

Clear The Way

AdeptiCon 2006

WARHAMMER 40K CHAMPIONSHIP SCENARIO 1

MISSION

OVERVIEW

Dawn marks a new day and the beginning of yet another campaign. You have been tasked with clearing a landing zone for your forces to make planetfall and establish operations in this theatre. You don't expect any enemy resistance, but this is the most defensible location within this sector so you must be prepared for anything.

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.

DEPLOYMENT

DEPLOY

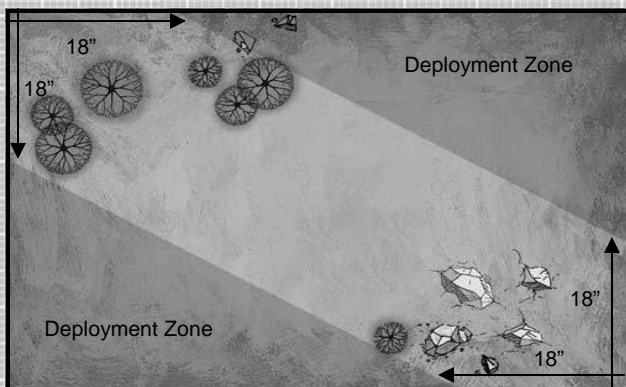
Both players roll a number of dice equal to their army's strategy rating. High roller chooses their deployment zone.

The player who won the first roll deploys a unit first. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

Units may be deployed anywhere inside the deployment zone

WHO GOES FIRST

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



SPECIAL RULES

DEEP STRIKE

DAWN (1ST TURN NIGHT FIGHT)

OBJECTIVES

PRIMARY OBJECTIVE: Clear the L.Z.

Table Quarters (see below)

SECONDARY OBJECTIVE: Break Their Will
Both players can accomplish this objective.

Completely destroy your opponent's most expensive unit (including transport if purchased as part of the unit). Units that are broken at the end of the game count as destroyed.

TERTIARY OBJECTIVE: Make Them Pay
Both players can accomplish this objective.

Destroy all enemy Troop units. Units that are broken at the end of the game count as destroyed. Troop transports do NOT have to be completely destroyed to complete this objective.

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Table Quarters	Both Players Control the Same Number of Table Quarters	One Player Controls 1 More Table Quarter than their Opponent	One Player Controls 2 or 3 More Table Quarters than their Opponent	One Player Controls All 4 Table Quarters



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GAMES WORKSHOP

WARHAMMER
40,000

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Advancing Assault

AdeptiCon 2006

WARHAMMER 40K CHAMPIONSHIP SCENARIO 2

MISSION

OVERVIEW

Having secured your forces' landing zone, you have been assigned to recon the surrounding area. Your forward scouts have discovered light enemy forces ahead. Reinforcements have been called in. Advance and destroy the enemy, confident that your freshly landed forces will arrive soon to help finish the slaughter!

LINE OF RETREAT

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

GAME LENGTH

Random Game Length, or until time is called.

DEPLOYMENT

DEPLOY

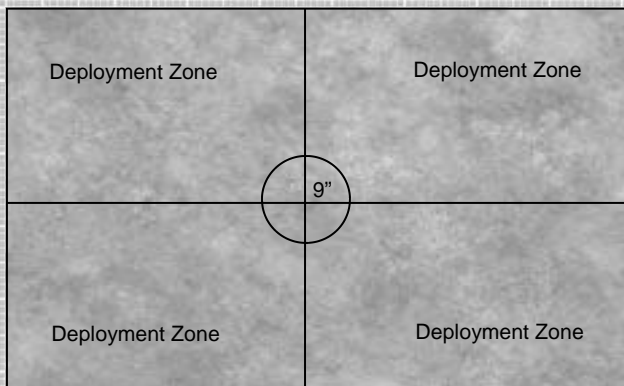
Both players roll a number of dice equal to their army's strategy rating. High roller picks which quadrant to deploy in. The opponent gets the opposite quadrant. Each quadrant is $\frac{1}{2}$ the length of the long edge and $\frac{1}{2}$ the length of the short edge.

The player who won the first roll deploys an eligible unit first in their deployment zone. No unit may be placed within 9" of the center of the table. Eligible units are deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

Both players alternate placing *Infiltrators* (if any), rolling a d6 to determine which side places a unit first.

WHO GOES FIRST

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



SPECIAL RULES

INFILTRATE

ESCALATION

RESERVES:

Reserves enter from any board edge within a player's deployment zone.

RANDOM GAME LENGTH

OBJECTIVES

PRIMARY OBJECTIVE: Annihilate the Enemy

Victory Points (see below)

SECONDARY OBJECTIVE: Secure the Area

Hold the most table quarters. If you both hold the same amount, the result is a draw.

TERTIARY OBJECTIVE: Hold the Center

Have the most physical models entirely within 9" of the center of the table. If you both have the same amount, the result is a draw.

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Margin of VPs	0-185	186-925	926-1480	1481+



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