

FIRST CONTACT

40K CHAMPIONSHIP SCENARIO

OVERVIEW

A forward patrol under your command has discovered unknown alien forces. Your standing orders are to engage and destroy any aliens before contact can contaminate your forces. Additional forces are available to carry out this mission, should you require the reinforcements.

ARMIES

Both players select their forces to an agreed upon points value.

SCENARIO SPECIAL RULES

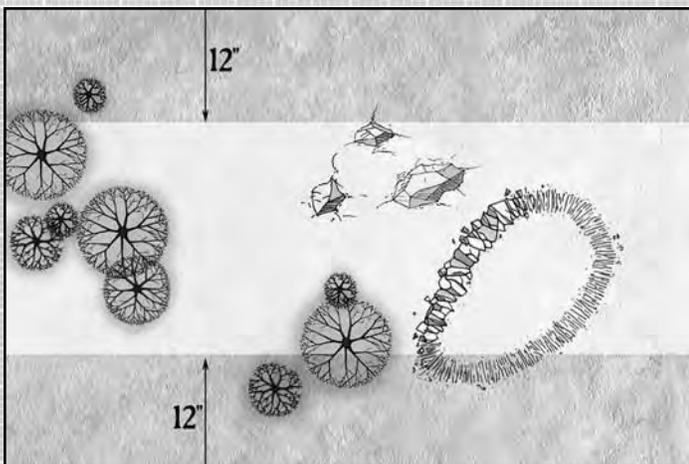
Ready Reserves, Victory Points

Ready Reserves. All Fast Attack, Elites, and Heavy Support choices are placed in reserve per the *Reserves* special rule. If a player has a second HQ choice, it is also placed in reserve. Fast Attack choices may enter the game from either short board edge. Elites choices may choose to *Deep Strike*. Any vehicle deployed in this manner counts as having moved more than 6". Heavy Support and HQ choices move on from the owning player's Deployment Zone table edge.

SET UP

Both players should roll a D6. The player with the highest result may choose his Deployment Zone.

The player who chooses his Deployment Zone now deploys his first unit. Players take turns deploying units. The units must be deployed in the following order: Troops first, then HQ. After all units have been deployed, both players should roll a D6. The player with the highest result may choose whether to go first or second.



MISSION OBJECTIVES

Victory Points will determine the winner of the game (see p. 137 of the Warhammer 40,000 rulebook). A draw will only occur in this scenario if the Victory Points difference between the two players is less than or equal to 150 points.

GAME LENGTH

The game lasts 6 turns or until time is called, whichever comes first.

LINE OF RETREAT

Units that fall back will do so towards their Deployment Zone via the shortest route possible.

BATTLE POINT MODIFIERS:

- +1 if your opponent's General is destroyed, fleeing, or has fled off the board by the end of the game.
- +1 if two or more enemy Troops choices are destroyed, fleeing, or has fled off the board at the end of the game.
- +1 if your most expensive unit is at or above 50% of its original unit size and not fleeing by the end of the game.
- 1 if no enemy unit is destroyed, fleeing, or has fled off the board by the end of the game.
- 1 if you don't control at least one table quarter. To control a table quarter, a player must have a unit at 50% or more of its original unit size or a mobile vehicle therein, and no enemy units at or above 50% of their original unit size and no mobile enemy vehicles may be in the same quarter.
- 1 if all of your vehicles are destroyed or immobilized.



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GRACE

40K CHAMPIONSHIP SCENARIO

OVERVIEW

One of the units under your command has become infected with Xenos taint. For the good of your forces, this unit must be given the Emperor's Grace. See to it that the unit does not return from today's engagement.

ARMIES

Both players select their forces to an agreed upon points value.

SCENARIO SPECIAL RULES

Condemned Squad, Deep Strike, Infiltrators, Victory Points

Condemned Squad. Select one of your Troops choices. If this unit (including any attached vehicle) is destroyed, fleeing, or has fled off the board by the end of the game, you score double the unit's Victory Points. If this unit (including any attached vehicle) is still active and on the table at the end of the game, your opponent scores double the unit's Victory Points.

