

NONE SHALL FIGHT ALONE

ADEPTICON TEAM TOURNAMENT SCENARIO

OVERVIEW

To coordinate allied orbital bombardments in the area, it is imperative that both your units and your allied counterpart's units maintain and hold key terrain features. You and your allies must move quickly and decisively as enemy forces in the area are building rapidly.

ARMIES

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

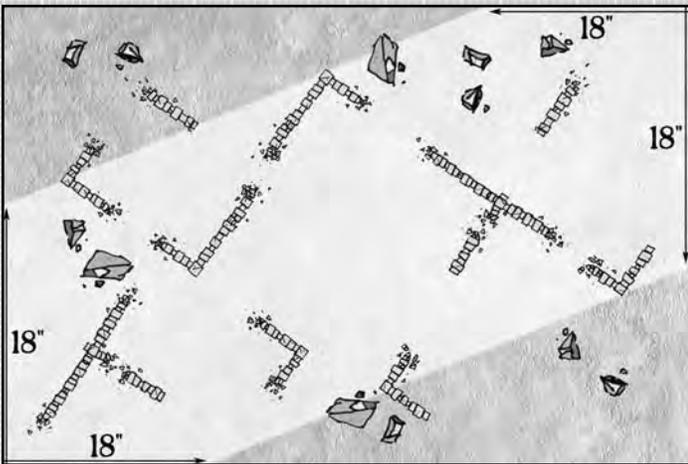
SCENARIO SPECIAL RULES

Random Game Length

SET UP

Each coalition rolls a number of dice equal to their highest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in. The opposing coalition then begins by placing a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: all Heavy Support choices first, followed by all coalition Troops choices, then all Elites, all HQ, and finally all Fast Attack.

Each coalition rolls a single D6. The coalition with the highest result may elect to go first or second.



MISSION OBJECTIVE

Hold more Allied Table Quarters than your opponents. To accomplish this mission, use the normal table quarter rules found on p. 139 of the Warhammer 40,000 rulebook with one modification. The table quarter must be held or contested by units from both armies making up the coalition. The coalition that controls the most Allied Table Quarters at the end of the game wins.

GAME LENGTH

Per the *Random Game Length* special rule.

LINE OF RETREAT

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

BATTLE POINT MODIFIERS

- +1 if all of the enemy coalition's Troops choices are below 50% or fleeing at the end of the game.
- +1 if your coalition controls three or more Allied Table Quarters.
- +1 if you have units other than vehicles at or above 50% of their original unit size in the enemy coalition's Deployment Zone.
- +1 if the enemy coalition's most expensive unit is destroyed or fleeing at the end of the game.
- 1 if all of your coalition's Troops choices are below 50% or fleeing at the end of the game.
- 1 if your coalition does not control any Allied Table Quarters.
- 1 if the enemy coalition has units other than vehicles at or above 50% of their original unit size in your Deployment Zone.
- 1 if your coalition's most expensive unit is destroyed or fleeing at the end of the game.



I

II

III

IV

OUT OF TIME

ADEPTICON TEAM TOURNAMENT SCENARIO

OVERVIEW

At dawn, your forces have unexpectedly run across your hated foes within a desolate valley. Under normal circumstances, you would enjoy this opportunity to crush your sworn foes. However, this is no ordinary situation. Your recon forces have discovered an alien artifact of enormous destructive power buried at the heart of this valley. Your technology experts guess that it could easily wipe out the entire continent you have been battling across these past long months and also believe it is armed and set to detonate within hours. With your enemies swarming around you, there is no time to attempt to disarm the device. Your communications equipment is also mysteriously being jammed by an unexplainable source, so you are unable to contact your superiors. You must break through the enemy lines to notify your superiors so that your forces can evacuate the area!

