

Establish A Landing Zone

AdeptiCon 2005

WARHAMMER 40K YOUNGBLOODS CHAMPIONSHIP SCENARIO 1

MISSION

OVERVIEW

Your army is making an arrival on Chartreuse IV and an advance force needs to secure the perimeter for a landing zone. Your job is to successfully control the surrounding area so that your troops may deploy in full force.

MISSION OBJECTIVES

Both forces are seeking to clear the enemy from the area. This is achieved by controlling table quarters. To control a table quarter there must be NO scoring enemy units and at least one scoring unit of your own in the quarter. A unit can only occupy one table quarter – if it is spread over more than one quarter, roll randomly to see which it is in. To win you must control more table quarters than your opponent. If you control the same amount, the game is a tie.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH

The game lasts 6 turns or until time is called.

DEPLOYMENT

ZONES

Both players roll a die, the winner chooses which quarter to deploy in. The other player's Deployment Zone is in the opposite corner.

DEPLOY

Starting with the player that scored the lowest, the players take turns deploying a unit at a time in their Deployment Zone, until all their available models are on the tabletop. No unit can be deployed within 18" of the enemy or within 6" of the center of the table at the start of the game. Units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack.

WHO GOES FIRST

Players roll a die. The player with the highest roll may elect to go first or second.

SPECIAL RULES

INFILTRATORS

DEEP STRIKE

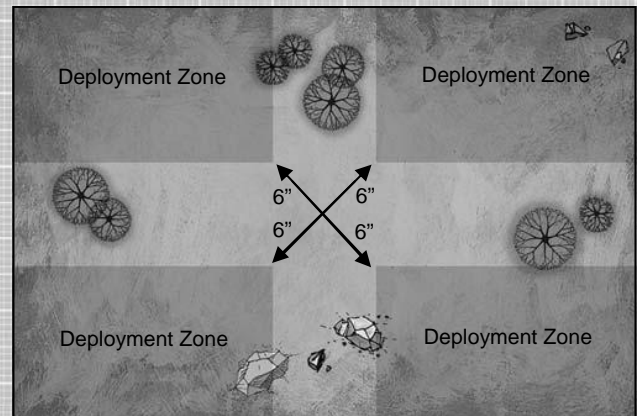
VP TABLE

BATTLE POINTS

Win: +20 points
Draw: +10 points
Loss: +5 points

TACTICAL BONUS POINTS:

If you kill your opponent's general: +1 point
If you kill your opponent's highest cost unit: +1 point
If you control 3 or more table quarters: +1 point
If you don't take any table quarters: -1 point
If all of your opponent's units are over 50%: -1 point



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Go, Go, Go!

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WARHAMMER 40K YOUNGBLOODS CHAMPIONSHIP SCENARIO 2

MISSION

OVERVIEW

With the successful landing of your main force, you see the enemy's forces gathering. Your job is to punch through the enemy lines as fast as possible to disrupt their mobilization. Wreak havoc!

MISSION OBJECTIVES

Both players must attempt to get units into the enemy Deployment Zone and overrun their lines. The player with the most scoring units entirely in the enemy Deployment Zone at the end of the game wins. If there is the same amount of scoring units in each player's Deployment Zone, the game is a tie. The Deployment Zones extend 15" from the long board edges.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH

The game lasts 6 turns or until time is called.

DEPLOYMENT

ZONES

Both players roll a die, the winner chooses which side to deploy in. The other player's Deployment Zone is on the opposite side.

DEPLOY

Starting with the player that scored the lowest, the players take turns deploying a unit at a time in their Deployment Zone, until all their available models are on the tabletop. No unit can be deployed within 24" of the enemy or more than 15" from their own long table edge. Units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack.

WHO GOES FIRST

Players roll a die. The player with the highest roll may elect to go first or second.

