

# Honoring the Old Alliance

## AdeptiCon 2008

### WARHAMMER FANTASY TEAM TOURNAMENT PRIMER SCENARIO 1

#### OVERVIEW

It was the field that your father's father's father fought on. Throughout the years, both sides have considered that piece of contested ground to be sacred. However, your hated enemy's naked aggression will not go unchecked anymore. They have occupied territory where your ancestor's shrine resides and must be driven off. The call has gone out to lend all assistance to this slight of honor. There isn't time to gather a unified army to assist, but all forces able are marching to the battle.

#### 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 AND WHO GOES FIRST

The teams roll a single die. The winning team picks one of it's Contingents. That Contingent must deploy a unit. The side losing the dice roll then selects one of their Contingents. That contingent will deploy a unit and the two selected contingents will take turns deploying their forces. Both remaining Contingents will arrive later. Units may be deployed 12" in on their side, but not within 6" from the side edges. After initial deployment, the Alliances will each roll a single d6. The Alliance with the higher result places a marker on the table. Markers cannot be placed closer than 8 inches to a deployment zone, and must be placed at least 12 inches from any other deployed marker. Alternate placing until all four markers are placed. The team who finished placing units first gets +1 to the die roll to determine Who Goes First.

#### SPECIAL RULES

Determine if you are using Clipping over Sliding.

Beginning on turn 2, your allied contingent will enter the battlefield from the allied edge, or the allied 24" of the sides. Units use the Pursuit off the table rules (BRB Pg 43). Units may not deploy within 6" of enemy units and may not move closer than 1" of an enemy.

Scouts deploy as standard units for the 2nd contingent. Wood Elves get their additional Forest if they are the deploying Contingent.

Lothorn Sea Guard get their Special Shooting Phase if they are the deploying Contingent.

Armies of Sylvania get Grave Markers if they are the deploying Contingent.

Clan Eshin may not Night Attack.

#### 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 each Marker controlled.

Controlling a marker is defined in the BRB Pg. 100.

#### Battle Point Modifiers:

+1 You control both of your objective Markers.

+1 Your largest Point Unit is not in it's deployment zone at the end of the game.

+1 The Enemy's largest Point Unit is Dead or fleeing at the end of the game.

#### Objective Points:

##### Major Objective

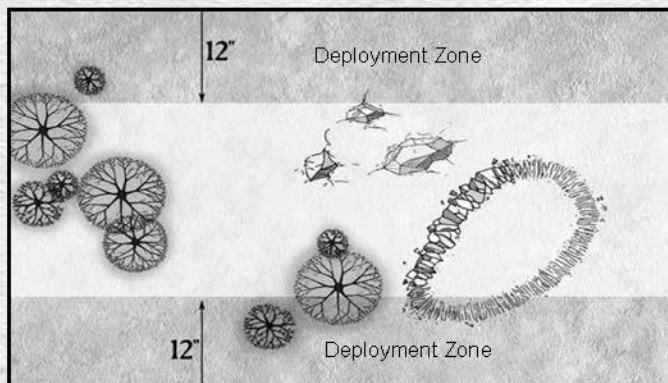
+1 If you Control both of your table Quarters and Control or Contest at least one of the Enemy's table Quarters.

##### Minor Objectives

+1 If you completed 6 turns.

+1 for an enemy banner captured. (+1 if the Enemy has none)

-1 If none of your units have crossed the table centerline at any point during the game.



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# The Enemy of My Ally is My Enemy

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WARHAMMER FANTASY TEAM TOURNAMENT PRIMER SCENARIO 2

### OVERVIEW

Your Ally has a Blood Feud. This must be answered. The Code Duello requires a Second. You and your Contingent are here to act as such.

### 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 AND WHO GOES FIRST

All players roll a d6. The Alliance with the higher combined result places the first of their team's markers. Markers cannot be placed closer than 6 inches to a deployment zone and must be placed at least 6 inches from any other deployed marker. Take turns placing until all four are placed. The team that placed the second marker now selects a deployment zone and places one unit from each part of their Alliance. Units may be deployed 12" in on their Deployment edge. Placement alternates with each Alliance placing units until both teams are finished.

