

Seize This!

AdeptiCon 2008

WARHAMMER CHAMPIONSHIP PRIMER SCENARIO 1

OVERVIEW

In the upcoming 'Pre-emptive Strike to Curb the Enemy's Aggression' (Your unprovoked Invasion of your neighbor) you must secure the flanking route to the enemy capital. Capture this strategic avenue so you can 'Head them off at the Pass'!

BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's Deployment Zone is the opposite side.

The player who chose his Deployment Zone places a unit on the table first. The players then take turns deploying a unit at a time until both of their entire forces are on the table.

This scenario is considered a Pitched Battle.

SPECIAL RULES

After Deployment is complete, including scouts, the player which finished placing first may choose to reroll one of the spells selected for a single mage. If the same spell is rolled, it must be kept. The other player may now do so also.

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for controlling more Terrain Features than your opponent.

Controlling a terrain feature is defined in the BRB Pg. 100. (12" range, a unit may control only 1 feature)

Battle Point Modifiers:

- +2 You Control Both your table quarters.
- +1 You Control/Contest at least one Enemy table quarter.
- +1 The Enemy's largest Point Character is Dead or fleeing at the end of the game.
- +1 None of your units have been destroyed.

Objective Points:

Major Objective

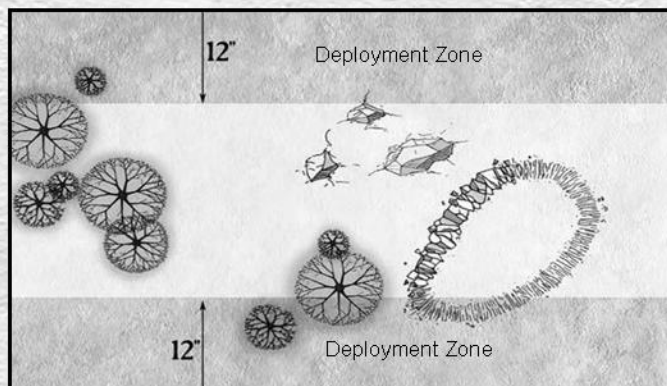
+3 For the player Controlling the Table Centerpoint

Minor Objective

- +1 If you completed 6 turns.
- +1 If the enemy General is dead, fleeing, or has fled off the board by the end of the game.
- 1 If none of your units have crossed the centerline at any point during the game.
- 1 If no enemy units are dead, fleeing or have fled off the board by the end of the game.



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Headhunter

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WARHAMMER CHAMPIONSHIP PRIMER SCENARIO 2

OVERVIEW

Your Best Seer, the one who tells you your percentage to win a given hand playing Poker, and the one who tells you which pony to bet on at the track, has told you that the opposing General will be your nemesis and doom 5 years hence. Can you take the chance he is wrong?

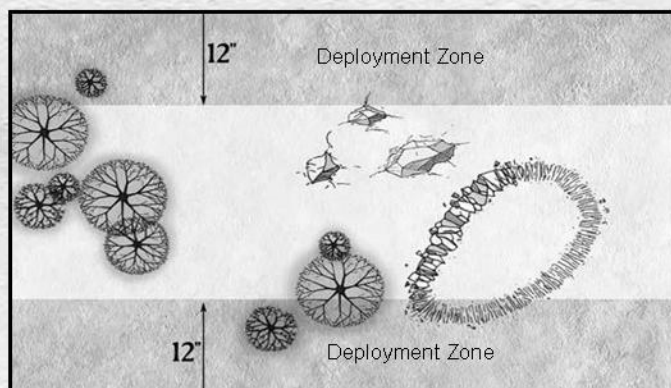
BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's Deployment Zone is the opposite side.

The player who chose his Deployment Zone places a unit on the table first. The players then take turns deploying a unit at a time until both of their entire forces are on the table.



SPECIAL RULES

Ambassador:

Your Seer is here to help with the skeins of Fate. He has the base stats of the Champion of the unit he is with except for the following changes:
He is unarmored. He has 2 Wounds. He has a 5+ Ward Save. He Generates Magic Resistance 2 (MR2) for the unit he is with. He is a character for all effects of targeting and challenges.

He allows 1 Reroll of a single d6 per turn of an effect taking place within 18" of his model.

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for controlling more Terrain Features than your opponent.

Controlling a terrain feature is defined in the BRB Pg. 100. (12" range, a unit may control only 1 feature)

Battle Point Modifiers:

- +2 Your Ambassador is Alive and unbroken at the end of the game.
- +1 Your largest Point Unit is across the Centerline at the end of the game.
- +1 The Enemy's largest Point Unit is Dead or fleeing at the end of the game.
- +1 None of your units have been destroyed.

Objective Points:

Major Objective

+3 The Opposing General is Killed or Fleeing at the end of the Game, while your General is alive and not fleeing.

Minor Objectives

- +1 If you completed 6 turns.
- +1 for an enemy banner captured. (+1 if enemy has none)
- 1 If none of your units have crossed the centerline at any point during the game.
- 1 If no enemy units are dead, fleeing or have fled off the board by the end of the game.



