Recon
AdeptiCon 2005
WARHAMMER 40K GLADIATOR SCENARIO 1

MISSION

OVERVIEW
"recon kicks butt. Owwwww…."

MISSION OBJECTIVE
Each player will score victory points equal to the points costs of those scoring units entirely in the enemy deployment zone in addition to victory points for destroying enemy units.

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.

SPECIAL RULES

ESCALATION

CONCEALMENT

INFILTRATE

DEEP STRIKE

VICTORY POINTS
The player with the most Victory Points is the winner.
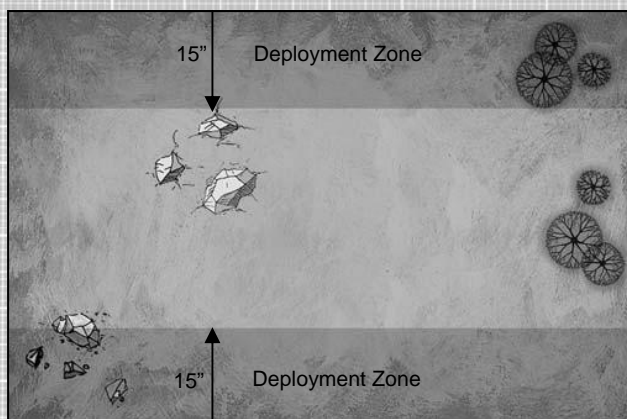
DEPLOYMENT

ZONES
Both players roll a die. The higher-scoring player chooses which of the long table edges to deploy on. His opponent gets the opposite Deployment Zone. Both forces start along opposite long board edges.

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.

15" Deployment Zone

15" Deployment Zone

40K GLADIATOR

WARHAMMER 40,000

GAMES WORKSHOP

I

II

III

IV

Two Man Carnage
AdeptiCon 2005
WARHAMMER 40K GLADIATOR SCENARIO 2

MISSION

OVERVIEW
Your mission is to get into the center of the board, claim the objective and stay on it at all costs.

MISSION OBJECTIVES
Whoever has the highest cost unit within 4 inches of the center of the board when the game ends wins. Non scoring units count, but vehicles must be mobile, multi-figure units must be at least 50% strength and multi-wound figures must have at least half their wounds remaining. Each player will add the number of victory points of all scoring units they have within 4 inches of the center of the board. These VP's will be used as tie-breaker points at the end of the tournament. At least 50% of the multi-figure unit must be within 4 inches of the center of the board to count.

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

GAME LENGTH
The game lasts 4 turns, then start rolling the random game length rolls.

DEPLOYMENT

ZONES
In each corner of the table mark a rectangle 24 inches on the long edge and 12 inches on the short edge. These are the four deployment zones Each player gets two deployment areas diagonal from each other. One of these groupings is Deployment Zone A and the other is Deployment Zone B.

Both players roll a die and add the number of Fast Attack choices in their army. The player who scores the highest chooses either Deployment Zone A or B. The other player's Deployment Zone is the other letter.

DEPLOY
The player who won the dice roll to choose his Deployment Zone now deploys the first unit listed on his or her army list in one of their Deployment Zones. The other player then deploys the first unit listed on their army list in one of his or her Deployment Zones. The first player then deploys the second unit listed in his or her army list in their other Deployment Zone. Each player continues in this manner, alternating Deployment Zones and going down their printed army list, until all units have been deployed. Any unit held in reserve is skipped and the next printed unit is placed.

