

A Show of Force

AdeptiCon 2007

WARHAMMER 40K GLADIATOR SCENARIO #1

DEPLOYMENT

OVERVIEW:

Some battles are fought to make statements. The path to victory is as much a psychological contest as it is a physical one. You must control the center of the battlefield with the most intimidating force possible showing to your enemy the true hopelessness of their situation.

DEPLOYMENT:

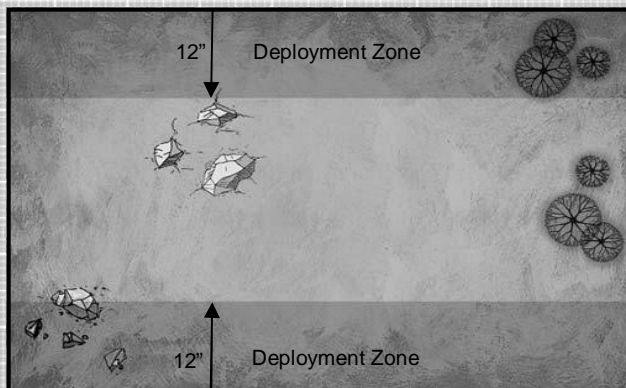
Each player rolls a number of d6 equal to their Strategy Rating. The winner picks which long table edge to deploy from. The opponent's deployment zone is the opposite long table edge. Units can be placed up to 12" in on their long table edge.

Starting with the player who chose their deployment zone, deploy units in the following order: Heavy, Troop, Elite, HQ, and Fast Attack.

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

WHO GOES FIRST?

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



SPECIAL RULES

DEEP STRIKE

INFILTRATE

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.

OBJECTIVES

For scoring purposes, if neither side achieves the objective it is considered to be a draw.

PRIMARY OBJECTIVE: The player with the highest point cost unit or model at or above 50% starting strength (mobile in case of a vehicle) and wholly within 6" of the center of the table wins. Note: Scoring status is irrelevant for purposes of this primary objective.

SECONDARY OBJECTIVE: Victory Points. Score 200 or more victory points than your opponent. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 Rulebook.

TERTIARY OBJECTIVE: Table Quarters. To accomplish this mission, use the normal table quarter rules found on p. 81 of the Warhammer 40,000 rulebook.

TACTICAL BONUS POINTS:

- +1 If your opponent had no primary objective qualifying units within 6" of the center of the table.
- +1 If your opponent has no units capable of capturing the primary objective.



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GAMES WORKSHOP

WARHAMMER
40,000

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Hold at All Costs

AdeptiCon 2007

WARHAMMER 40K GLADIATOR SCENARIO #2

DEPLOYMENT

OVERVIEW: Battles are fought rarely under ideal conditions. The test of a true general is to guide his army to victory without vital elements. Hold the field until vital elements can arrive. Battles are not won at dawn but they certainly can be lost.

PRE-DEPLOYMENT:

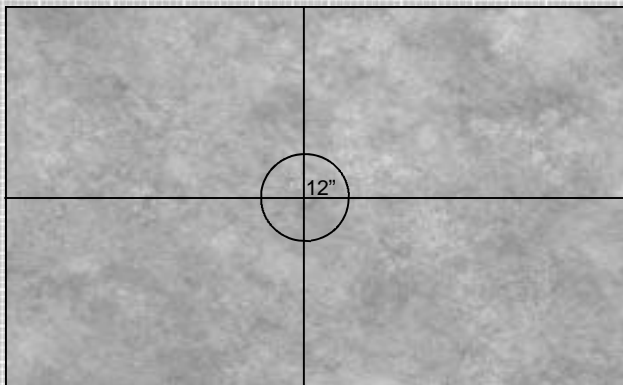
Short Handed: Before deployment, each player will choose a unit from your opponent's army list and place it into Reserve. This unit must be held in reserve and will automatically deploy on Turn 4 coming in on any table edge. Make clear with your opponents what unit you have selected. It can be any unit in the army list with the exception of any unit that contains a demonic vessel. (The greater demon for that vessel is still a viable selection.) If the unit chosen normally deploys using special rules (drop pods, demon summoning, demonic possession, etc) that unit will be deployed automatically on Turn 4 per those rules. Short Handed supersedes any special deployment rules provided by a unit, ability, or codex.