ARMIES

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

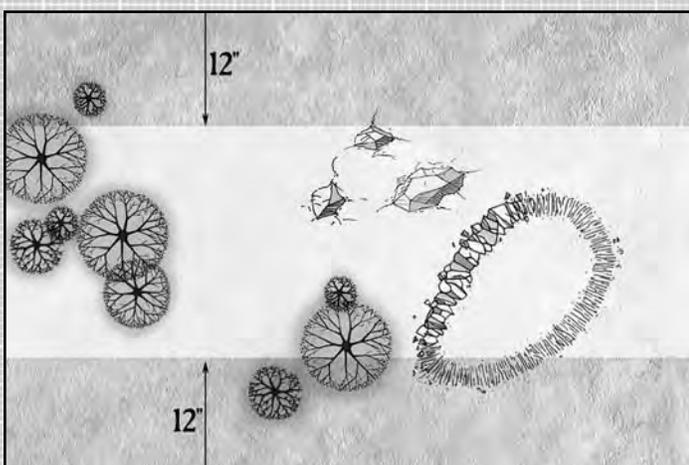
SCENARIO SPECIAL RULES

Infiltrators, Messenger Force, Night Fight (Turn 1 only), Victory Points

Messenger Force. Nominate one member's force from each coalition to represent the Messenger Force. Only units or vehicles from this force may earn bonus Messenger Force Victory Points (see below).

SET UP

Each coalition rolls a number of dice equal to their highest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in. The opposing coalition then begins by placing a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: all Heavy Support choices first, followed by all coalition Troops choices, then all Elites, all HQ, and finally all Fast Attack.



Units that may *Infiltrate* are deployed last and may be deployed anywhere on the table but no closer than 20" to enemy models. If both coalitions have *Infiltrators*, roll a D6. The coalition with the highest die roll may choose to deploy a unit of *Infiltrators* first or second. Alternate placement until all *Infiltrators* units have been deployed. Each coalition rolls a single D6. The coalition with the highest result may elect to go first or second.

MISSION OBJECTIVE

Use *Victory Points* per p. 137 in the Warhammer 40,000 rulebook to determine the winner of this game with one modification. Any unit of any size or mobile vehicle from the designated Messenger Force that moves off the enemy's table edge earns +300 bonus Victory Points. If the difference between each coalition's Victory Points at the end of the game is 200 or less, the game is a draw.

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 all of the enemy coalition's Troops choices are below 50% or fleeing at the end of the game.
- +1 if your coalition controls more table quarters than the enemy coalition.
- +1 if the enemy coalition's most expensive unit is destroyed or fleeing at the end of the game.
- +1 if you have units other than vehicles at or above 50% of their original unit size in the enemy coalition's Deployment Zone.
- 1 if all of your coalition's Troops choices are below 50% or fleeing at the end of the game.
- 1 if your coalition does not control more table quarters than the enemy coalition.
- 1 if your coalition's most expensive unit is destroyed or fleeing at the end of the game.
- 1 if the enemy coalition has units other than vehicles at or above 50% of their original unit size in your coalition's Deployment Zone.



SPY HUNTERS

ADEPTICON TEAM TOURNAMENT SCENARIO

OVERVIEW

An enemy Spy has stolen sensitive data from a newly discovered Space Hulk within your assigned patrol system. Luckily, the Spy's ship was shot down before he could escape with the information, and his craft has crash-landed on a nearby moon. Your allied team has been sent to recover the data before anyone else can capture it.

ARMIES

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

SCENARIO SPECIAL RULES

Deep Strike, Reserves, Spy

Spy. The Spy is to be placed in the exact center of the board at the beginning of the game. Before the game starts but after all units have deployed, nominate each short end of the table to correspond with a D6 result of 1-3 or 4-6. Roll a D6. The resulting number will indicate the board edge that the Spy will move towards. The Spy makes his move at the beginning of each game turn and will move 8" towards the board edge unless he is engaged in combat. Each coalition may control the Spy in the Shooting and Assault Phases as if he were part of the coalition's own army. The Spy is attempting to flee the area and, as a result, will not charge into 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 (i.e., killed) in close combat and may not be shot at. Once the Spy has been killed in close combat, the Spy is treated like an object. See the *AdeptiCon Team Tournament Addendum* for rules regarding objects.

The Spy has the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	10	4+(1)

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 being Fearless and automatically passes Morale or other Leadership-based checks.

Independent Character. The Spy counts as an Independent Character.

Equipment. MKIIIA Prototype Las-rifle. Range 18", S4, AP5, Assault 3, Causes Pinning.

Wired Reflexes. Confers a 4+ Invulnerable save.

