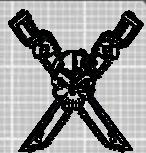




Unexpected Engagement

AdeptiCon 2005



WARHAMMER 40K TEAM TOURNAMENT SCENARIO 1

MISSION

DEPLOYMENT

OVERVIEW

Your exploratory tour of duty on this unsettled alien planet has suddenly taken a turn for the worse as your forward scouts have alerted you to a large enemy presence ahead. They, too, seem surprised by your presence so all is not lost. Your objective is simple – stay alive long enough for reinforcements to arrive and then proceed to utterly rout and defeat your foes!

LINE OF RETREAT

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

GAME LENGTH

The game last 6 turns or until time is called.

DEPLOY

Before setup occurs, each coalition must determine which player will be designated the Frontline Forces and which player will be designated the Reinforcements. Once determined, the Frontline Commanders from each coalition will roll a number of dice equal to their force's strategy rating and choose the highest die. The coalition Frontline Commander with the highest result may select which Deployment Zone he/she wishes to deploy in. The Frontline Commander who chose their Deployment Zone then begins by placing a unit on the table first. The Frontline Commanders then take turns deploying one unit at a time until their entire forces are on the table. All Reinforcement forces are held in Reserve. Frontline 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. Frontline Infiltrators are deployed last using the rules found in the Warhammer 40,000 rulebook on p. 84. If both Frontline Commanders have units that Infiltrate, each Frontline Commander should roll a single d6. The Commander with the higher roll may choose to begin placing their Infiltrating units first or second in an alternating fashion.

ZONES

Frontline Forces: use 12" table edge deployment.
Reinforcements: The coalition that went first rolls a single d6 at the start of turn 2 (if a Kult of Speed army is held in reserve by either coalition, this roll is made on Turn 1 instead, after all Frontline forces have been deployed and who goes first has been decided). If the result is a 1, 2, or 3, their Reinforcements' Deployment Zone from which they move on from is a 24" high x 36" wide "L" on the left hand side of their Frontline forces. If the result is a 4, 5, or 6, their Reinforcements' deployment zone from which they move on from is a 24" high x 36" wide "L" on the right hand side of their Frontline forces. Their opponent's Reinforcements' Deployment Zone becomes the opposite corner's 24" high x 36" wide "L". All Reinforcement units use the Ready Reserves special rules for deployment.

WHO GOES FIRST

Each coalition rolls a single d6. The Frontline Commander with the most Infiltrating units may add +1 to the die roll. If each Frontline Commander had the same amount of Infiltrating units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.

SPECIAL RULES

DUSK & DAWN VICTORY POINTS

FRONTLINE FORCES MAY USE:

INFILTRATION
DEEP STRIKE

REINFORCEMENTS MUST USE:

READY RESERVES

All reserve rolls automatically add +1 to the result. Therefore, reserves would start arriving on a d6 roll of a 3+ on Turn 2, on a 2+ on Turn 3, etc.

REINFORCEMENTS MAY USE:

DEEP STRIKE

VP TABLE

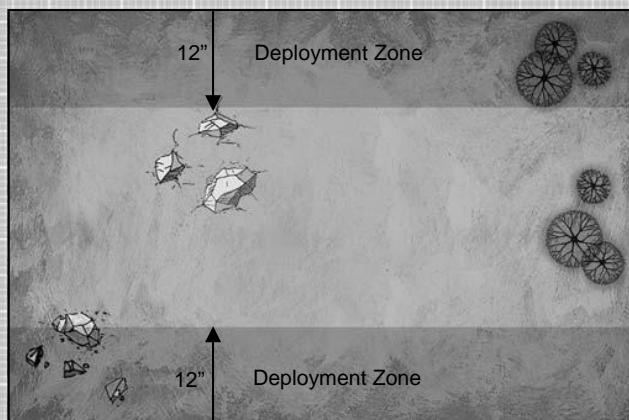
BATTLE POINTS

	Winner	Loser
Victorious Slaughter:	+20	+0
Crushing Victory:	+16	+2
Solid Victory:	+12	+6
Draw:	+9	+9

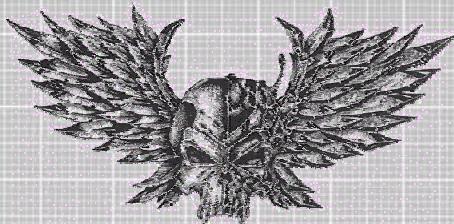
TACTICAL BONUS POINTS:

+1 if your coalition controlled more table quarters than your opponents.

