

# 40K GLADIATOR MISSION 1

AdeptiCon 2006

## MISSION

### OVERVIEW

The commanders have made their final preparations and the armies have been assembled on the field of battle. Heroes will be made and body bags will be filled. This is WAR!

### 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

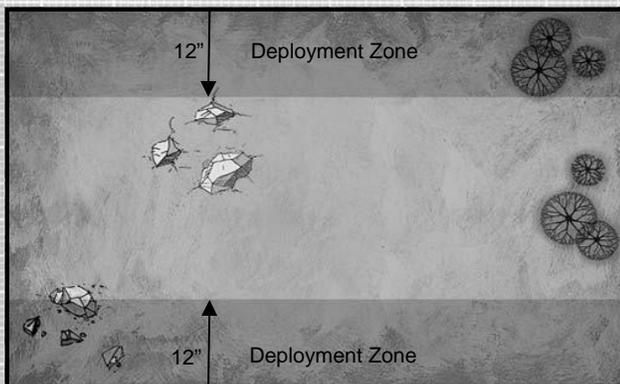
### DEPLOY

Each player rolls a number of d6 equal to their strategy rating. The winner picks which long table edge to deploy from. The opponent's deployment zone is the opposite long table edge. Units will be placed up to 12" away from their long table edge.

Starting with the player who chose their deployment zone, deploy units in the following order: Heavy, Troop, Elite, HQ, and Fast Attack.

### WHO GOES FIRST

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



## SPECIAL RULES

DEEP STRIKE

INFILTRATE

## OBJECTIVES

### PRIMARY OBJECTIVE:

The army with the most scoring units in the enemy deployment zone wins

### SECONDARY OBJECTIVE:

Victory Points

### TERTIARY OBJECTIVE:

Make sure your highest point unit is still alive, on the table and not fleeing at the end of the game.

## BONUS POINTS

### TACTICAL BONUS POINTS:

+1 point for the player who destroys their opponent's lowest point unit first. If the opponent has more than one unit which is the lowest point unit, then if any of them are destroyed first, this will be satisfied. *Note: Only one player can potentially earn this Tactical Bonus Point.*

+1 point if your highest point unit destroys enough units/models to match or exceed its own point total. In general, count the points of each model destroyed by the unit (e.g. 3 standard Space Marines killed from shooting will net +45 points). For awarding points for Independent Characters and Vehicles, defer to the rules for standard Victory Points.



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# 40K GLADIATOR MISSION 2

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## MISSION

### OVERVIEW

At the end of a long day of battle your forces are finally at rest. You have lost contact with your main force and you are attempting to pull together your immediate command. Little do you suspect the enemy is at your doorstep and the long day of battle will continue into the night.

### 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

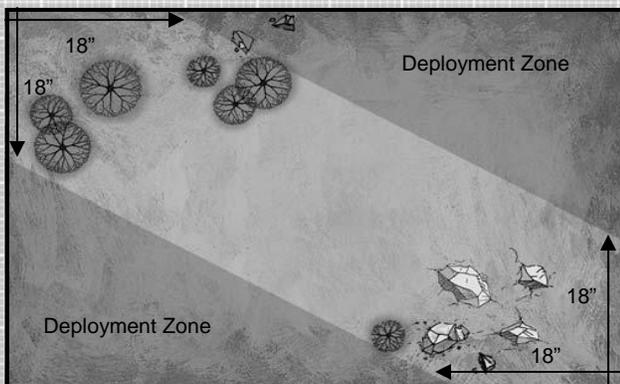
### DEPLOY

Each player rolls a number of d6 equal to their strategy rating. The winner picks which corner to deploy in. The opponent gets the opposite corner. Mark off two diagonal corners by measuring 18" up and over from one corner and connecting those ends to the opposite ends 18" away from the opposite corner. Now, beginning with the player who lost the die roll, each player takes a turn and places two objective markers on the table. Each objective must be at least 10" away from any deployment zone, table edge or another objective marker. After all objectives have been placed, roll a scatter die and one d6 for each marker and move the marker the appropriate distance, if necessary. Markers can scatter closer than 10" to anything else.

The player who chose their deployment zone deploys a unit first. Both sides take turns deploying a unit. Deploy Heavies, Troops, HQ and Fast Attack. All Elites, in addition to all units normally held in reserve during Escalation, are held in reserve unless they also have the scout ability.

### WHO GOES FIRST

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



## SPECIAL RULES

DEEP STRIKE

ESCALATION

NIGHT FIGHT

## OBJECTIVES

### PRIMARY OBJECTIVE:

Whoever controls the most objectives wins. To hold an objective, you must have the most scoring units mostly within 4" of the objective. This means units and vehicles must have more than 50% of their make up within 4" of the objective.

### SECONDARY OBJECTIVE:

Have the most Troop scoring units alive at the end of the game.

### TERTIARY OBJECTIVE:

Be the first player to destroy the enemy's highest point total unit. If the enemy has more than one unit that is the highest point total, then destroying any of them first will satisfy this objective.

## BONUS POINTS

### TACTICAL BONUS POINTS:

+1 point if your highest point HQ unit is alive at the end of the game, not fleeing, and on the table. Nominate one HQ choice before the game to satisfy this requirement if you have 2 HQ choices worth the same point values.

+1 point if you eliminate all enemy Elite choices. You can get this bonus if the opponent brought no Elites to this game or they fail to enter play from reserve.



