

Suds, Buds, and Duds

AdeptiCon 2005

WARHAMMER TEAM TOURNAMENT SCENARIO 1

OVERVIEW

Rumor has it that outriders have spotted several barrels of Bugman's finest that have apparently fallen off some poor merchants trade wagon. If your side can get there first, it will mean a well deserved celebration for the men. Of course, others are bound to have heard of it by now as well...

DEPLOYMENT

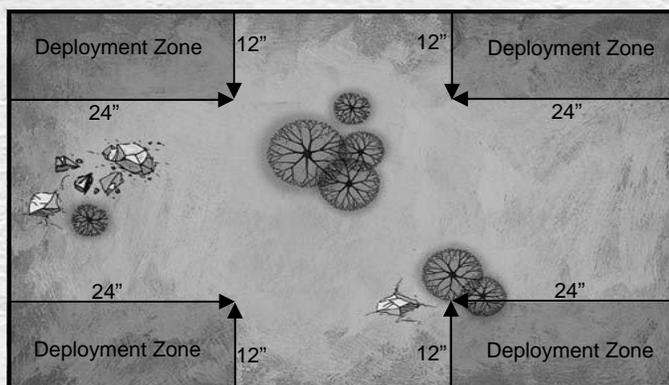
Before any forces are deployed, place a marker in the middle of the table to represent the Bugman's Finest. One team then rolls a scatter die (hits follow the arrow) and a D6, the opposing team can either choose to have one of the two dice re-rolled or keep the result. The other team then rolls. If the first team chose a re-roll, the second team is allowed one. If not, then the dice stay as they are. Move and set the marker.

Deployment Zones consist of the areas formed by marking off a rectangle beginning in one corner and 24" on the long board edge, and 12" in on the short edge (should be four rectangles in the corners). Allied generals are deployed in corners on the same long edge.

All players roll a D6. The alliance with the higher result may select in which Deployment Zone he wishes to deploy in. Take turns deploying in descending die order until all units are deployed.

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.



SPECIAL RULES

Command Structure

Enmity

Alliances

WHO GOES FIRST

Each alliance rolls a D6, the alliance who finished placing all their units first (excluding scouts) gets a +1 to the die roll. The alliance with the higher score may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

This scenario uses Victory Points as described on page 198 of the Warhammer Rulebook.

Battle Points are as follows:

Loss: 5 points

Draw: 10 points

Victory: 15 points

Mighty Victory: 20 points

To achieve a Mighty Victory, the winner (winner and loser determined by Victory Points) must have their highest total unit strength within 6 inches of the marker.

FANTASY TEAM TOURNAMENT



Shhhhhh. He's Sleeping

AdeptiCon 2005

WARHAMMER TEAM TOURNAMENT SCENARIO 2

OVERVIEW

That will teach you for trying to out drink an ogre. Too much Bugman's the night before and reports that the enemy is advancing is never a good thing.

DEPLOYMENT

Deployment is as per Pitched Battle. Divide the Deployment Zone into two equal halves with one army deploying in each half.

All players roll a D6. The alliance with the higher result may select in which Deployment Zone he wishes to deploy in. Take turns deploying in descending die order until all units are deployed.

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. The Marshal may deploy in either allied Deployment Zone.

The scouts are deployed as described for units with the Scout skill.

WHO GOES FIRST

Each alliance rolls a D6, the alliance who finished placing all their units first (excluding scouts) gets a +1 to the die roll. The alliance with the higher score may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

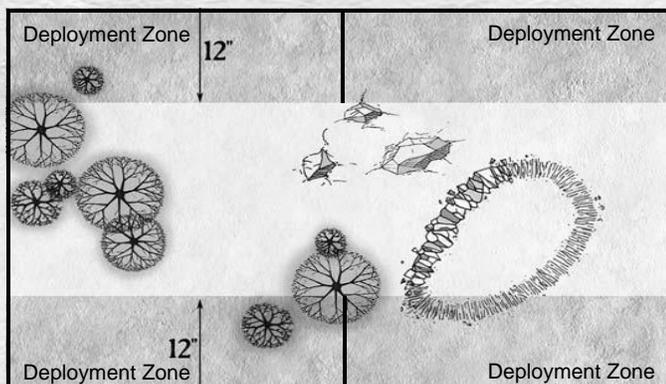
VICTORY CONDITIONS

This scenario uses Victory Points as described on page 198 of the Warhammer Rulebook.