+1 if you had at least one scoring unit entirely within the enemy Frontline Commander's Deployment Zone at the end of the game



40K TEAM TOURNAMENT



GAMES WORKSHOP

I
II
III
IV

None Shall Fight Alone

AdeptiCon 2005

WARHAMMER 40K TEAM TOURNAMENT SCENARIO 2

MISSION

OVERVIEW

In an effort to coordinate allied orbital bombardments in the area upon your new-found foes, 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.

MISSION OBJECTIVES

Hold more Allied Table Quarters than your opponents. To accomplish this mission, use the normal table quarter rules found on p. 81 of the Warhammer 40,000 rulebook with one modification: the table quarter must be held or contested by scoring units from both armies making up a coalition. If you control the same number of allied table quarters at the end of the game as your opponents, then the game is a Draw. If you control 1 more allied table quarter than your opponent's control, then you have scored a Solid Victory. If you control 2 or 3 more allied table quarters than your opponent's control, then you have scored a Crushing Victory. If you control all 4 allied table quarters (and your opponents contest none of them), then you have scored a Victorious Slaughter.

LINE OF RETREAT

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

GAME LENGTH

See *Unpredictable Objective* Special Rules.

DEPLOYMENT

DEPLOY

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 winners then begin to place 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.

WHO GOES FIRST

Each coalition rolls a single d6. The coalition with the most Fast Attack units may add +1 to the die roll. If each coalition had the same amount of Fast Attack units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.

WARHAMMER
40,000

SPECIAL RULES

DUSK & DAWN

UNPREDICTABLE OBJECTIVE

At the end of Turn 6, roll a single d6. On a roll of a 4, 5, or 6, the game will go an extra turn before ending. (i.e. the game will end on Turn 7).

VP TABLE

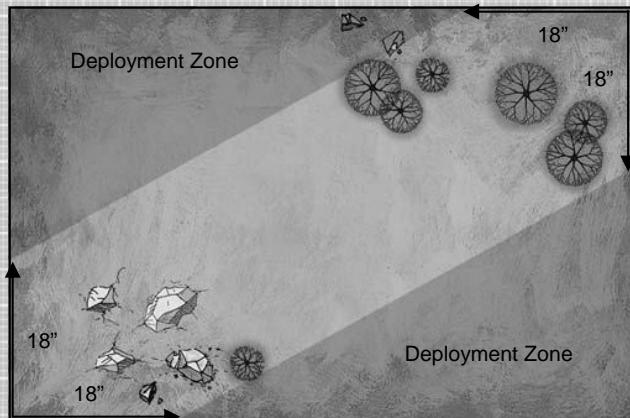
BATTLE POINTS

	Winner	Loser
Victorious Slaughter:	+20	+0
Crushing Victory:	+16	+2
Solid Victory:	+12	+6
Draw:	+9	+9

TACTICAL BONUS POINTS:

+1 if you had at least one scoring unit entirely within an enemy coalition's Deployment Zone at the end of the game.

+1 if you control more terrain pieces than your opponents. To control a terrain piece, you must have a scoring unit in or on the terrain piece and the enemy coalition must not.



40K TEAM TOURNAMENT



GAMES WORKSHOP

I
II
III
IV



Meet Us In The Middle

AdeptiCon 2005



WARHAMMER 40K TEAM TOURNAMENT SCENARIO 3

MISSION

OVERVIEW

A key battlefield position in this planetary conflict is up for grabs. It is imperative that this objective be held by our allied forces. Your orders are to approach the objective from the flank and eliminate any enemy presence while en route to the objective. Our allies will approach from the opposite flank and help to ensure the success of this mission. Failure is not an option!

MISSION OBJECTIVES

Each coalition will earn Victory Points for enemies that they destroy per the *Victory Point* rules on p. 85 of the Warhammer 40,000 rulebook. In addition, each coalition will score bonus Victory Points for each eligible scoring unit entirely within 12" of the center of the battlefield at the end of the game.

LINE OF RETREAT

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

GAME LENGTH

The game last 6 turns or until time is called.

DEPLOYMENT

DEPLOY

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 long board edge they will use for their Deployment Zones. Their opponents will get the opposite table edge. Once determined, each coalition member must choose which 14" x 30" deployment corner their army will deploy in. *Note: Coalition members must deploy their entire armies in their designated Deployment Corners!* The coalition who chose their Deployment Zone then begins by placing a unit on the table first within one of their eligible Deployment Corners. 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.

