

THE HUNTED

AdeptiCon 2007

WARHAMMER 40K CHAMPIONSHIPS SCENARIO #1

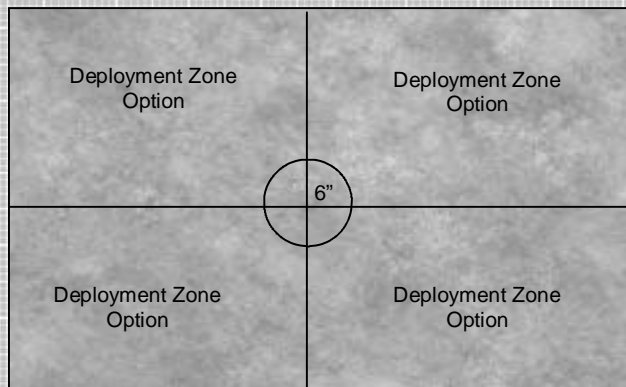
DEPLOYMENT

Place the Communication Array terrain piece in the center of the table. Next, before any units are deployed, identify three of your opponent's units with your objective markers. These are priority targets and the focus of this mission.

Each player then rolls a number of dice equal to their strategy rating and chooses the highest die. The player with the highest result may select which Deployment Zone they wish to deploy in. The player that scored lowest begins by placing a unit on the table first. No unit may be placed within 6" of the center of the table or within 18" of an enemy unit. The players then take turns deploying one unit at a time until their entire forces are on the table. Units must be deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

Who Goes First?

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



SPECIAL RULES

Dawn (Night Fight on Turn 1)

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 lasts 6 turns or until time is called.

OBJECTIVES

Primary: Annihilate your enemy. Score 200 or more victory points than your opponent. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with one exception: you will score double the normal Victory Points for enemy units marked at the beginning of the game with your objective markers.

Secondary: Establish a forward position. Have more scoring units entirely within your enemy's deployment zone than they have in yours.

Tertiary: Acquire the Communications Array. Have the most scoring units entirely within 6" of the Communications Array terrain piece located in the center of the table. If you complete this objective, you may keep the terrain piece and use its special rules in the next mission.

Tactical Bonus Points:

- +1 if you control more table quarters than your opponent
- +1 if all enemy Troop choices are non-scoring at the end of the game.
- +1 if your opponent's highest point HQ choice is completely destroyed or fleeing at the end of the game. If both enemy HQ choices are worth equal amounts, destroying either of them will suffice.



PLANETARY ASSAULT

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WARHAMMER 40K CHAMPIONSHIPS SCENARIO #2

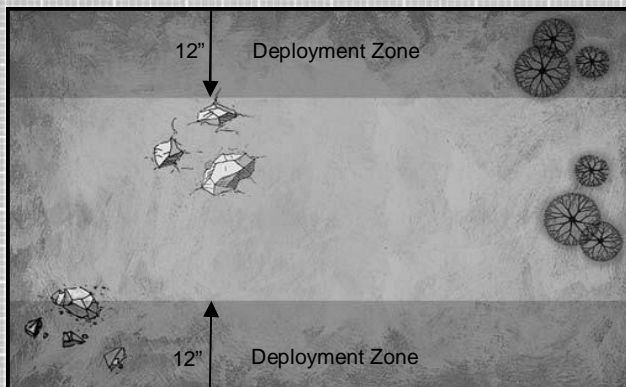
DEPLOYMENT

Place the Ammo Crate terrain piece in the center of the table. One player will roll a d6. On a result of a 1, 2, or 3 the Ammo Crate is moved 12" to the left along the centerline of the table. On any other result, the Ammo Crate will move 12" to the right. Next, before deployment zones are chosen, each player rolls a d6. The player who scored highest begins by placing an Objective Marker anywhere on the table 12" away from a table edge and 6" away from the Ammo Crate. Then their opponent places an Objective Marker next at least 12" away from any table edge and 6" away from any other Objective Marker or the Ammo Crate. Players will continue to alternate placement of Objective Markers until each player has placed a total of 3 markers. These Objective Markers use the *Deployment Beacons* special rules.

Each player then rolls a number of dice equal to their strategy rating and chooses the highest die. The player with the highest result may select which Deployment Zone they wish to deploy in and begins by placing a unit on the table first (remember *Planned Reserves* may be used!). The players then take turns deploying one unit at a time until their entire forces are on the table. Units must be deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

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

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



SPECIAL RULES

Infiltrate; Planned Reserves; Deployment Beacons; Communications Array

SPECIAL RULES cont

Planned Reserves: At the beginning of the game, each player may nominate to hold units of their army in Reserve. Each unit chosen will enter play via the Reserves rules as found on page 84 of the Warhammer 40,000 rulebook and can be deployed from a player's deployment table edge. If the unit is made up entirely of models with a Wound characteristic, they may optionally use the *Deployment Beacons* special rule to deploy.