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Stop the @#\$%&! Music!!

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WARHAMMER CHAMPIONSHIP PRIMER SCENARIO 3



OVERVIEW

The King's Children have been listening to your neighbor's obscene and nasty music. How dare they pollute the hearts and minds with that filth! Stop the Music!

BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's Deployment Zone is the opposite side.

The player who chose his Deployment Zone places a unit on the table first. See the Special Rules. The players then take turns deploying a unit at a time until both of their entire forces are on the table.

This scenario is considered a Pitched Battle.

SPECIAL RULES

You must deploy 2 Core (Non-scout) units before deploying any others.

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for controlling more Terrain Features than your opponent.

Controlling a terrain feature is defined in the BRB Pg. 100. (12" range, a unit may control only 1 feature)

Battle Point Modifiers:

- +2 You have destroyed/currently fleeing all Enemy Core Units.
- +1 Your largest Core Unit is across the Centerline at the end of the game.
- +1 The Enemy's largest Point Unit is Dead or fleeing at the end of the game.
- +1 None of your units have been destroyed.

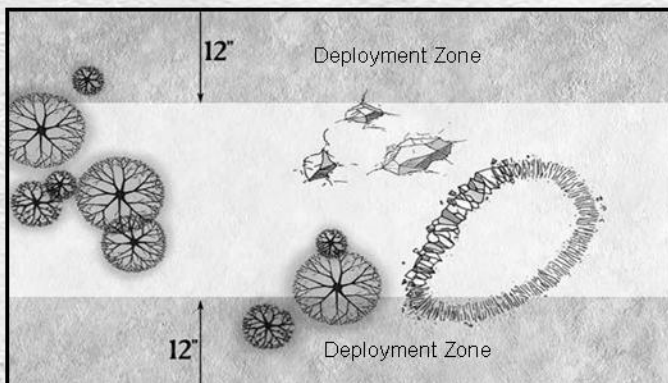
Objective Points:

Major Objective

+3 You Destroyed an Enemy unit containing a Musician. If your opponent has no Musicians, you automatically get this.

Minor Objectives

- +1 If you completed 6 turns.
- +1 for an enemy banner captured. (+1 if enemy has none)
- 1 If none of your units have crossed the centerline at any point during the game.
- 1 If no enemy units are dead, fleeing or have fled off the board by the end of the game.



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Less is More

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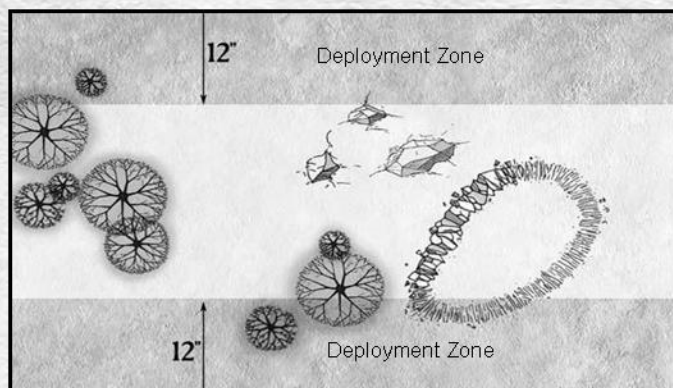
WARHAMMER CHAMPIONSHIP PRIMER SCENARIO 4

OVERVIEW

Although you have done well, the war goes badly for the Kingdom. Entire armies have been lost and you are needed elsewhere to stem the tide. You have been ordered to win this fight, but need to insure you can defend the capital when you get there.....

BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.



DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's Deployment Zone is the opposite side.

The player who chose his Deployment Zone places a unit on the table first. Each player must place the most expensive unit first. The players then take turns deploying a unit at a time until both of their entire forces are on the table.

This scenario is considered a Pitched Battle.



SPECIAL RULES

Ambassador:

Your Seer is here to help with the skeins of Fate. He has the base stats of the Champion of the unit he is with except for the following changes: He is unarmored. He has 2 Wounds. He has a 5+ Ward Save. He Generates Magic Resistance 2 (MR2) for the unit he is with. He is a character for all effects of targeting and challenges.

He allows 1 Reroll of a single d6 per turn of an effect taking place within 18" of his model.

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for controlling more Terrain Features than your opponent.

Controlling a terrain feature is defined in the BRB Pg. 100. (12" range, a unit may control only 1 feature)

Battle Point Modifiers:

- +2 All of your Characters have survived.
- +1 Your General is across the Centerline at the end of the game.
- +1 The Enemy's largest Point Unit is Dead or fleeing at the end of the game.
- +1 None of your units have been destroyed.

Objective Points:

Major Objective

+3 Your largest Point Unit is Alive and unbroken at the end of the game.

Minor Objectives

- +1 If you completed 6 turns.
- +1 If the enemy General is dead, fleeing, or has fled off the board by the end of the game.
- 1 If none of your units have crossed the centerline at any point during the game.
- 1 If no enemy units are dead, fleeing or have fled off the board by the end of the game.



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