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# 40K GLADIATOR MISSION 3

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## MISSION

### OVERVIEW

The war goes on with neither side gaining the upper hand. You have been ordered to secure as much territory as possible for an all out offensive. Key enemy units are also a priority. This is the time legends are made.

### LINE OF RETREAT

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

### GAME LENGTH

5 Turns; Random Game Length

## DEPLOYMENT

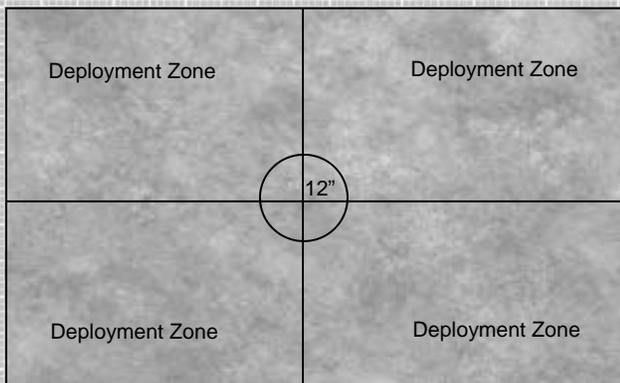
### DEPLOY

Each player rolls a number of d6 equal to their strategy rating. The winner 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.

Starting with the player who chose their Deployment Zone, deploy units in the following order: Heavy, Troops, Elite, HQ, and Fast Attack. No unit (except infiltrators) may deploy within 12" of the center of the table or within 24" of an enemy unit. Refer to Assassination mission objectives for further deployment rules.

### WHO GOES FIRST

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



## SPECIAL RULES

INFILTRATE

CONCEALMENT

RANDOM GAME LENGTH

## OBJECTIVES

### PRIMARY OBJECTIVE:

Control more Table Quarters than your opponent.

### SECONDARY OBJECTIVE:

Assassination. After deployment, each player selects one enemy unit to be the target. The controlling player may immediately redeploy that unit anywhere in its normally designated set up area. If the selected unit is still on the table at the end of the game (not destroyed), the controlling player wins this objective. If both selected units are on the table or if neither of them are on the table, then this objective is a draw.

### TERTIARY OBJECTIVE:

Victory Points

## BONUS POINTS

### TACTICAL BONUS POINTS:

+1 point if all of your opponent's Troop choices are not scoring units at the end of the game. (This includes transports that are scoring units)

+1 point if you have a scoring unit in your enemy's deployment zone at the end of the game.



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# 40K GLADIATOR MISSION 4

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## MISSION

### OVERVIEW

Victory is in sight. You must hold out at all costs and prove your choices as a field commander are worthy of your cause. The units you choose to bring to this fight will spell the key to victory or the bitter taste of defeat.

### 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

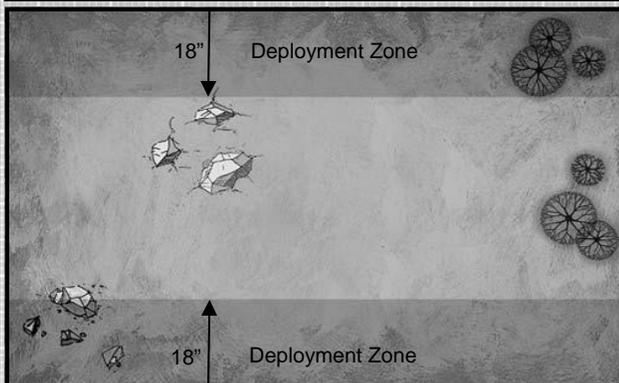
### DEPLOY

Each player rolls a number of d6 equal to their strategy rating. The winner picks which long table edge to deploy from. Now, beginning with the player who lost the die roll, each player takes a turn and places one objective marker on the table for a total of two objectives this game. Each objective must be at least 5" away from any deployment zone and 12" away from the table edge or another objective marker. After both objectives have been placed, roll a scatter die and one d6 for each marker and move the marker the appropriate distance, if necessary. Markers can scatter closer than 12" to anything else. Starting with the player who choose their deployment zone, deploy units in the following order: Heavy, Troop, Elite, HQ, and Fast Attack. **Any** unit not deployed **may** be held in Reserve.

Units may be placed up to 18" away from their long table edge deployment zone and at least 24" away from any other enemy unit (except infiltrators).

### WHO GOES FIRST

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



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## SPECIAL RULES

INFILTRATE

RESERVES

## OBJECTIVES

### PRIMARY OBJECTIVE:

Control the most objectives to win. To control an objective you must have the highest point cost scoring unit within 4" of the objective. This means units and vehicles must have more than 50% of their make up within 4" of the objective.

### SECONDARY OBJECTIVE:

Your highest point unit must destroy enough units/models to match or exceed its own point total. In general, count the points of each model destroyed by the unit (e.g. 3 standard Space Marines killed from shooting will net +45 points). For awarding points for Independent Characters and Vehicles, defer to the rules for standard Victory Points. *Note: This objective is considered a Draw if both opponents accomplish it OR if neither opponent accomplishes it.*

### TERTIARY OBJECTIVE:

Be the first player to destroy the opponent's lowest point cost unit first. If there are more than one enemy units that have the same low point value, then if any of them are destroyed first, this objective will be satisfied.

## BONUS POINTS

### TACTICAL BONUS POINTS:

+1 point if you control more table quarters than your opponent

+1 point if you destroy all enemy HQ selections



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