

# DROP OFF

## 40K GLADIATOR SCENARIO

### OVERVIEW

A heated battle has been building for days. Your army represents the latest reinforcement of fresh troops being dropped into the battle zone. Headquarters has a special mission in mind for you but hasn't told you what it is just yet. For now, your orders are to hit the ground and stop the tide of enemy forces.

### ARMIES

Both players select their forces to an agreed upon points value.

### SCENARIO SPECIAL RULES

*Deep Strike, Infiltrators, Victory Points*

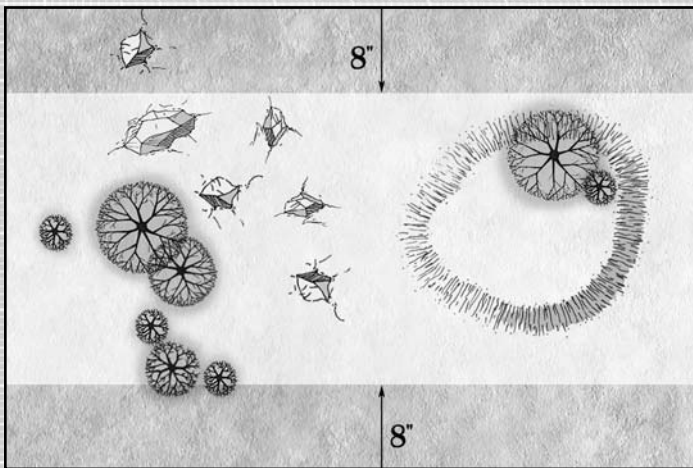
### SET UP

Both players should roll a D6. The player with the highest result may choose his Deployment Zone.

The player who chooses his Deployment Zone deploys his first unit. Players take turns deploying units. Due to the chaotic nature of dropping into the middle of a firefight, units may be deployed in any order.

*Infiltrators* should be deployed after all other units. *Infiltrators* may be placed anywhere on the board at least 18" away from any enemy models.

After all units have been deployed, both players should roll a D6. The player with the highest result may choose whether to go first or second.



### MISSION OBJECTIVES

Use Victory Points to determine the winner. The winner of the game receives 10 Battle Points. Other participants receive 1 Battle Point.

### RESERVES

Units that *Deep Strike* may be held in reserve.

### GAME LENGTH

The game lasts 6 turns or until time is called, whichever comes first.



### LINE OF RETREAT

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

### BATTLE POINT MODIFIERS

(MAX BONUS +4)

+1 for each table quarter that you control. To control a table quarter, a player must have a unit at 50% or more of its original unit size or a mobile vehicle therein, and no enemy units at or above 50% of their original unit size and no mobile enemy vehicles may be in the same quarter.

+1 for killing the enemy's most expensive unit.

-1 if all your Troops choices are wiped out.

-1 if one or more of your HQ choices are wiped out or fleeing at the end of the game.

# THE FORWARD PUSH

## 40K GLADIATOR SCENARIO

### OVERVIEW

You've battled hard to get a foothold on the battlefield. Too bad you don't have time to get comfy – the orders just came in. You are to lead your forces straight at the enemy and secure as much ground as possible.

### ARMIES

Both players select their forces to an agreed upon points value.