WHO GOES FIRST

Each coalition rolls a single d6. The coalition with the least Heavy Support units may add +1 to the die roll. If each coalition had the same amount of Heavy Support units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.

SPECIAL RULES

DUSK & DAWN

DEEP STRIKE

VICTORY POINTS

VP TABLE

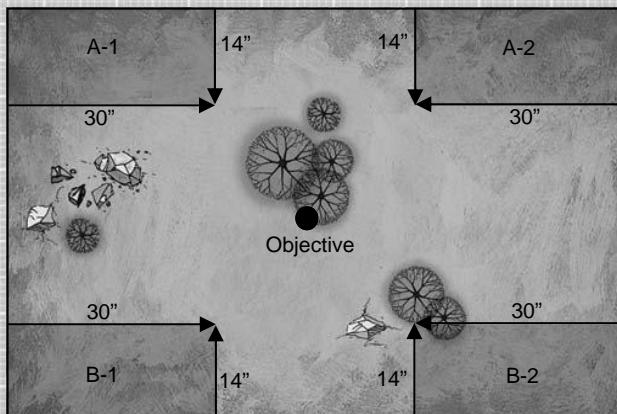
BATTLE POINTS

	Winner	Loser
Victorious Slaughter:	+20	+0
Crushing Victory:	+16	+2
Solid Victory:	+12	+6
Draw:	+9	+9

TACTICAL BONUS POINTS:

+1 if your coalition controlled more table quarters than your opponents.

+1 if you had at least one scoring unit entirely within an enemy coalition's Deployment Zone at the end of the game



40K TEAM TOURNAMENT



I
II
III
IV

The Hunted

AdeptiCon 2005

WARHAMMER 40K TEAM TOURNAMENT SCENARIO 4

MISSION

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?

MISSION OBJECTIVES

Each coalition will earn Victory Points for enemies that they destroy per the Victory Point rules on p. 85 of the Warhammer 40,000 rulebook. In addition, at the end of the game you will reveal to your opponents which units were selected to be *Hunted*. If your nominated enemy *Hunted* units have been completely 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.

LINE OF RETREAT

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

GAME LENGTH

The game last 6 turns or until time is called.

DEPLOYMENT

DEPLOY

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 coalition who chose their Deployment Zone 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. Infiltrators are deployed last using the rules found in the Warhammer 40,000 rulebook on p. 84. If both coalitions have units that Infiltrate, each coalition should roll a single d6. The coalition with the higher roll may choose to begin placing their Infiltrating units first or second in an alternating fashion.

WHO GOES FIRST

Each coalition rolls a single d6. The coalition who finishes placing all of their units on the table first may add +1 to the die roll. The coalition with the highest result may elect to go first or second.

WARHAMMER
40,000

SPECIAL RULES

DUSK & DAWN

INFILTRATORS

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 noted under *Mission Objectives*.

VP TABLE

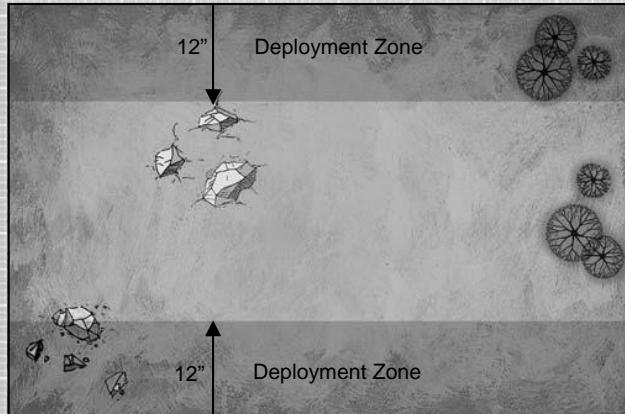
BATTLE POINTS

	Winner	Loser
Victorious Slaughter:	+20	+0
Crushing Victory:	+16	+2
Solid Victory:	+12	+6
Draw:	+9	+9

TACTICAL BONUS POINTS:

+1 if your coalition controlled more table quarters than your opponents.

+1 if you had at least one scoring unit entirely within an enemy coalition's Deployment Zone at the end of the game



40K TEAM TOURNAMENT



GAMES WORKSHOP

I
II
III
IV