

Priority Level:Urgent
Transmitted:.....Chi' Kago, Research Station Beta4, Rhianna System
Date:.....0831871.M41
Transmitter:.....Astropath Prime Constantine
Receiver:.....Astropath-terminus Ignacius
Author:.....Inquisitor Ptolomus
Thought:.....Faith is the sturdiest armor. Hatred is the
Surest weapon.

This is Inquisitor Ptolomus posted to Research Station Beta4 on planet Chi' Kago. I am requesting immediate assistance. Nearly a quarter of the city surrounding the facility is ablaze and I fear that this facility will be lost along with all of its vital research. There is not enough man power to stop the spread of a fire of this magnitude. Initial reports indicate that the blaze started in a xenos holding facility where a beast known as a Krootox knocked over a plas-lamp igniting the bedding in its enclosure. Researchers here are gathering what they can save in fear that the entire facility may be lost. I am setting up a command post to the northeast of the facility and await the arrival of support.

++++ END TRANSMISSION +++++

Priority Level:Urgent
Transmitted:.....chi' Kago, Ro' Smont Administratum, Rhianna System
Date:.....0831871.M41
Transmitter:.....Astropath Ignacius
Receiver:.....Astropath-terminus Manalus
Author:.....Ordo Xenos Inquisitor Lord Hephaestus
Thought:.....A good soldier obeys without question. A good
officer commands without doubt.

Senior Officer Seitzev of the 166th "Rolling Thunder" Steel Legion Battalion, in the past you have received the graces of the Ordo Xenos. Now is the time to repay those debts. You have forces nearby to Research Station Beta4 on Chi' Kago the city surrounding it is ablaze and will be overwhelmed unless your forces arrive quickly and organize the fighting of the fire. As with all misfortunes that befall the Imperium, there are always opportunists that would try to capitalize on our misfortune. Lethal force is authorized against all who oppose your operation, whether it be heretical, xenos, or otherwise.

++++ END TRANSMISSION +++++

Priority Level:Status Report
Transmitted:.....Chi' Kago, Research Station Beta4, Rhianna System
Date:.....0833871.M41
Transmitter:.....Astropath Prime Constantine
Receiver:.....Astropath-terminus Ignacius
Author:.....Inquisitor Ptolomus
Thought:.....The mortal burden carried dutifully to its
destination is the Emperor's greatest praise.

It took two days after the arrival of Senior Officer Seitzev's troops. They were quick to contain the blaze but it took two more days to extinguish what was already aflame. A small part of Research Station Beta4 was compromised but the damage can be repaired. The researchers buried all valuable information and architech that was held in the compromised area of the station, so the Imperium's losses are minimal. We are now unearthing what they buried. This process is slow due to the hasty mapping of where things were buried at. The Emperor has protected.

++++ END TRANSMISSION +++++



SECURE THE SCENE

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WARHAMMER 40K CHAMPIONSHIPS SCENARIO #1

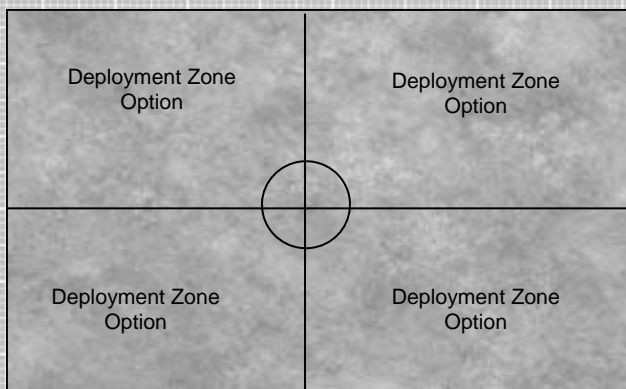
DEPLOYMENT

Before deployment, each player will roll a d6. The player who rolled highest may choose a table quarter to be the "Blaze" (see "Blaze" special rule). Leave the edges of this quarter marked throughout the game with the yarn provided. The player who rolled lowest must now nominate a terrain piece that at least partially resides in the table quarter opposite the "Blaze" to be a "Base of Operations" (see Tertiary Objective). Each player will then identify to their opponent their highest point HQ unit (see Tactical Bonus Points below)

Next, each player will roll a number of dice equal to their army's strategy rating and choose the highest die. The player with the highest result may select which Deployment Zone they wish to deploy in (the "Blaze" and the table quarter opposite it are **NOT** valid deployment zone choices) and begins by placing a unit in their Deployment Zone. No unit may be placed within 6" of the center of the table or within 18" of an enemy unit. Their opponent will deploy a unit next and the players will take turns deploying one unit at a time. 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 highest result may elect to go first or second.



SPECIAL RULES

The Blaze: All models that physically move through any part of this volatile area in any phase of the turn by either player are subject to this rule. This includes fleet moves, charge moves, disembarking from vehicles, movement to avoid tank shock, landing via deep strike, consolidation, sweeping advance moves, and rolling difficult terrain dice (whether you choose to move or not). At the end of the current player's turn, any model with a toughness stat affected by this rule rolls a d6. On a "1" that model suffers a wound with no armor save possible. Models with an armor value (including walkers and skimmers) roll a single d6 when moving 6" or less and roll 2d6 when moving more than 6". If any single dice result is a "1", then the vehicle is immobilized. If two 1's are rolled then the vehicle is destroyed. Scout moves taken before the game starts are not subject to this rule.

