

ADEPTI-CON



CHILDREN OF THE KHORNE

MISSION OBJECTIVES

During the last battle the ancient technology that was guarding the nexus was accidentally activated when a single drop of blood landed on the statue. Your entire force was surprised to find itself transported to a world deep within the Eye of Terror. Now the dark God of Khorne looks down upon the battlefield taking pleasure in all the carnage about to come. He shows no favoritism here. There is only one escape, and that's to claim as much of the battlefield as possible and offer the skulls of the fallen to Khorne – Blood for the Blood God!

SPECIAL RULES

Battle in the Eye of Terror, Animosity.

Eye of Terror Special Rule: At start of each player's turn the player may nominate one unit to redeploy immediately via deep strike. Note that the unit must completely fit under the ordinance marker used for deep striking, any models that don't fit are lost. If the template scatters off the table, the unit is lost. If a double 6 OR a double 1 is rolled, the unit is lost. No vehicles can be deep struck in this manner other than dreadnaughts and other walkers. Units that use this deep strike may not be moved again in the same turn by any other means (ie. monolith teleport, fleet of foot, fleet of claw, etc.)

Animosity: The powers of Chaos are extremely strong here. Stronger than any one had expected, and in the realm of chaos anything can happen. The dark forces are assaulting everyone's minds. At the start of each player's turn they should roll a D6 for each of their units. On a result of 6, roll again for the unit and consult the chart below. Units engaged in close combat do not need to test for animosity.

Infantry, Characters, Dreadnaughts, and Walkers Vehicles

1) **Squabble:** The unit attacks itself. Roll 1 attack for each model in the Unit. Roll to Hit, Wound, and save as normal. The unit cannot move, shoot, or assault this turn.

1) **Self Mutilation:** The vehicles crew attack the machine and the machine attacks them. Make one roll on the glancing hit table. Note this is a straight roll. Open top vehicles do not suffer the +1 bonus to damage as the fight is coming from the inside. The vehicle may not move, or shoot this turn.

2-5) **Taunt:** Crazed with images of extreme violence, the unit spends the turn shouting taunts at the enemy. The unit may not move, shoot, or launch an assault this turn.

2-5) **Taunt:** Crazed with images of extreme violence, the unit spends the turn shouting taunts at the enemy from within the vehicle. The unit may not move or shoot this turn.

6) **Blood for the Blood God!!** The unit rushes 6" towards the nearest enemy unit. The unit counts as moving this turn. This is a bonus to any other movement the unit wishes to make this turn.

6) **Skulls for his Throne!** The vehicle lurches straightforward 2D6". Roll for difficult terrain and tank shock for any unit crossed as normal. The vehicle counts as moving this far in addition to any other movement made this turn.

RESERVES

None

GAME LENGTH

6 turns or until the time is called.

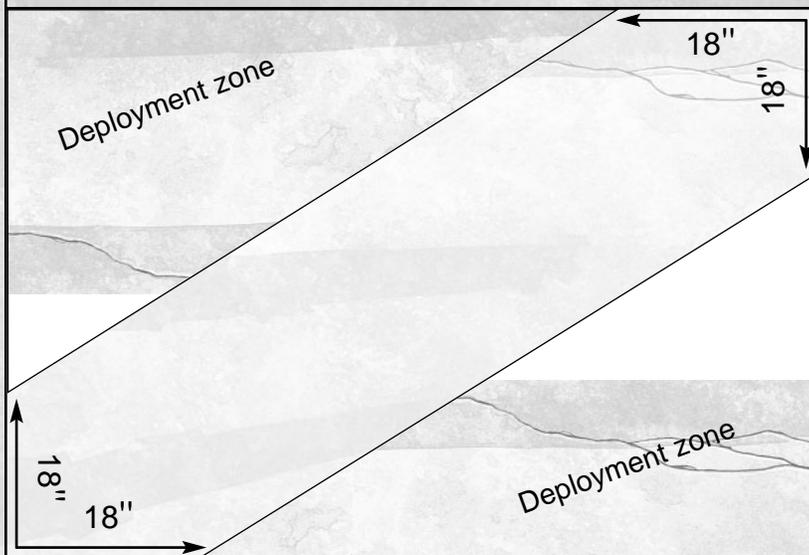
SET UP

1) Per the Strategy Rating rules, the player with the higher Strategy Rating gets to choose the side he deploys on (see p. 129 in the Warhammer 40,000 rulebook).

2) The player with the lower Strategy Rating now deploys one unit in his own deployment zone. His opponent then deploys a unit in his own deployment zone. The players take it in turns to deploy a unit at a time until all forces are on the table.

No units may be deployed within 24" of the enemy. The players must deploy in the following order: Heavy Support first, followed by Troops, Elites, HQ, and finally Fast Attack.

3) Both players roll a die to see who gets the 1st turn. The higher scoring player may choose to go first or second.



BATTLE POINTS

Record the following on your Results Sheet:

+ 1 if you lost a unit to the warp that was over 50% of its starting strength or mobile (if a walker) using the Eye of Terror rule.