### SCENARIO SPECIAL RULES

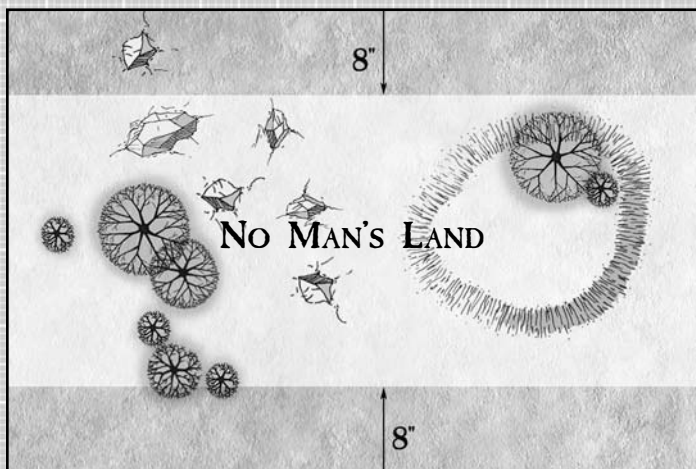
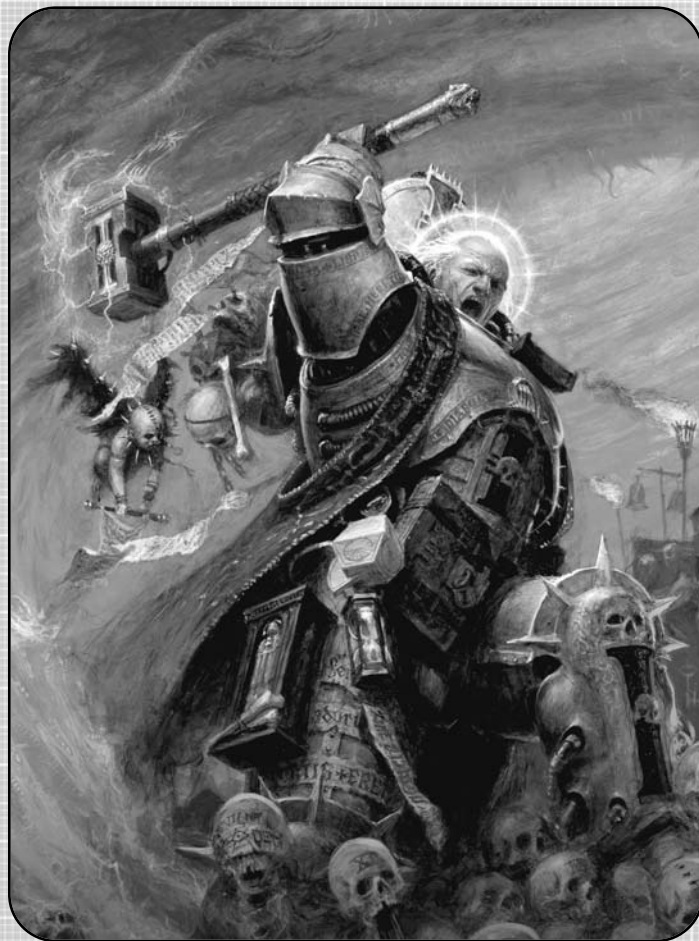
**Standing Victory Points.** Players earn Victory Points for the units that survive at the end of the game, not for each enemy unit killed. For example, a full squad of 10 Space Marines is worth 150 Victory Points to the player who owns it at the end of the game. Had the squad been reduced to four Space Marines, it would only be worth 75 Victory Points to the player who owns it. Should the squad be wiped out or fleeing, it is not worth any Victory Points at the end of the game.

### SET UP

Both players should roll a D6. The player with the highest result may choose his Deployment Zone.

The player who chooses his Deployment Zone now deploys his first unit. Players take turns deploying units. Units must be deployed in the following order: Heavy Support, Troops, Elites, HQ, and finally Fast Attack.

After all units have been deployed, both players should roll a D6. The player with the highest result may choose whether to go first or second.



### MISSION OBJECTIVES

Players use the *Standing Victory Points* rule to determine how many Victory Points they have left (see the Scenario Special Rules section above). However, Victory Points are earned only for units that are entirely in the No Man's Land. No Victory Points are earned for units that are still in either Deployment Zone.

The winner of the game receives 10 Battle Points. Other participants receive 1 Battle Point.

### GAME LENGTH

The game lasts 6 turns or until time is called, whichever comes first.

### LINE OF RETREAT

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

### BATTLE POINT MODIFIERS

(MAX BONUS +4)

- +1 for each enemy HQ unit killed.
- +1 for having more than 50% of your army survive at the end of the game (based on Victory Points).
- +2 for killing off 75% or more of the enemy force (based on Victory Points).
- +1 for killing the enemy's most expensive unit.
- 1 for not having at least two units in the No Man's Land at the end of the game (fleeing or pinned units don't count).
- 1 if all your Troops choices are wiped out.
- 1 if one or more of your HQ choices are wiped out or fleeing at the end of the game.



