

What Did He Say?

AdeptiCon 2006

WARHAMMER TEAM TOURNAMENT SCENARIO 1

OVERVIEW

It was supposed to be a training exercise to turn your two forces into an effective unit. That was, until the situation at the front changed and you were rushed forward. You have no idea what it is they are saying, but you'll be damned if you will let your regiment look like cowards.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Deployment Zones are as pitched battle.

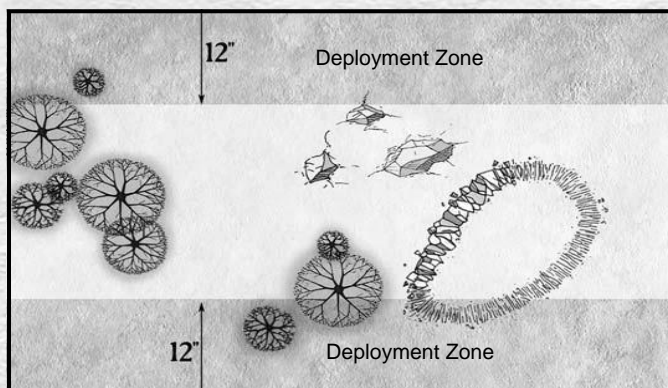
All players roll a d6. The alliance with the higher combined result may select in which Deployment Zone they wish to deploy in. The other team decides who deploys first or second.

During the deployment process, each player of an Alliance is required to place a unit during their team's deployment step. Units must be placed within 8 inches of a unit from the other team in your alliance.

War machines are placed at the same time, but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together and can be placed in units.

One unit of scouts from each team can deploy as normal scouts. All other scouting units must deploy using the initial deployment rules.



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WHAT DID HE SAY?

They say they are your allies, but you will be damned if you can understand what they are saying. When a unit needs to take a LD test, check and see who the closest army general is. If it is your allied general that is closest to the unit, then the unit is -1 LD. This is negated if there is a non-general character in the unit.

WHO GOES FIRST

Each alliance rolls a d6, the alliance who finished placing all their units first (excluding scouts) gets a +1. The alliance with the higher score may choose whether to go first or not.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Victory Points. A Draw will occur if the difference in VP's is 250 points or less.

Battle Points are as follows:

Loss 10 points
Draw 15 points
Victory 25 points

Battle Point Modifiers:

- +1 If you control a terrain feature
- +1 If one enemy's quadrant is controlled
- +1 If both enemy's quadrants are controlled
- +2 If all enemy characters are dead
- 1 If no quadrant is contested or controlled
- 1 If no enemy unit has been reduced to less than half strength



A Kiss Before Dying

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WARHAMMER TEAM TOURNAMNET SCENARIO 2

OVERVIEW

It was supposed to be wedding to unite the kingdoms. Years of strife were to be mended by the joining of your houses... that is until the groom ran off with what appeared to be a bar wench and the bride was laid low by a crossbow bolt from the grassy knoll. Now there is hell to pay...

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Deployment Zones are the four corners of the table. 12 inches in on the short board edges, 36 inches in on the long board edges. Both team members are on the same long board edge, but their armies will start the game in different corner deployment zones.

All players roll a d6. The alliance with the combined higher result may select in which deployment zone they wish to deploy in. The other team decides who deploys first or second.

During the deployment process, each player of an Alliance is required to place a unit during their team's deployment step.

War machines are placed at the same time, but to not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together and can be placed in units.

Scouts are deployed as described for units with the Scout skill.

SPECIAL RULES

Each alliance rolls a d6, the alliance who finished placing all their units first (excluding scouts) gets a +1. The alliance with the higher score may choose whether to be the Father of the Bride team or the Father of the Groom team. The other team gets to choose who goes first. Each team selects **ONE** General to represent either the Father of the Groom or the Father of the Bride, depending on which side they are playing.

Father of the Bride Team

Father of the Bride

Now it is true she may not have had a face that launched a thousand ships, but this is an outrage and a slight on your family honor that must be addressed. Blood demands blood. Your General is now frenzied. He and any unit he joins are subject to Hatred. This Hatred last only as long as the Father of the Bride is in the unit. You must kill all offending parties involved with this slight to your honor (see Victory Conditions for details).

Father of the Groom Team

Father of the Groom

You have no idea what fool ideas are in your son's brain, but you are going to find out. Right now, however, you need to recapture your family heirloom. Your son was to give his bride a ring that has been in your family for years. This ring has magical properties that you have no desire to fall into the enemy's hands. In the chaos, you saw that it was dropped. You must obtain it at all costs. Place a marker at the beginning of the game in the center of the table, then roll a d6 plus scatter. The Father of the Groom or his allied General must end the game in contact with this marker. The Father of the Groom is unbreakable (but not any unit he joins) and his iron resolve grants him regeneration.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Father of the Bride Team: If both enemy Generals are dead, you will earn 300 bonus VP's

