling player's (1-3) left table edge or (4-6) right table edge. This unit may move/march in the same way as a unit which has pursued units off the table.

WHO GOES FIRST

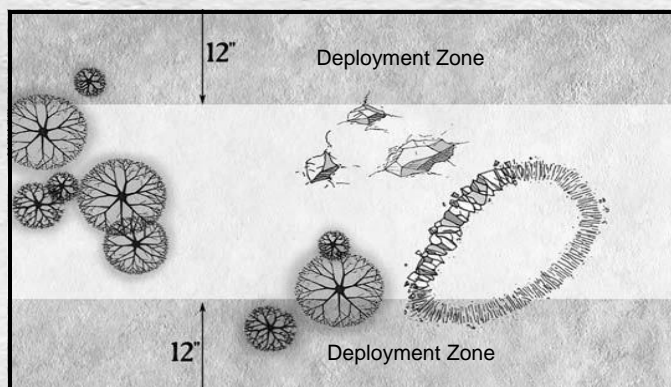
Both players roll a D6. The player who rolls highest may choose to go first or second.

GAME LENGTH

The game lasts 6 turns or 1 hour.

VICTORY CONDITIONS

Per the rules described on p. 198 of the Warhammer rulebook, calculate VPs for enemy units and models that have been destroyed, are fleeing, have fled off the table, or have been reduced below half strength. Use the victory conditions on the scorecard to determine the victor.



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Ending A Conflict

AdeptiCon 2006

WARHAMMER ESCALATION SCENARIO 3 (2250 Points)

OVERVIEW

The best way to stop a dragon before it rampages is to clear its head from the body.

BATTLEFIELD

This battle takes place on a 4' x 6' playing area. Lay out terrain in any mutually agreeable manner unless playing on a fixed board.

DEPLOYMENT

Both players roll a D6. The player who rolls highest may choose the table edge on which he will deploy his forces and deploys the first unit. His opponent will deploy on the opposite table edge.

Taking it in turns, each player deploys one unit at a time in their Deployment Zone as outlined in the example.

Scouts and other units with special deployment rules may be deployed per those rules.

SPECIAL RULES

None.

WHO GOES FIRST

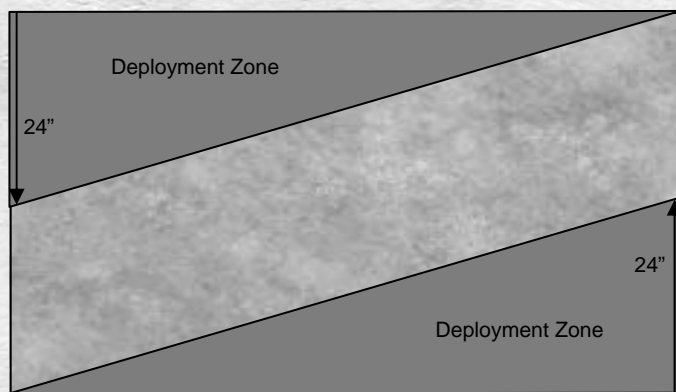
Both players roll a D6. The player who rolls highest may choose to go first or second.

GAME LENGTH

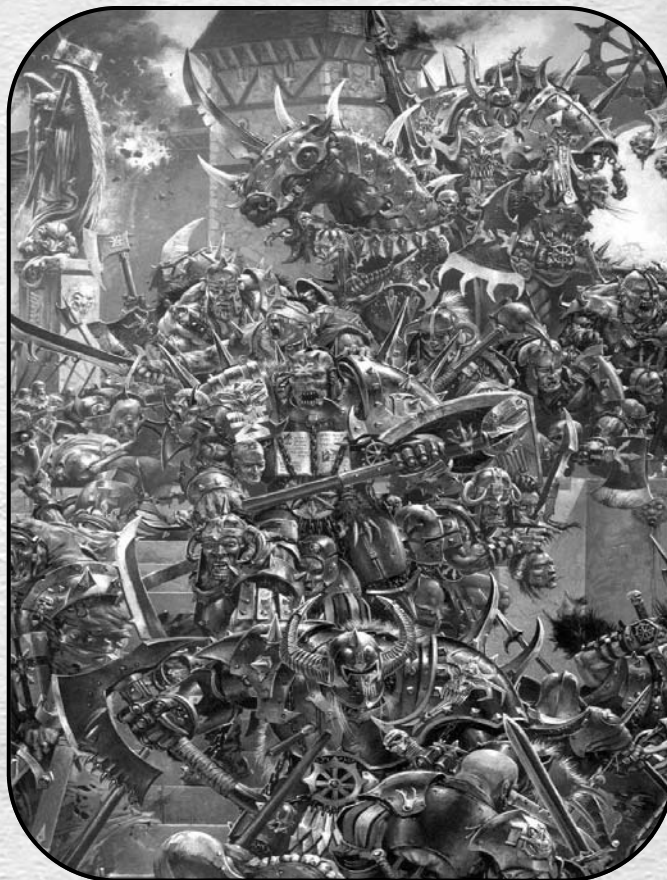
The game lasts 6 turns or 2 hours.