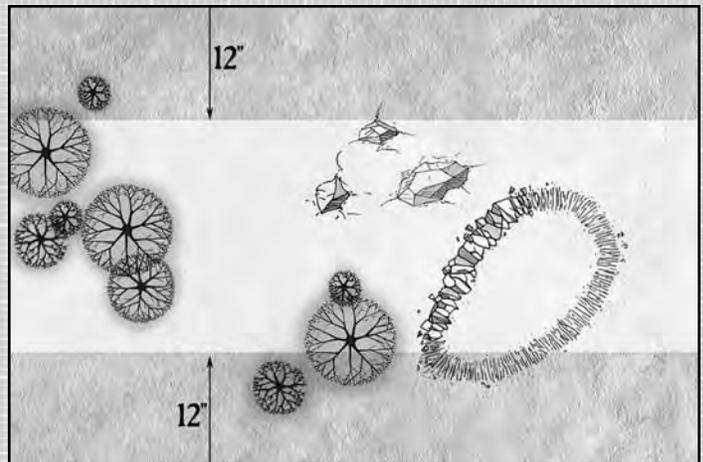
Gravity Modifier. Used to control gravity effects. This item allows the Spy to move 8" instead of 6".



SET UP

Each coalition rolls a number of dice equal to their highest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in. The opposing coalition then begins by placing a unit on the table first. The coalition players then take turns deploying one unit at a time. Only Troops and Fast Attack choices may be deployed at the beginning of the game. All other units start the game in *Reserve* and will enter play later from the Coalition's respective deployment table edge.

Each Coalition rolls a single D6. The coalition with the highest result may elect to go first or second.



MISSION OBJECTIVE

The coalition 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.

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 all the enemy coalition's Troops choices are below 50% or fleeing at the end of the game.
- +1 if your coalition controls more table quarters than the enemy coalition.
- +1 if the enemy coalition's most expensive unit is destroyed or fleeing at the end of the game.
- +1 if your coalition has units other than vehicles at or above 50% of their original unit size in the enemy coalition's Deployment Zone.
- 1 if all of your coalition's Troops choices are below 50% or fleeing at the end of the game.
- 1 if your coalition does not control more table quarters than the enemy coalition.
- 1 if your coalition's most expensive unit is destroyed or fleeing at the end of the game.
- 1 if the enemy coalition has units other than vehicles at or above 50% of their original unit size in your coalition's Deployment Zone.

A SOLDIER'S WORTH

ADEPTICON TEAM TOURNAMENT SCENARIO

OVERVIEW

Your superiors want the enemy leadership eliminated from this theater of operations. Your orders are to destroy the enemy Field Commander's effectiveness while limiting your own losses. However, if your own forces should fall in the attack, it would be a devastating blow for you and your allies.

ARMIES

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

SCENARIO SPECIAL RULES

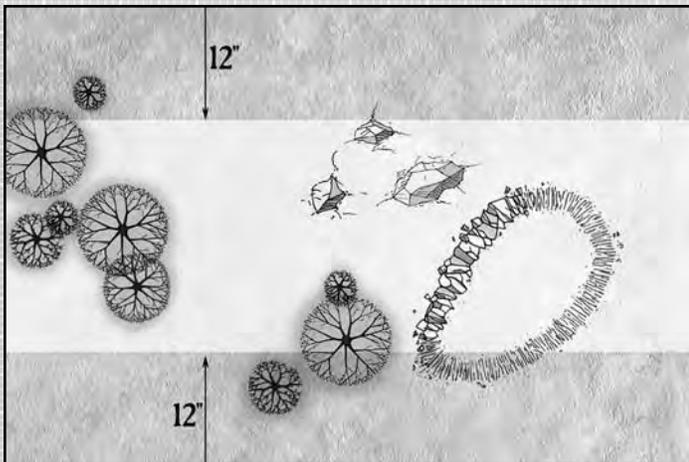
Infiltrators, Victory Points

SET UP

Each coalition rolls a number of dice equal to their highest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in. The opposing coalition then begins by placing a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: all Heavy Support choices first, followed by all coalition Troops choices, then all Elites, all HQ, and finally all Fast Attack.

Units that may *Infiltrate* are deployed last and may be deployed anywhere on the table but no closer than 20" to enemy models. If both coalitions have *Infiltrators*, roll off. The coalition with the highest die roll may choose to deploy a unit of *Infiltrators* either first or second. Alternate placement until all *Infiltrators* units have been deployed.

Each coalition rolls a single D6. The coalition with the highest result may elect to go first or second.



MISSION OBJECTIVE

One team member per coalition will be designated the Field Commander. The other team member represents the Grunts. Your opponents will only get Victory Points for destroying units belonging to the Field Commander. 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 both Field Commanders' forces are completely wiped out.