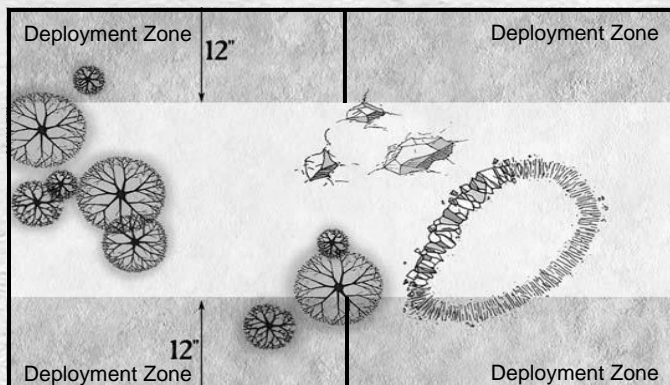
Father of the Groom Team: If the Ring is held by one of your Generals on the last turn, you will earn 300 bonus VP's

Total VP's determines winner or loser. A Draw will occur if the difference in VP's is 250 points or less.

Loss	10 points
Draw	15 points
Victory	25 points

Battle Point Modifiers:

- +1 If a challenge is fought and won by your team during the course of the game
- +1 If one or more enemy banners are captured and held at the end of the game
- +1 If your opponent's highest cost unit is destroyed or fleeing at the end of the game
- +1 If one enemy's quadrant is controlled
- +1 If both enemy's quadrants are controlled
- 1 If no quadrant is contested or controlled
- 1 If no enemy units have been reduced to less than half strength.



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Safe Passage

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WARHAMMER TEAM TOURNAMENT SCENARIO 3

OVERVIEW

One more day was all that was needed...one more day to get the Prince back safe. It was to be a quick foray, let the little lord out with his regiments. Your scouts indicated that large forces had moved through the area, but the recent rains have made it impossible to determine the age of the tracks and the direction the troops are moving. You need to get the Prince back to safety before the trap is sprung.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

All players roll a d6. The alliance with the combined higher result may select to be the Attacker or the Defender.

The other alliance chooses which long table edge to deploy from.

Attacker Deployment Zones are the two areas 12 inches along the short edge and 18 inches starting at the table corner, along the long edge. The Attacking alliance can deploy their forces in any combination in these designated Deployment Zones.

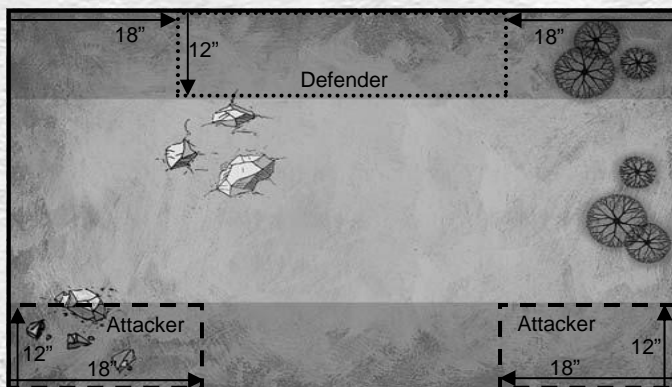
Defender Deployment Zone is the area 12 inches deep starting at the centerline of the long table edge and 18 inches long on each side of the centerline. The Defending team selects one general to represent the Prince and the other General then represents the King's Champion.

The Attacking alliance will begin placing a unit first. During the deployment process, each player of an Alliance is required to place a unit during their team's deployment step.

War machines are placed at the same time, but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together and can be placed in units.

One unit of scouts from each team can deploy as normal scouts. All other scouting units must deploy using the initial deployment rules.



SPECIAL RULES

High Altitude Atmospherics

Due to the remnants of the storm, flying is risky. Flying movement is halved.

Defender:

The Prince.

You are the hope of the nation. Your presence gives strength to the people and your men will fight until their dying breath to keep you alive. Any unit you join is unbreakable.

The King's Champion

The King has given you domain over training his young son. It is your duty to protect the prince and see him safely back to the city. Any unit you join is +1 M.

Attacker:

The Honor is Mine!

The Warlord has sent your forces to kill the young Prince and cripple the enemy's will to fight. You are supposed to work together to achieve this goal, but it is no secret that the person who brings the head of the young Prince back will be exalted above all other lieutenants. In a challenge with the Prince or the King's Champion, you may re-roll misses in the first round of combat.

WHO GOES FIRST

Attacker goes first.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Attacker – The attacking team must kill the Prince.

Defender – The defending team must move the Prince off the table along the enemy board edge.

If neither of these Victory Conditions are met, the game is a Draw

Loss 10 points

Draw 15 points

Victory 25 points

Battle Point Modifiers:

+1 If you control more terrain features than your opponent

+1 If one enemy's quadrant is controlled

+1 If both enemy's quadrants are controlled

+2 (Attacker only) If each team member's General wins a challenge during the game

+2 (Defender only) If the King's Champion kills an enemy General in a challenge during the game

-1 If no quadrant is contested or controlled

-1 If no enemy units have been reduced to less than half strength



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