DEPLOYMENT: Each player rolls a number of d6 equal to their Strategy Rating. The winner picks which quadrant to deploy in. The opponent gets the opposite quadrant. No unit (except infiltrators) may deploy within 12" of the center of the table or within 18" of an enemy unit. Starting with the player who chose their Deployment Zone, deploy units in the following order: Heavy, Troops, Elite, HQ, and Fast Attack.

Check for Dusk & Dawn.

WHO GOES FIRST?

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



SPECIAL RULES

ALL OR NOTHING: At the end of Turn 6, players have the option to play a Turn 7. If either player wishes to continue, play a turn 7. The only way the game ends on turn 6 is if both players agree to call the game or time will not allow an additional turn.

SHORT HANDED: See Pre-Deployment rules.

DUSK AND DAWN: Per pg. 84 of the Warhammer 40,000 rulebook.

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.

OBJECTIVES

For scoring purposes if neither side achieves the objective, it is considered to be a draw.

PRIMARY OBJECTIVE: Victory Points: Objective – Table Quarters (as detailed on pg. 86 of the Warhammer 40,000 rulebook) Standard Victory Points plus additional victory points for adjacent and opponent's table quarters.

SECONDARY OBJECTIVE: The player with the most scoring units at the end of the game.

TERTIARY OBJECTIVE: Score 1601 or more victory points than your opponent. Use the Victory Points rules found on pg. 85 of the Warhammer 40,000 rulebook.

TACTICAL BONUS POINTS:

- +1 If your opponent's short handed unit is dead at the end of the game.
- +1 If you have a scoring unit inside your opponents deployment zone.



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Coming In Hot

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WARHAMMER 40K GLADIATOR SCENARIO #3

DEPLOYMENT

OVERVIEW:

To achieve victory, we must strike deep into enemy territory. Striking hard and fast against the command structure is the only way to end this conflict quickly and decisively.

DEPLOYMENT:

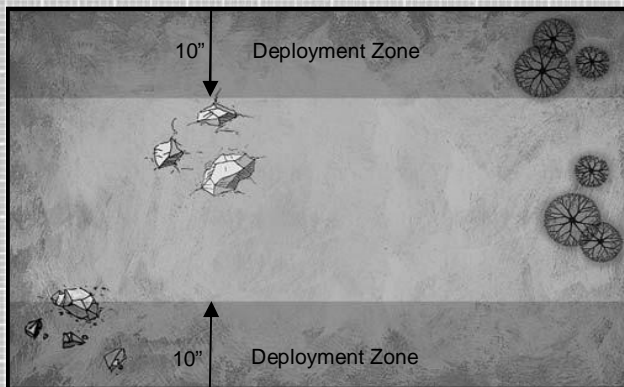
Each player rolls a number of d6 equal to their Strategy Rating. The winner picks which long table edge to deploy from. The opponent's deployment zone is the opposite long table edge. Units can be placed up to 10" in from their long table edge.

Starting with the player who chose their deployment zone, deploy units in the following order: Heavy, Troop, Elite, HQ, and Fast Attack.

Determine each player's highest cost HQ selection for purposes of the Secondary Objective. If you have 2 HQ selections of equal point value, it is your opponent's choice.

WHO GOES FIRST?

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



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SPECIAL RULES

DEEP STRIKE

NIGHT FIGHT: Play Turn 1 using the Night Fight rules found on p. 84 of the Warhammer 40,000 rulebook.

COMING IN HOT: Units entering the board using scatter dice (Deep Strike, drop pods, demon summoning, etc) are entering the board "Hot" and not taking the necessary precautions to arrive safely. Roll a d6 for each unit that arrives "Hot". On a result of a 6, that unit takes d6 hits with normal saves allowed and counts as Entangled. Vehicles that roll a 6 take a glancing hit. If a unit arrives in a transport roll for both the unit and transport separately. Players with units that are affected by the "Coming in Hot" rule may re-roll **one** reserve / summoning roll of their choice during the game.

LINE OF RETREAT: Forces that are forced to flee must fall back towards their nearest deployment table edge.

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

OBJECTIVES

If the objective is such that both sides achieve it or both sides fail to achieve it, then it should be recorded as a draw.