# DOOMSDAY DEVICE

## GLADIATOR SCENARIO

### OVERVIEW

Located nearby is an artifact believed to be the triggering device for some kind of massive alien weapon. Your scouts are reporting an enemy force closing in quickly. Finally, your mission becomes clear. You have pushed forward far enough that your commander has issued you a final command – you must reach the artifact and keep it from the enemy at all costs.

### ARMIES

Both players select their forces to an agreed upon points value.

### SCENARIO SPECIAL RULES

*Doomsday Device, Infiltrators, Random Game Length*

**Doomsday Device.** The Doomsday Device is located in the exact center of the table and should be marked with a piece of terrain or a small token (e.g., coin, spare base, screw). To control the Doomsday Device, you must have an infantry model touching the device, and no enemy model may be touching the device. At the beginning of the controlling player's Shooting Phase (if he has the only model touching the Doomsday Device), he may attempt to trigger it. To trigger the device, roll a D6. On the result of 5+, the device is activated. Pick any unit with a Toughness value and roll 2D6. On a roll of 3-11, the unit takes that many Strength 4 hits with normal saves allowed. If a 2 or a 12 is rolled, the model controlling the device is vaporized – instantly gone, with no hopes of coming back at all.

The Doomsday Device broadcasts a strong, psychically charged EMP pulse. Any vehicle that comes into contact or flies over the artifact will be destroyed automatically.

The Doomsday Device may not be moved by any means.

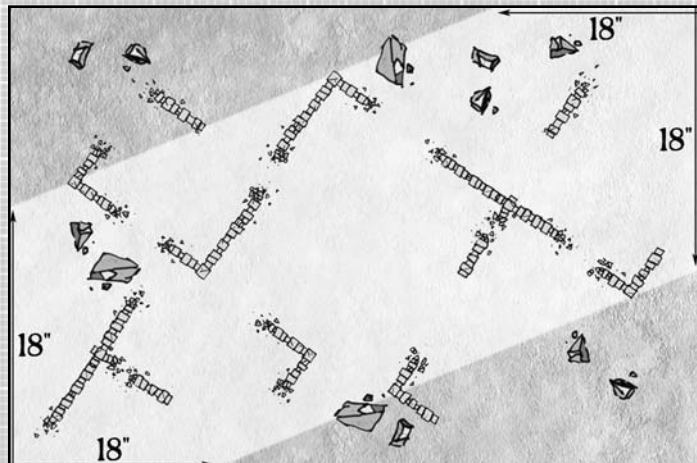
### SET UP

The player with the highest strategy rating may choose his Deployment Zone. In the case of a draw, both players roll a D6. The player with the highest result may choose his Deployment Zone.

The player who chooses his Deployment Zone deploys his first unit. Players take turns deploying units. Units must be deployed in the following order: Heavy Support, Troops, Elites, HQ, and finally Fast Attack.

*Infiltrators* should be deployed after all other units. The *Infiltrators* are allowed a free move of 2D6".

After all units have been deployed, both players should roll a D6. The player with the highest result may choose whether to go first or second.



### MISSION OBJECTIVES

The player who controls the Doomsday Device at the end of the game is the winner. If no one is in control of the Doomsday Device at the end of the game, use Victory Points to determine the winner.

The winner of the game receives 10 Battle Points. Other participants receive 1 Battle Point.

### GAME LENGTH

Per the *Random Game Length* rule, roll a D6 at the end of Turn 4 to see if the game continues. Otherwise, the game ends when time is called.

### LINE OF RETREAT

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

### BATTLE POINT MODIFIERS (MAX BONUS +4)

- +1 if you control more table quarters than your opponent.  
To control a table quarter, a player must have a unit at 50% or more of its original unit size or a mobile vehicle therein, and no enemy units at or above 50% of their original unit size and no mobile enemy vehicles may be in the same quarter.
- +1 if you used the Doomsday Device in your Shooting Phase (even if you vaporized your own model).
- +1 if you have no Heavy Support choices in your own Deployment Zone.
- +1 for killing the enemy's most expensive unit.
- 1 if you do not have at least one Troops choice at or above 50% of its original strength at the end of the game.
- 1 if one or more of your HQ choices are wiped out or fleeing at the end of the game.