Deep Strike (pg 84 of the main rule book)

Concealment (pg 84 of the main rule book)

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: Ensure a sound victory. Score 185 or more victory points than your opponent. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

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

Tertiary: Set up a Base of Operations. Be the **ONLY** player to have a model from one of your HQ units touching the piece of terrain identified at the beginning of the game as the "Base" (the HQ model/unit does not need to be a scoring unit).

Tactical Bonus Points:

- +1 if you control the table quarter designated as the "Blaze". Use the Table Quarter rules found on p. 81 of the Warhammer 40,000 rulebook.
- +1 if you completely destroy (including dedicated transports, if applicable) **all** enemy Troop choices.
- +1 if you scored 740 or more Victory Points than your opponent.

I

II

III

IV

FIGHT THE BLAZE

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WARHAMMER 40K CHAMPIONSHIPS SCENARIO #2

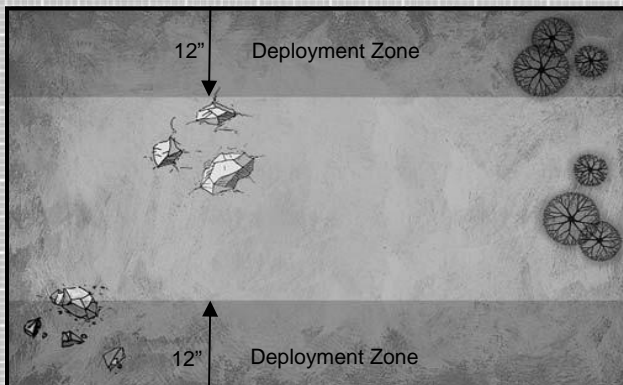
DEPLOYMENT

Each player 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 in their Deployment Zone. Their opponent will deploy a unit next and the players will take turns deploying one unit at a time. 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 highest result may elect to go first or second.



SPECIAL RULES

Night Fight—Night Fight on turns 5 and 6.

Infiltrate

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: Extinguish the blaze. Control more points worth of *linear* table quarters than your opponent. Linear table quarters are divided up into four 12"X 72" zones. The first is your own deployment zone which is worth 1 point for controlling. Controlling the 2nd zone is worth 2 points, the 3rd zone is worth 3 points, and controlling the zone which is your opponent's deployment zone is worth 5 points. To control a zone, you must have a scoring unit within that zone and your opponent must not. For scoring units with models in more than one zone, randomly determine at the end of the game which zone they can attempt to control.

Secondary: Ensure a decisive victory. Score 370 or more Victory Points than your opponent. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tertiary: Pacify the opportunists: Have the most kill points at the end of the game. Each player receives a variable number of 'kill points' for each enemy unit that has been completely destroyed (including dedicated transport, if applicable) or is falling back at the end of the game. Units from the Elites, Fast Attack and Heavy Support sections are worth 2 kill points each, while units from the HQ section are worth 3 kill points each, and units from the Troops section are worth 1 kill point each.

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 your highest point HQ unit is alive, on the table, and not broken at the end of the game.

+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)



ASSESS THE DAMAGE

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WARHAMMER 40K CHAMPIONSHIPS SCENARIO #3

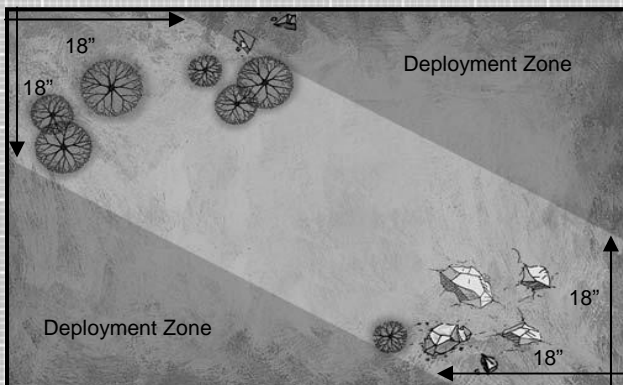
DEPLOYMENT

Each player 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

After the deployment zones are chosen but before deployment begins, place 3 objective markers along a line from corner to corner between the two deployment zones at 21", 43" (this one is the resin marker provided for this game), and 64" from one corner. Next, the player who chose their Deployment Zone will place a unit in their Deployment Zone. Their opponent will deploy a unit next and the players will take turns deploying one unit at a time. 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 highest result may elect to go first or second.



SPECIAL RULES

None

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: Recover Buried Equipment: Control more objective markers than your opponent. To control a marker, you must have one model of a scoring unit in contact with the marker and your opponent must not have any.

Secondary: Make a Thorough Search: The entire area must be searched for the buried equipment. In order to do this, you must have more scoring units entirely within your opponent's Deployment Zone than they have in yours.

Tertiary: Ensure a total victory: Score 925 or more victory points than your opponent. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tactical Bonus Points:

+1 if you control the resin objective marker provided for this game. The player that controls this objective marker may keep it after the game is over. If no one controls the marker at the end of the game, you must turn it in to the judges with your result sheets.

+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.

+1 if all enemy Troop choices are non-scoring at the end of the game.