+1 if you control more Hills or Terrain Features than your opponent (agree beforehand with your opponent what these are and how many of them are on the battlefield). To control a hill/terrain feature you must have a unit above 50% or a mobile vehicle on the hill while your opponent has none.

+1 if your opponent's highest point Troops selection is completely and utterly destroyed.

-1 if you do not have a unit at or above 50% or a mobile vehicle in your opponent's deployment zone at the end of the game.

-1 if your highest point unit is below 50%, destroyed, Immobilized (if it is solely a vehicle) or fleeing at the end of the game.

-1 if your lowest point Troops selection is below 50% of its starting strength, pinned, or fleeing at the end of the game.

VICTORY CONDITIONS

The player that controls the most table quarters wins. To contest a table quarter the unit must be at or above 50% of its starting value, not fleeing or pinned, or a mobile vehicle.

LINE OF RETREAT

Units forced to *Fall Back* will do so towards the nearest board edge of their deployment zone per the normal *Fall Back* rules.

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WARP NEXUS

MISSION OBJECTIVES

The information the spy was carrying did prove most vital. It appears the spy had located a warp nexus on one of the planets in the system. A map in the data shows the exact location. If there is a warp nexus forming here it would make the ideal spot for a Warp Gate, Summoning Portal, or Astronomican Beacon. Securing the point must be achieved at all costs. Unfortunately when the data was retrieved it also appears to have been broadcast, who knows who else has the information now.

SPECIAL RULES

Nexus, Infiltrators, Victory Points, Random Game Length

Nexus Special Rule: The Nexus is located in the center of the table and should be marked with a piece of terrain. To claim the Nexus you must have at least 50% of a unit (from its starting number or wounds) on or in contact with the Nexus at the end of the game. At the same time your opponent must not have any units over 50% of its starting number or wounds on the Nexus. Vehicles may not claim the Nexus, but walkers and characters may.

At the start of each player's turn, any unit of theirs on the Nexus or within 6" of the Nexus will take D6 Str 5 Energy hits. With a max of 1 hit per model. Rolls must be made to see if the hits wound and Armor Saves (but NOT invulnerable saves) may be taken as normal. Vehicles will always take a glancing hit on a Penetration roll of a 6 and models will always be wounded on a 6.

In addition any unit of the player's whose turn it is with at least one model within 6" of the Nexus must pass a Leadership check at the beginning of their turn as the Warp Taunts their minds. A failed check and the unit will break and fall back. Units immune to morale checks may ignore the Warps Taunts but will still receive the Energy attacks.

RESERVES

None

GAME LENGTH

At the end of turn 4 roll to see if the game continues. On a roll of 1 the game is over. Continue to check at the end of each following round adding 1 to the roll need. Thus at the end of turn 5 the game ends on 2 or less, 3 or less for turn 6 etc. Or until time is called

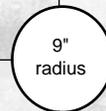
LINE OF RETREAT

Units forced to *Fall Back* will do so towards the nearest board edge of their deployment zone per the normal *Fall Back* rules.

SET UP

- 1) The player with the highest strategy rating may choose any corner as his deployment zone. In case of tie roll off, high die may choose. The opponent has the opposite deployment zone.
- 2) The player who chooses his deployment zone now deploys his first unit. Players take turns deploying units in the following order. Heavy, Troop, Elite, HQ, and the Fast. Units may be anywhere in their deployment zone but must be at least 9 inches from the Nexus.
- 3) Players with Infiltrators may make a free 2D6" move with them after all other models have been deployed. If both players have infiltrators roll off to see who moves first. High die moves first and must move all his infiltrators. Then his opponent moves all of his infiltrators.
- 4) Players should roll a D6. High die may choose to go first or second.

Deployment zone



Deployment zone

BATTLE POINTS

Record the following on your Results Sheet:

- + 1 if you destroy or get all of your opponents troop choices below 50%.
- +1 if your opponent's highest point unit is destroyed, fleeing, Immobilized (if solely a vehicle) or below 50% at the end of the game.
- +1 if you have a unit above 50% or mobile vehicle in your opponent's deployment zone at the end of the game and he does not have any in yours.
- 1 if your highest point unit is below 50%, destroyed, Immobilized (if it is solely a vehicle) or fleeing at the end of the game.
- 1 if your opponent controls more table quarters than you at the end of the game.
- 1 if your opponent has a mobile vehicle or unit above 50% in your deployment zone at the end of the game.

VICTORY CONDITIONS

Standard victory points determine the winner. The player that controls the Nexus at the end of the game gains +200 VP. If the difference between victory points is 200 points or less at the end of the game, the game is a Draw.

ADEPTI-CON



XENOS HUNTERS

MISSION OBJECTIVES

An alien spy has been detected within the system. Rumors have it the spy has gathered a large amount of data on system with some extremely rare and exotic sensors. This information could be extremely valuable to who ever recovers it. The spy's ship was shot down and landed on a nearby moon. Your team has been sent to recover the data before anyone else can capture it.