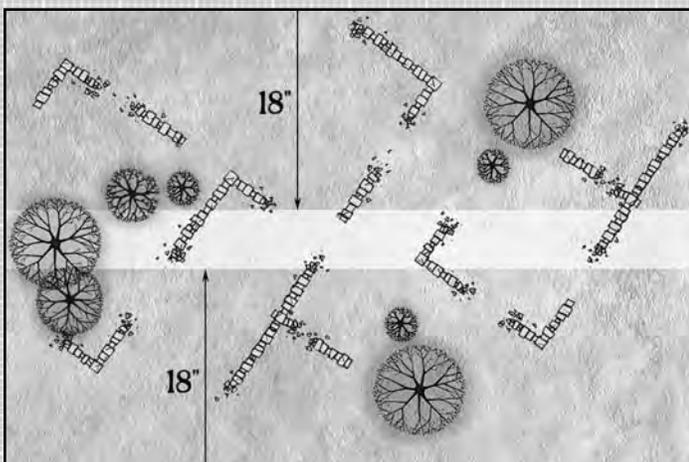
SET UP

Both players should roll a D6. The player with the highest result may choose his Deployment Zone.

The player who chooses his Deployment Zone now deploys his first unit. Players take turns deploying units. Units must be deployed in the following order: Heavy Support, Troops, Elites, HQ, and finally Fast Attack. Units that can *Infiltrate* are placed last, anywhere on the table, so long as they are at least 18" away from any enemy model and behind cover.

After all units have been deployed, both players should roll a D6. The player with the highest result may choose whether to go first or second.

No unit (other than *Infiltrators*) may be deployed within 24" of the enemy.



MISSION OBJECTIVE

Each undamaged vehicle or unit at 50% or more of its original unit size in the enemy Deployment Zone at the end of the game is worth +200 Victory Points. Each damaged vehicle or unit at less than 50% of its original unit size in the enemy Deployment Zone is worth +100 Victory Points.

Victory Points will determine the winner of the game (see p. 137 of the Warhammer 40,000 rulebook). A draw will only occur in this scenario if the Victory Points difference between the two players is less than or equal to 150 points.

GAME LENGTH

The game lasts 6 turns or until time is called, whichever comes first.

LINE OF RETREAT

Units that fall back will do so towards their Deployment Zone via the shortest route possible.

BATTLE POINT MODIFIERS

- +1 if you have a Fast Attack choice at or above 50% of its original unit size that is not fleeing in your opponent's Deployment Zone at the end of the game. If the Fast Attack choice is a vehicle, the vehicle must not be immobilized.
- +1 if your opponent's Condemned Squad is not destroyed or fleeing at the end of the game.
- +1 if your General is still alive at the end of the game.
- 1 if you have no unit at or above 50% of its original unit size and not fleeing.
- 1 if you have no mobile vehicles in your opponent's Deployment Zone at the end of the game.
- 1 if your most expensive unit is destroyed or fleeing at the end of the game.

OVER THE TOP

40K CHAMPIONSHIP SCENARIO

OVERVIEW

Unable to gain an advantage during the initial open field battles, the armies have slowed to a halt as each side digs in. Weeks pass as artillery slowly turns the landscape into one unending field of mud. In an attempt to break the stalemate, High Command has declared tonight as the night to begin the big push. It's time to go over the top.

ARMIES

Both players select their forces to an agreed upon points value.

SCENARIO SPECIAL RULES

Land Mines, Night Fight

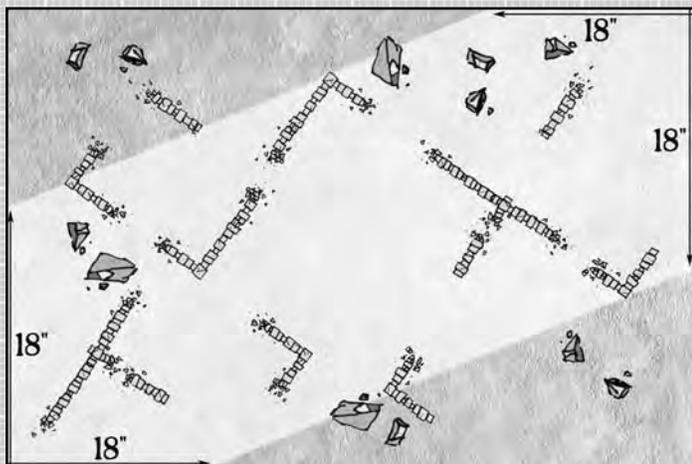
Land Mines. The space between the two Deployment Zones is littered with vehicular land mines and unexploded ordnance. Infantry, cavalry, bikes, skimmers, and walkers are able to pick their way around or above the explosives, but all other vehicles are in danger. Any vehicle that is not a walker or a skimmer starting or ending its movement in No Man's Land must roll a D6 (a vehicle both starting and ending in No Man's Land will roll once at the beginning and once at the end of its movement). On the result of a 1, the vehicle takes a S8 hit on its rear armor.