VP TABLE

BATTLE POINTS

Win: +20 points

Draw: +10 points

Loss: +5 points

TACTICAL BONUS POINTS:

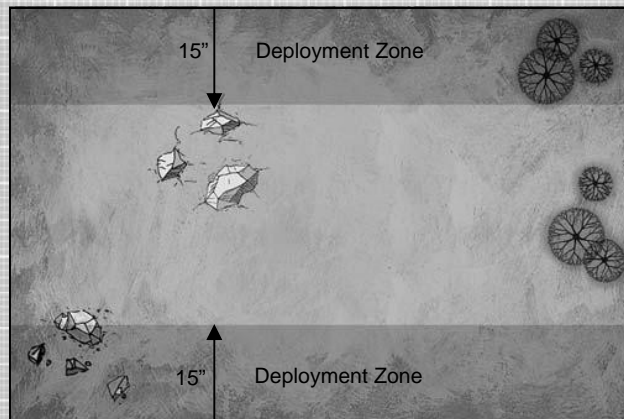
If you hold more table quarters then your opponent: +1 point.

If your highest cost unit is above 50%: +1 point.

If all your opponent's troop choices are below 50%: +1 point.

If you still have units in your own deployment zone: -1 point.

If your general is dead: -1 point.



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GAMES WORKSHOP

I

II

III

IV

WARHAMMER
40,000

Break Their Morale

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WARHAMMER 40K YOUNGBLOODS CHAMPIONSHIP SCENARIO 3

MISSION

OVERVIEW

The battle of Chartreuse IV has been raging for weeks now and both sides have taken heavy losses. The only way you'll be able to break the enemy down is by destroying their morale. To do this you must assassinate their general and make them run for home!

MISSION OBJECTIVES

Standard victory points apply. In addition, if you kill your opponent's general, you get an extra 150 victory points. The game results in a draw if the total victory points for each player are within 200.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH

The game lasts 6 turns or until time is called.

DEPLOYMENT

ZONES

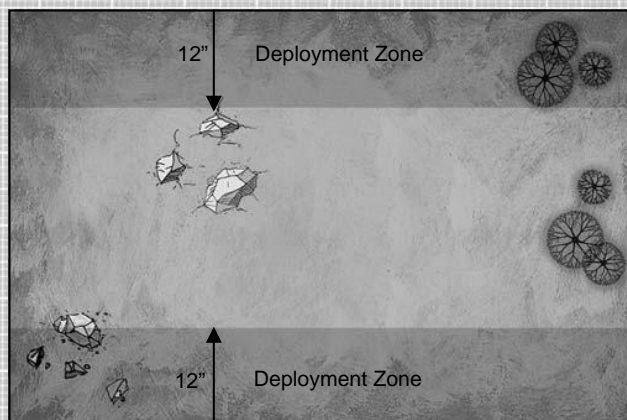
Both players roll a die, the winner chooses which side to deploy in. The other player's Deployment Zone is on the opposite side.

DEPLOY

Starting with the player that scored the lowest, the players take turns deploying a unit at a time in their Deployment Zone, until all their available models are on the tabletop. All units must be deployed within 12" from the long table edge of your side. Units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack.

WHO GOES FIRST

Players roll a die. The player with the highest roll may elect to go first or second.



SPECIAL RULES

INFILTRATORS

DEEP STRIKE

VICTORY POINTS

IT'S ON!

Each general is furious and cannot stand to see the other alive. In your movement phase, your general must move closer to the opponent's general. No running from this fight, it's on!



VP TABLE

BATTLE POINTS

Win: +20 points

Draw: +10 points

Loss: +5 points

TACTICAL BONUS POINTS:

If you hold more pieces of terrain than your opponent: +1 point. (To hold a piece of terrain, you must have a scoring unit on the terrain with no enemy scoring unit.)

If you wipe out your opponent's most expensive Elite choice (or Troop if no Elites): +1 point.

If you have a scoring unit in your opponent's deployment zone and there is no enemy scoring unit in yours: +1 point.

All your troop choices are below 50%: -1 point.

If you hold no table quarters: -1 point.

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I
II
III
IV