Battle Points are as follows:

Loss: 5 points
Draw: 10 points
Victory: 15 points
Mighty Victory: 20 points

To achieve a Mighty Victory, the winner (winner and loser determined by Victory Points) must have their Marshal and allied General alive.



SPECIAL RULES

Command Structure
Enmity
Alliances

"I shouldn't have had that last one"

Every character in the army (unit champions excluded) has its leadership reduced by 1 to a minimum of 7. If you have a 7 or lower, you weren't that smart to begin with, and no one can really tell you are hung-over. In addition, mages have the casting value of their spells increased by 1 (if you needed a 7 to cast before you now need an 8), as the alcohol has clouded your mind. Bound spells and scrolls still work.



FANTASY TEAM TOURNAMENT



Singing In The Rain

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WARHAMMER TEAM TOURNAMENT SCENARIO 3

OVERVIEW

The muck sucks, but command wants a push forward on this front and a push is what they will get. The alliance has promised support, but when the moving starts, you can be sure that the enemy will be bringing up reinforcements as well.

DEPLOYMENT

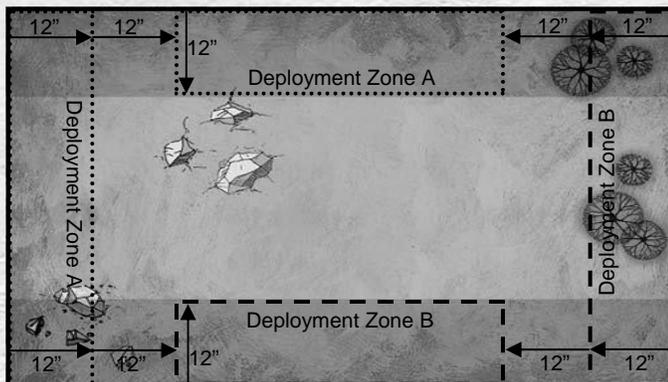
Deployment Zone A consists of the area 12" in on the long edge and 24" in on each side. It also consists of the entire length of a short board edge and 12" in. Deployment Zone B are on the opposite sides.

All players roll a D6. The alliance with the higher result may select in which Deployment Zone A or B he wishes to deploy in. Take turns deploying in descending die order until all units are deployed. The player that deploys in Zone A begins with all of his units on the board. The player that begins in Zone B divides his army into two equal parts, based on the number of units. This army's general does not have to begin on the board.

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. The Marshal must deploy in deployment zone A.

The scouts belonging to the army that deployed in Deployment Zone A are deployed as described for units with the Scout skill. Scouts deploying in Zone B may only use their skill if they are in the half of the army starting on the table.



FANTASY TEAM TOURNAMENT



SPECIAL RULES

Command Structure

Enmity

Alliances

Monsoon: Whoever decided fighting in a monsoon was a good idea should have to come to the front and do the fighting. Armor is good, but too much and you can't move. All cavalry other than fast cav is at -1 to movement. All foot troops with a 3+ or better save (not including the bonus given by hand weapon and shield) is reduced at -1 to movement. Flyers are limited to 15 inches instead of 20. The wind and rain has made a mockery of ranged attacks. All ranged attacks, including war machines is at $\frac{3}{4}$ of allowable, rounding fractions down (12 inch bows are now 8 inches, bolt throwers that were 48 inches are now 36.) War machines that roll an artillery die for distance/bounce (cannons, warpfire throwers, flame cannons) subtract 2 inches off the bounce distance. Steam tanks need to spend an extra steam point for each two steam points spent on movement (one steam point for movement needs a second steam point for monsoon, two movement points needs only one monsoon point, 3 movement points needs two monsoon points)

Reinforcements: The armies entering from Deployment Zone B roll for the remainder of their forces to arrive on turn 2. Turn 2 needs a 4+, Turn 3 needs a 3+, Turn 4 needs a 2+, Turn 5 is automatic. All remaining forces show up at the same time. Arriving forces can arrive anywhere along your short table edge.

WHO GOES FIRST

Each alliance rolls a D6, the alliance who finished placing all their units first (excluding scouts) gets a +1 to the die roll. The alliance with the higher score may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

This scenario uses Victory Points as described on page 198 of the Warhammer Rulebook.

Battle Points are as follows:

- Loss: 5 points
- Draw: 10 points
- Victory: 15 points
- Mighty Victory: 20 points

To achieve a Mighty Victory, the winner (winner and loser determined by Victory Points) must have the most units of Core troops from Army A in the opposing Deployment Zone A.