PRIMARY OBJECTIVE: Victory Points. Objective: Enemy Lines as detailed on page 86 of the main rulebook. (Standard Victory Points plus additional Victory Points equal to the cost of units completely in your opponent's deployment zone).

SECONDARY OBJECTIVE: Your opponent's highest cost HQ selection is dead or fleeing at the end of the game.

TERTIARY OBJECTIVE: All opponent's troop selections are non-scoring.

TACTICAL BONUS POINTS:

+1 If you have no scoring units left in your deployment zone.

+1 If your opponent has no scoring units in your deployment zone.



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Warp Drop and Roll

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WARHAMMER 40K GLADIATOR SCENARIO #4

DEPLOYMENT

OVERVIEW:

The veil between reality and the warp is thin in this sector. Making astral communication and using psychic powers extremely risky. Ancient relics of past cultures abound and rumors persist of technology that can harness the Warp.

PRE-DEPLOYMENT:

Place *Objective Markers* per the Scenario Special Rules.

DEPLOYMENT:

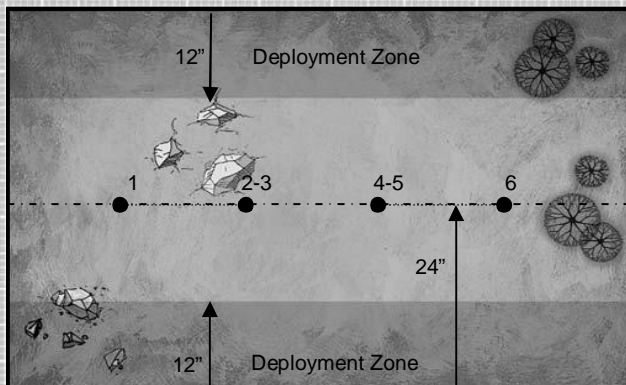
Each player rolls a number of d6 equal to their Strategy Rating. The winner picks which long table edge to deploy from.

Starting with the player who chose their deployment zone, deploy units in the following order: Heavy, Troop, Elite, HQ, and Fast Attack.

Randomize the starting position of the Warp Gate per the Warp Gate special rules.

WHO GOES FIRST?

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



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SPECIAL RULES

OBJECTIVE MARKERS: 4 Objective tokens and 1 Objective terrain piece will be provided on the table. At the beginning of the game before Deployment Zones are chosen, place objective markers equally down the center of the table 14 inches apart as shown in the deployment zone image. After deployment, randomize the starting position of the Warp Gate as shown in the deployment zone image (1, 2-3, 4-5, 6).

WARP GATE: Each objective marker represents an appearance point for the Warp Gate. At the beginning of each player turn, check to see if a scoring unit is within 6" of the Warp Gate. If no scoring unit is within 6" of the Warp Gate, it randomizes its location. Remove the Warp Gate from the board, roll a d6 and redeploy it as shown in the deployment zone image (1, 2-3, 4-5, 6). Otherwise, see Stable Warp Gate rules below.

STABLE WARP GATE: As long as a scoring unit is within 6" of the Warp Gate, the Gate is stable. Due to the nature of the Warp Gate and the field that it generates, all units **wholly** within 6" of Warp Gate count as having a 5+ cover save vs all shooting attacks. Vehicles **wholly** within 6" are considered obscured. In addition, one infantry unit within 6" of the Warp Gate may instead of moving activate the Gate. Remove that unit from the board and redeploy it immediately anywhere on the table using the Deep Strike rules.

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.

OBJECTIVES

If the objective is such that both sides achieve it or both sides fail to achieve it then it should be recorded as a draw.

PRIMARY OBJECTIVE: Control the Warp Gate. To control the Warp Gate, you must have at least one scoring unit entirely within 6" of the Objective Marker and your opponent must have none. A unit may not control more than one Objective Marker.

SECONDARY OBJECTIVE: Control more Objective Markers. To control an Objective Marker, you must have at least one scoring unit entirely within 6" of the Objective Marker and your opponent must have none. A unit may not control more than one Objective Marker.

TERTIARY OBJECTIVE: Victory Points. Score 200 or more victory points than your opponent. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

TACTICAL BONUS POINTS:

+1 If you had a unit wholly within a Stable Warp Gate for at least 1 turn.

+1 If you have at least one scoring unit in your enemy's Deployment Zone.

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