War machines are placed at the same time, but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together and can be placed in units.

### GAME LENGTH

Game will last 6 turns or until time is called.

### SPECIAL RULES

Determine if you are using Clipping over Sliding.

Each side selects which of their Contingent's Generals is the Feuding Party.

#### Objective Marker Effects:

If you control your contingent's Marker:

If it is your Turn, you may reroll the to-hit or wound rolls of a single combat.

If it is the opponent's Turn, you may reroll the Armor or Ward Saves of a single combat.

Scouts deploy as standard normal.

Wood Elves do get their additional Forest.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

### VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for any enemy unit broken/destroyed in a combat involving both contingents.

Feuding Parties are worth double VP points.

#### Battle Point Modifiers:

+1 For Destroying both Enemy Generals.

+1 Your Feuding Party is not destroyed..

+1 You control an enemy marker.

#### Objective Points:

##### Major Objective

+1 You have destroyed the enemy Feuding Party.

##### Minor Objectives

+1 If you completed 6 turns.

+1 Both of your contingents still have troops on the tabletop

-1 If none of your units have left your deployment zone at any point during the game.



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# Combined Arms

## AdeptiCon 2008

### WARHAMMER FANTASY TEAM TOURNAMENT PRIMER SCENARIO 3

#### OVERVIEW

In War, you and your Allies stand shoulder to shoulder.  
As it was, it shall be today.

#### 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 AND WHO GOES FIRST

All players roll a d6. The Alliance with the higher combined result places the first of their team's markers. Markers cannot be placed closer than 6 inches to a deployment zone and must be placed at least 6 inches from any other deployed marker. Take turns placing until all four are placed.

Armies are deployed as normal in turns with each Contingent in a force deploying a Unit.

War machines are placed at the same time, but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together and can be placed in units.

#### SPECIAL RULES

Determine if you are using Clipping over Sliding.

In this vicious fight, the presence of your ally is very reassuring. Any unit which has LOS to a unit of the friendly contingent may add +1 to any LD-based check.

The Markers represent Ancient Idols. These idols are Sacred to you and yours. If the enemy does not control the idol, it has the following effect:

If you are within 12" of a friendly Idol, you may reroll a Failed Break test as if near a Army Standard. If you are within 12" of your Army Standard and a Marker, it functions as a Unit Musician.

Scouts deploy as normal.  
Wood Elves do not get their additional Forest.  
Beastmen may Ambush.  
Lothorn Sea Guard get their Special Shooting Phase.  
Armies of Sylvania get Grave Markers.  
Clan Eshin may Night Attack.

#### 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 any enemy unit broken/destroyed in a combat involving both contingents.

#### Battle Point Modifiers:

- +1 You control Both of your Markers.
- +1 You control or contest an enemy Marker.
- +1 You have won a combat involving both of your continents.

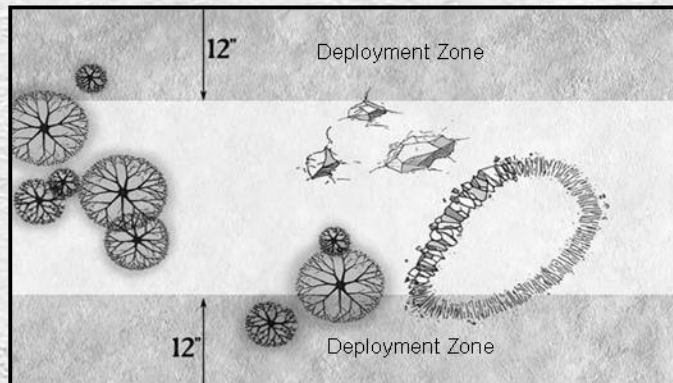
#### Objective Points:

##### Major Objective

+1 If you Control both of your table Quarters and Control or Contest at least one of the Enemy's table Quarters.

##### Minor Objectives

- +1 If you completed 6 turns.
- +1 for an enemy banner captured. (+1 if the Enemy has none)
- 1 If none of your units have left your deployment zone at any point during the game.



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