

Search Party

AdeptiCon 2006

WARHAMMER CHAMPIONSHIP SCENARIO 1

OVERVIEW

Rumors of large Skaven hordes in unprecedented numbers are marching in the open, searching for a huge meteor of Warpstones that have landed in the area. If these rumors are true, it could mean the Skaven clans are uniting for a cause that could lead for domination of the lands. This can not happen! You must search out the for clues of it location and claim it for yourself.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's Deployment Zone is the opposite side.

The player who chose his Deployment Zone places a unit on the table first. The players then take turns deploying a unit at a time until both of their entire forces are on the table.

This scenario is considered a Pitched Battle.

SPECIAL RULES

None, now get stompin'!

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

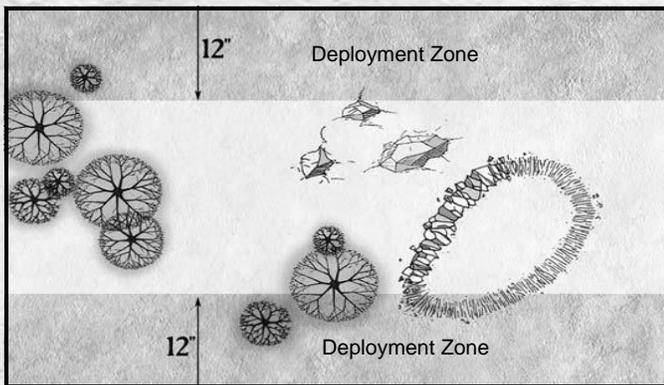
Victory is determined entirely on controlling table quarters. To claim a table quarter you must have a model or unit with a unit strength of 10 or more, and your opponent must not be able to claim it as well (fleeing units do not count). Who ever controls more table quarters at the end of the game wins.

Battle Points are as follows:

Mighty Victory:	20 Points if you control all 4 table quarters.
Victory:	15 Points if you control more table quarters than your opponent.
Draw:	10 Points if you and your opponent have equal amount of table quarters.
Loss:	5 Points.

Battle Point Modifiers:

- +1 If your opponent doesn't get any of his units in your deployment zone.
- +1 If you captured your opponent's Battle Standard.
- +1 If the enemy General is dead, fleeing, or has fled off the board by the end of the game.
- 1 If none of your units have crossed the centerline at any point during the game.
- 1 If no enemy units are dead, fleeing or have fled off the board by the end of the game.



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Warpstone Hunt

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WARHAMMER CHAMPIONSHIP SCENARIO 2

OVERVIEW

Nearing the location of the meteor you are beginning to notice Warpstone chunks scattered through out the landscape, as you begin to collect them you also notice a rival army collecting as well. Now it's a race.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's Deployment Zone is the opposite side.

Each player alternates setting up one of six warpstone counters at least 6" out of any Deployment Zone or table edge and at least 6" away from any other objective marker.

The player who chose his Deployment Zone places a unit on the table first. The players then take turns deploying a unit at a time until both of their entire forces are on the table.

SPECIAL RULES

To pick up a warpstone counter you must end your movement on the counter.

You may not charge and pick up a counter.

If a unit in possession of a counter flees, it drops the counter before it moves.

If the unit is broken in combat and is pursued, the pursuing unit gains control of the counter the same as a banner.

Flying units that have a counter may only use their ground movement. If they wish to use their flying movement then they drop the counter before the move.

War machines may not collect warpstone counters.

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

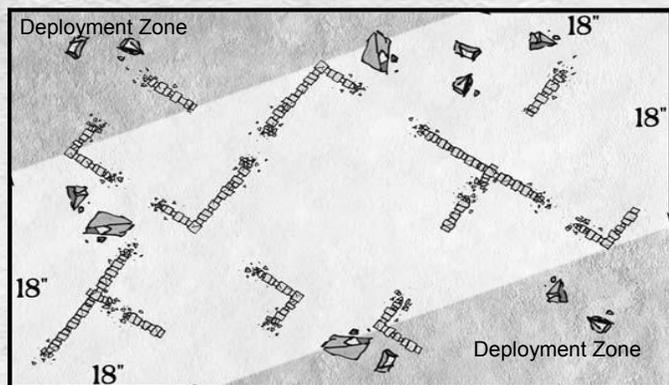
The army that has more Warpstone counters is the winner.

Battle Points are as follows:

Mighty Victory:	20 Points if you control all 6 warpstone counters.
Victory:	15 Points if you control more warpstone counters than your opponent.
Draw:	10 Points if you and your opponent have equal amount of warpstone counters.
Loss:	5 Points.