Deployment Beacons: A unit made up entirely of models with a Wound characteristic entering play from Reserves may use a **friendly** Deployment Beacon to teleport onto the battlefield as if by Deep Striking and will not scatter off the Deployment Beacon. All other rules for Deep Striking and entering the game apply (i.e. you cannot Deep Strike on top of enemy or friendly models nor assault in the turn you Deep Strike. Demons cannot be summoned directly from a Deployment Beacon)

Communications Array: If you captured the Communications Array from the previous mission, you may re-roll one Reserve roll per turn.

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

OBJECTIVES

Primary: Secure the Battlefield. Control more table quarters than your opponent. Use the Table Quarter rules found on p. 81 of the Warhammer 40,000 rulebook.

Secondary: Annihilate your enemy. Score 200 or more victory points than your opponent. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook with one exception: each friendly **scoring** unit that leaves the table via your opponent's long deployment zone table edge is worth 200 bonus Victory Points. Scoring units that leave the long table edge in this fashion have no further effect on the game (i.e. special powers are not available for use, Necron armies recalculate phase out point, etc)

Tertiary: Acquire the Ammo Crate. Have the most scoring units entirely within 6" of the Ammo Crate terrain piece. If you complete this objective, you may keep the terrain piece and use its special rules in the next mission.

Tactical Bonus Points:

- +1 if no enemy scoring units are positioned at the end of the game more than halfway across the table (i.e. more than 24" from their starting Deployment table edge)
- +1 if you have no units in your starting deployment zone at the end of the game
- +1 if your opponent's highest point HQ choice is completely destroyed or fleeing at the end of the game



SECURE AND CONTROL

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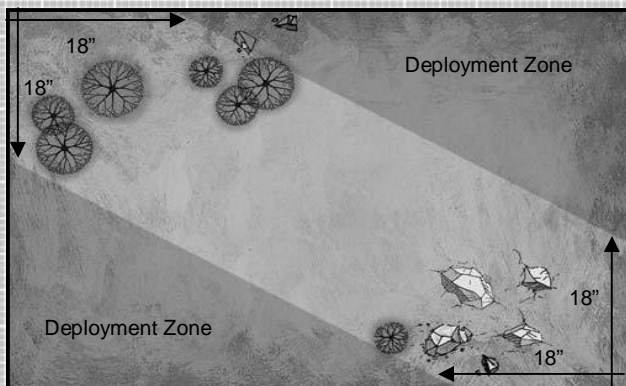
WARHAMMER 40K CHAMPIONSHIPS SCENARIO #3

DEPLOYMENT

Before deployment zones are chosen, each player rolls a d6. The player who scored highest begins by placing an Objective Marker anywhere on the table 12" away from a table edge. Next, their opponent places an Objective Marker next at least 12" away from any table edge and 9" away from any other Objective Marker. Players will continue to alternate placement of Objective Markers until a total of **five** markers have been placed.

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

Who Goes First? Each player rolls a single d6. The player with the most Troop choices may add +1 to the die roll. If each player had the same amount of Troop choices, then nobody receives this bonus. The player with the highest result may elect to go first or second.



SPECIAL RULES

Deep Strike; Ammo Crate

Ammo Crate: If you captured the Ammo Crate from the previous mission, you may assign it before the game begins to a single unit. Each turn before the unit

SPECIAL RULES cont.

fires, roll a d6. On a 4+ the unit may re-roll shooting misses for the current turn. If you did **not** capture the Ammo Crate from the previous mission, ammo supplies are running low and any shooting weapon with 4 or more shots loses one shot off its rate of fire for the entire game. (i.e. a Heavy 4 weapon becomes Heavy 3) Weapons with a random number of shots (i.e. d6 shots) are not affected.

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 lasts 6 turns or until time is called.

OBJECTIVES

Primary: Secure the Objectives. Control more Objective Markers. To control an Objective Marker, you must have at least one scoring unit entirely within 6" of the Objective Marker and your opponents must have none.

Secondary: Annihilate your enemy. Score 200 or more victory points than your opponent. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook

Tertiary: Control the cover. Control more terrain pieces than your opponents. Control is defined as having a scoring unit from your coalition in or directly touching a piece of terrain while your opponent does not.

Tactical Bonus Points:

+1 for completely destroying (including dedicated transport, if applicable) or breaking your opponent's highest point unit. If more than one unit has the same highest point cost, then eliminating any one of these units will earn this bonus.

+1 if you control more table quarters than your opponent

+1 if you completely destroy (including dedicated transports, if applicable) **all** enemy Troop choices.