WHO GOES FIRST
Each player rolls a die and adds the number of units they deployed on the table. The player with the highest roll may elect to go first or second.
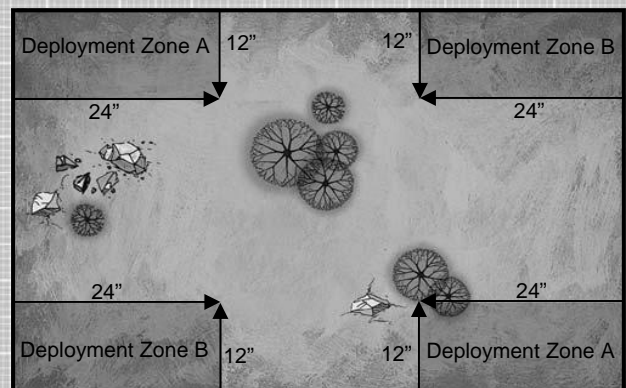
SPECIAL RULES

NIGHT FIGHT
Night fighting rules to be used on Turn 1 only.

RANDOM GAME LENGTH

VICTORY POINTS
See Mission Objectives.

Deployment Zone A | 12" | 12" | Deployment Zone B
24" | 24"
24" | 24"
Deployment Zone B | 12" | 12" | Deployment Zone A

40K GLADIATOR

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Patrol in the Eye of Terror
AdeptiCon 2005
WARHAMMER 40K GLADIATOR SCENARIO 3

MISSION

OVERVIEW
You have been tasked with patrolling a remote planet on the edge of the Eye of Terror during Abaddon's 13th Crusade. Intelligence warns that the enemy is near, but the infernal hellishness of this planet could spell the doom of you both.

MISSION OBJECTIVE
The player with the highest victory points wins the game. Each non-vehicle unit, that is also a scoring unit at the time, which completes a successful Eye of Terror Teleport will score Victory Points equal to its points cost. No unit may score VP's more than once this way.

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

GAME LENGTH
The game lasts 6 turns, then start rolling the random game length rolls.

DEPLOYMENT

ZONES
Both players roll a die, the winner chooses either a long board edge or a corner as his Deployment Zone. Units may be deployed up to 12 inches onto the board. If it is a corner then units may be deployed up to halfway along each board edge. The opponent gets the opposite Deployment Zone so that both forces start in either both opposite corners or both opposite board edges

DEPLOY
Both players roll a die, the loser deploys one of his Troops, this is his patrol. The winner deploys one unit of Troops in his Deployment Zone. The rest of the forces are in reserve.

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

SPECIAL RULES

RANDOM GAME LENGTH
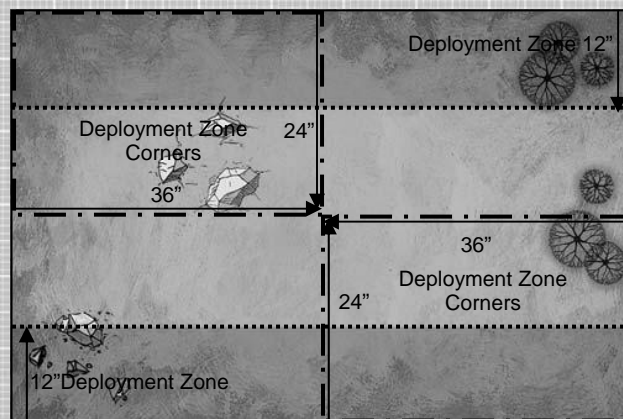
RESERVES

VICTORY POINTS
The player with the most Victory Points is the winner.

THE PLANET ATTACKS
Roll a die before each turn. On a 1 or 2 the planet erupts in a violent seismic attack. Each non-vehicle unit on the table suffers a preliminary bombardment attack (embarked units are immune) on both sides. On a 5 or 6 thick toxic gas clouds over the battlefield and night fighting rules are used this turn for both players.

EYE OF TERROR TELEPORT
At the beginning of each of their turns, that player may nominate one non-vehicle unit, already on the table, to perform a deep strike. Roll the scatter die and 2d6 simultaneously, if doubles are rolled, no matter what the scatter die says, that unit is lost for the game and counts as destroyed.

Deployment Zone 12"

Deployment Zone Corners   24"

36"

36"
Deployment Zone Corners   24"

12"Deployment Zone

40K GLADIATOR

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