SPECIAL RULES

Spy, Infiltrators

Spy Special Rule: The Xenos Spy is to be placed in the exact center of the board at the beginning of the game. Before the game starts but after units have deployed assign the short ends of the table as 1,2,3 and 4,5,6. Roll a D6 the resulting number will be the board edge that the spy will move towards. The spy makes its move at the beginning of each game turn and will move 8" towards its board edge unless it is engaged in Combat. The player who's turn it is may then control the spy in the shooting and assault phase as if he were part of his own army. The spy is attempting to flee the area and as a result will not charge in to assault but will fight back as normal if he is assaulted. If the spy's path is blocked by enemy models or by impassible terrain the spy will detour to go around the objects by the shortest means possible.

Because of the fragile nature of the data the spy must be captured (ie killed) in close combat and may not be shot at. Once the spy has been killed during a close combat the spy is treated like an object. See the Adepticon Addendum rules regarding objects.

Xenos Spy

WS	BS	S	T	W	I	A	Ld	Sv
3	4	4	4	2	4	2	10	4+

Fearless: The Spy is very well trained and experienced. He does not fold under pressure and will never surrender. As a result the spy counts as fearless and does not have to make Morale or other Leadership based checks. He automatically passes.

Independent Character: the spy counts as an independent character and as such does not have to make all on your own checks.

Equipment: Modified Pulse Carbine w/stabilizer Range 24" Str 5 Ap 5 Assault 2. Causes Pinning.

Shield Generator: Confers a 4+ Invulnerable save.

Gravity Modifier: Used to control gravity effects. This allows the Spy to move 8" instead of 6"

RESERVES

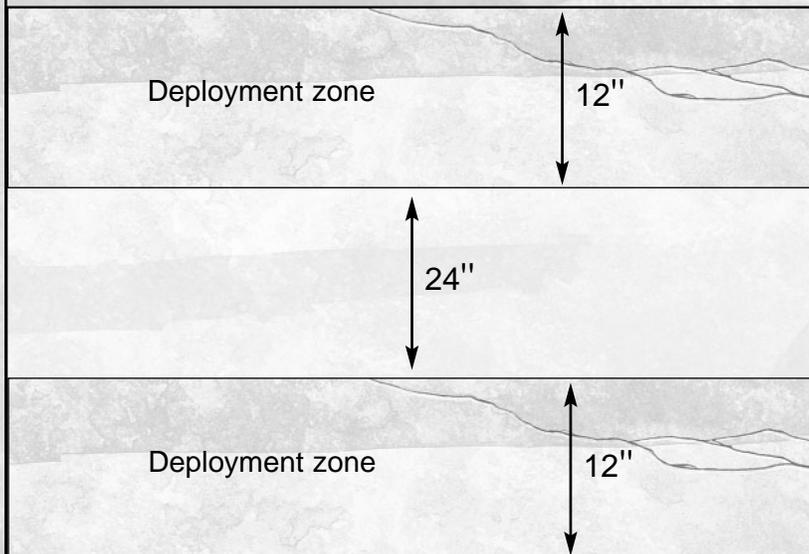
None

GAME LENGTH

6 turns or until the time is called.

SET UP

- 1) Per the Strategy Rating rules, the player with the higher Strategy Rating gets to choose the side he deploys on (see p. 129 in the Warhammer 40,000 rulebook).
- 2) The player with the lower Strategy Rating now deploys one unit in his own deployment zone. His opponent then deploys a unit in his own deployment zone. The players take it in turns to deploy a unit at a time until all forces are on the table.
No units may be deployed within 24" of the enemy. The players must deploy in the following order: Heavy Support first, followed by Troops, Elites, HQ, and finally Fast Attack.
- 3) Once both players have deployed any units that Infiltrate may make a free 2D6" move before the game begins. If both palyers have infiltrators, roll off to see who moves first. high die moves first and must move all his infiltrators. Then the opponent moves all their infiltrators.
- 4) The Spy is placed in the center of the table and a roll is made to see which table edge he will be heading towards.
- 5) Both players roll a die to see who gets the 1st turn. The higher scoring player may choose to go first or second.



BATTLE POINTS

Record the following on your Results Sheet:

+1 per table quarter you control. To control a table quarter you must have a unit that can contest the table quarter and your opponent cannot have any unit contesting the same table quarter. Units must be over 50% of their starting number of figures, not fleeing, and not pinned to contest a table quarter. Vehicles must be mobile to contest a table quarter. Characters cannot contest table quarters unless their Codex mentions otherwise.

-1 if your highest point unit is below 50%, destroyed, Immobilized (if it is solely a vehicle) or fleeing at the end of the game.

-1 if your opponent controls more table quarters than you at the end of the game.

-1 if your opponent has a mobile vehicle or unit above 50% in your deployment zone at the end of the game.

VICTORY CONDITIONS

The player that controls the spy objective at the end of the game wins. If no one controls the spy or the spy escapes off a table edge, then the game is a draw.

LINE OF RETREAT

Units forced to *Fall Back* will do so towards the nearest board edge of their deployment zone per the normal *Fall Back* rules.