VICTORY CONDITIONS

Per the rules described on p. 198 of the Warhammer rulebook, calculate VPs for enemy units and models that have been destroyed, are fleeing, have fled off the table, or have been reduced below half strength. In addition, slaying the enemy General awards a bonus of 250 points. Use the victory conditions on the scorecard to determine the victor.



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Escalation

AdeptiCon 2006

WARHAMMER ESCALATION SCENARIO 4 (3000 Points)

OVERVIEW

You knew it was building to this conclusion.

BATTLEFIELD

This battle takes place on a 4' x 6' playing area. Lay out terrain in any mutually agreeable manner unless playing on a fixed board.

DEPLOYMENT

Both players roll a D6. The player who rolls highest may choose the table edge on which he will deploy his forces. His opponent will deploy on the opposite table edge. Note: Only sides are selected at this point, deployment happens after step 2.

The player who lost the dice roll picks one unit (Hero/Lord, Core, Special, or Rare unit) from their army and places it into one of three groups (A, B, or C). Players alternate picking their units and placing them into groups. No group may have more than 1000 points of units within it. Any unit that cannot be placed into a group because it would take the group over 1000 points is placed into reserve (see notes under the Victory Conditions for important scoring details).

Both players roll a D6. The player who rolls highest places the first group (not regiment) on the table within 12" of their table edge. Heros/Lords may only be deployed in units that are part of the same group as the one they were assigned to during step 2. Continue alternating deployment in this fashion until all groups have been deployed.

A unit may only be placed into reserve if it cannot be placed into any of the groups because of the maximum 1000 points per group.

Any special deployment rules used by units in the group happen after all groups are assigned.

SPECIAL RULES

Reserve unit: Any unit not placed in a group enters play on round 2 from a table side.

On turn two, the reserve unit(s) will enter from the controlling player's (1-3) left table edge or (4-6) right table edge. One roll is made for all units in reserve. This unit(s) may move/march in the same way as a unit which has pursued units off the table. A hero/lord placed in reserve may join another eligible unit also held in reserve when deploying both units and does not garner any penalty to movement.

If a unit normally cannot move and has been placed into reserve, the unit may be placed along the player's table edge on turn two, but may make no additional moves. This is different from mobile units deployed from reserve.

WHO GOES FIRST

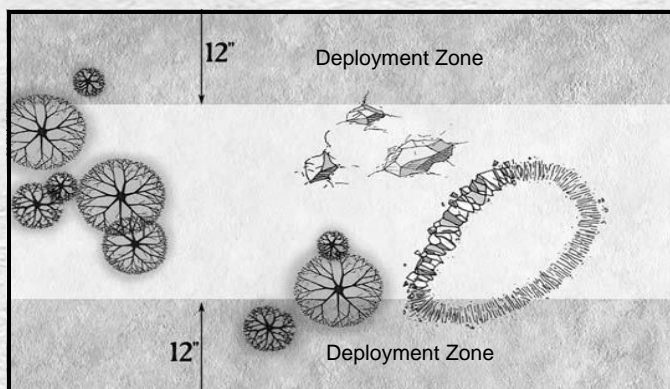
Both players roll a D6. The player who rolls highest may choose to go first or second.

GAME LENGTH

The game lasts 6 turns or 3 hours.

VICTORY CONDITIONS

At the end of the game, total the victory points remaining for each player's groups, keeping the total for each group (A, B, C) separate. Compare the remaining victory points each player's group A. The player with the higher score is the winner for group A and earns 10 battle points. Repeat the process with groups B and C.



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