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 all the enemy coalition's Troops choices are below 50% or fleeing at the end of the game.
- +1 if your coalition controls more table quarters than the enemy coalition.
- +1 if the enemy coalition's most expensive unit is destroyed or fleeing at the end of the game.
- +1 if your coalition has units other than vehicles at or above 50% of their original unit size in the enemy coalition's Deployment Zone.
- 1 if all of your coalition's Troops choices are below 50% or fleeing at the end of the game.
- 1 if your coalition does not control more table quarters than the enemy coalition.
- 1 if your coalition's most expensive unit is destroyed or fleeing at the end of the game.
- 1 if the enemy coalition has units other than vehicles at or above 50% of their original unit size in your coalition's Deployment Zone.

THE HUNTED

ADEPTICON TEAM TOURNAMENT SCENARIO

OVERVIEW

As the end of your current tour of duty looms precariously near, you and your allied commander have been given one last mission: seek and destroy nearby targets of opportunity. The ease or difficulty of this mission is up to you. Will you take the risk and end this campaign in a blaze of glory and honor, or will you seek to save your valuable skills for use another day?

ARMIES

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

SCENARIO SPECIAL RULES

Deep Strike, Hunted Units, Infiltrators, Victory Points

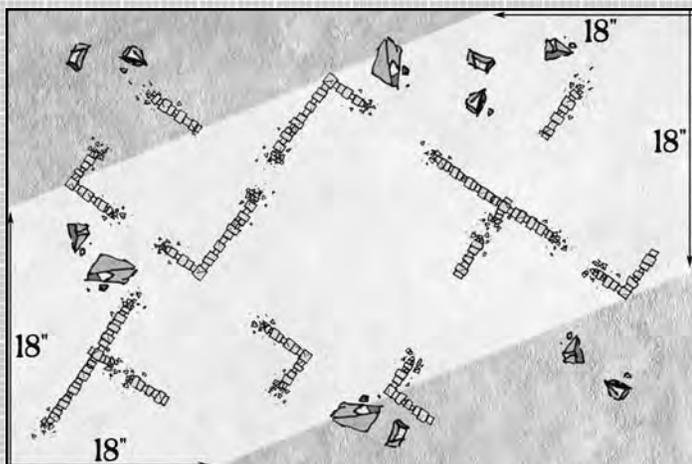
Hunted Units. At the beginning of the game, your coalition will secretly nominate one unit from each opposing commander to be a Hunted Unit (for a grand total of two units per coalition). Write these units down on a piece of paper. You do not need to reveal to your opponents which unit has been designated as a Hunted Unit. These Hunted Units will follow special Victory Point rules as detailed below.

SET UP

Each coalition rolls a number of dice equal to their highest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in. The opposing coalition then begins by placing a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: all Heavy Support choices first, followed by all Troops choices, then all Elites, all HQ, and finally all Fast Attack.

Once both coalitions have deployed, any units that *Infiltrate* may make a free move before the game begins. If both coalitions have *Infiltrators*, roll a D6. The members of the coalition with the highest result may deploy *Infiltrators* either first or second.

Each coalition rolls a single D6. The coalition with the highest result may elect to go first or second.



MISSION OBJECTIVE

Use Victory Points per the standard Warhammer 40,000 rulebook (p. 137) to determine the winner of this game with the following modifications. At the end of the game, reveal to your opponents which units were selected to be Hunted. If your nominated enemy Hunted units have been destroyed or are fleeing at the end of the game (including any attached transport vehicles), you will earn bonus Victory Points equal to the points value of those units. If any enemy Hunted units survive the battle, your opponent will get bonus Victory Points equal to the points value of that unit. A draw will occur if the Victory Points difference between the two coalitions is less than or equal to 200 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 all the enemy coalition's Troops choices are below 50% or fleeing at the end of the game.
- +1 if your coalition controls more table quarters than the enemy coalition.
- +1 if the enemy coalition's most expensive unit is destroyed or fleeing at the end of the game.
- +1 if your coalition has units other than vehicles at or above 50% of their original unit size in the enemy coalition's Deployment Zone.
- 1 if all of your coalition's Troops choices are below 50% or fleeing at the end of the game.
- 1 if your coalition does not control more table quarters than the enemy coalition.
- 1 if your coalition's most expensive unit is destroyed or fleeing at the end of the game.
- 1 if the enemy coalition has units other than vehicles at or above 50% of their original unit size in your coalition's Deployment Zone.