SET UP

Both players should roll a D6. The player with the highest result may choose his Deployment Zone.

The player who chooses his Deployment Zone now deploys his first unit. Players take turns deploying units. Units must be deployed in the following order: Heavy Support, Troops, Elites, HQ, and finally Fast Attack.

After all units have been deployed, both players should roll a D6. The player with the highest result may choose whether to go first or second.



MISSION OBJECTIVE

The player that controls the most table quarters at the end of the game wins. To control a table quarter, a player must have a unit at 50% or more of its original unit size or a mobile vehicle therein, and no enemy units at or above 50% of their original unit size and no mobile enemy vehicles may be in the same quarter.

GAME LENGTH

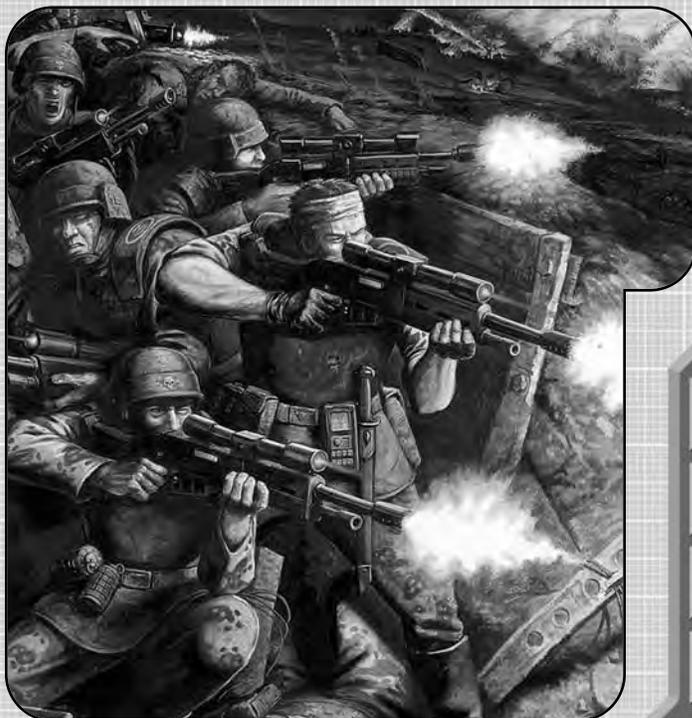
The game lasts 6 turns or until time is called, whichever comes first.

LINE OF RETREAT

Units that fall back will do so towards their Deployment Zone via the shortest route possible.

BATTLE POINT MODIFIERS

- +1 if the opponent's General is destroyed, fleeing, or has fled off the table by the end of the game.
- +1 if you have a unit at or above 50% of its original unit strength and not fleeing in your opponent's Deployment Zone.
- +1 if your most expensive unit is at or above 50% of its original unit strength and not fleeing by the end of the game.
- +1 if your General (or the unit the General is attached to) destroys one or more enemy units.
- +1 if all of your Heavy Support choices are at or above 50% of their original unit strength and are not fleeing at the end of the game. If your Heavy Support choice is a vehicle, the vehicle must not be destroyed.
- 1 if no enemy unit is destroyed, fleeing, or has fled off the board by the end of the game.
- 1 if you don't control at least one table quarter at the end of the game.
- 1 if more than one-third of your army is in your Deployment Zone.
- 1 if more than two-thirds of your army is in your Deployment Zone (cumulative with the previous penalty).



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