Battle Point Modifiers:

- +1 If your general is still alive and not fleeing or has fled off the table by the end of the game.
- +1 If you have a unit at 50% or more of its starting unit size in your opponent's deployment zone.
- +1 If your highest point unit is still at or above 50% and not fleeing by the end of the game.
- 1 If at the end of the game you are not in possession of any warpstone.
- 1 If you don't control at least one table quarter.



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Warpstone Messenger

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WARHAMMER CHAMPIONSHIP SCENARIO 3

OVERVIEW

With a large collection of Warpstones slowing down your advance towards the meteor, it is time to send a Messenger back towards base to notify them of the locations so they can Caravan the Warpstones back to base.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's Deployment Zone is the opposite side.

The player who chose his Deployment Zone places a unit on the table first. The players then take turns deploying a unit at a time until both of their entire forces are on the table.

SPECIAL RULES

Each player must pick one of their models to represent the Messenger.

The Messenger must be deployed in your own Deployment Zone.

The Messenger is allowed to March and allowed to Charge.

The Messenger will use the following stats:
M6 S4 T4 A2 WS4 BS4 W2 LD10 4+ Ward Save, Immune to Psychology

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result 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 standard Victory Points with the following additions: if you manage to get the Messenger off the opposite table edge +200 VP's, if you manage to kill your opponents Messenger +100 VP's.

Battle Points are as follows:

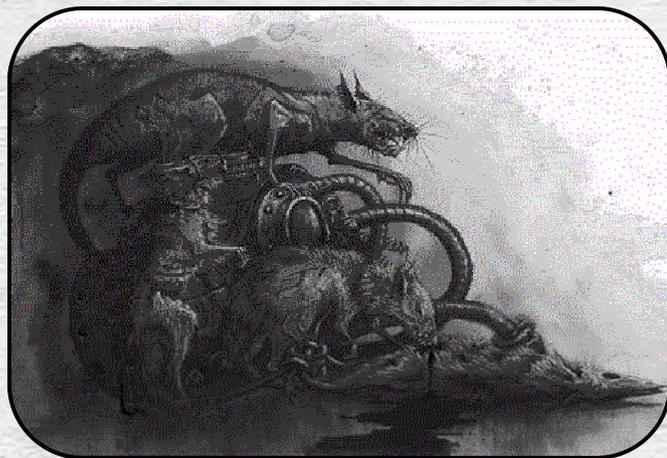
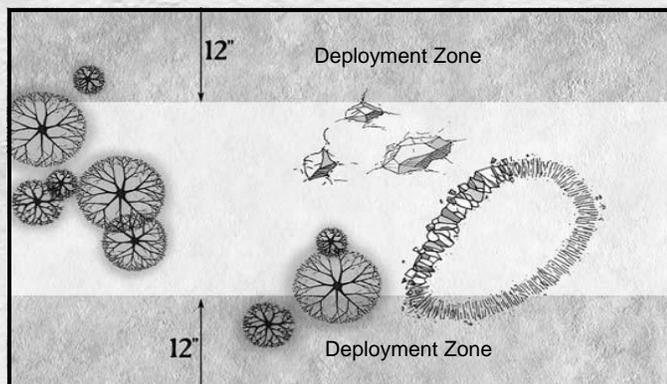
Mighty Victory:	20 Points if you win by a massacre (+1200 VP's).
Victory:	15 Points if you win.
Draw:	10 Points.
Loss:	5 Points.

Battle Point Modifiers:

- +1 if you stop your opponent's Messenger from exiting the table
- +1 if your opponent's highest point unit is dead, fleeing or has fled off the board by the end of the game.
- +1 if all your opponent's core units are dead, fleeing or fled off the board at the end of the game.
- 1 if your Messenger did not move over the center point at any time.
- 1 if no enemy units are destroyed, fleeing or have fled off the board by the end of the game.



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Seize the Meteor

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WARHAMMER CHAMPIONSHIP SCENARIO 4

OVERVIEW

Finally your efforts have paid off; the massive Warpstone meteor is within your reach. As you get closer to the Meteor, your mages tell you that the presence of such a large amount of warpstone is affecting the winds of magic and that it may not be reliable in the coming battle.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on. The other player's Deployment Zone is the opposite side.

The player who chose his Deployment Zone places a unit on the table first. The players then take turns deploying a unit at a time until both of their entire forces are on the table.

This scenario is considered a Pitched Battle.

SPECIAL RULES

In the beginning of each player's Magic phase both players roll dice equal to their perspective power/dispel dice. For each "1 or 2" you roll take that die and give it to your opponent. They add that die to their own pool for that turn. Then continue with the Magic phase as normal.

WHO GOES FIRST

Each player rolls a D6. The player who finished placing all his units first may add +1 to this die roll. The player with the highest result may choose whether to go first or second.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

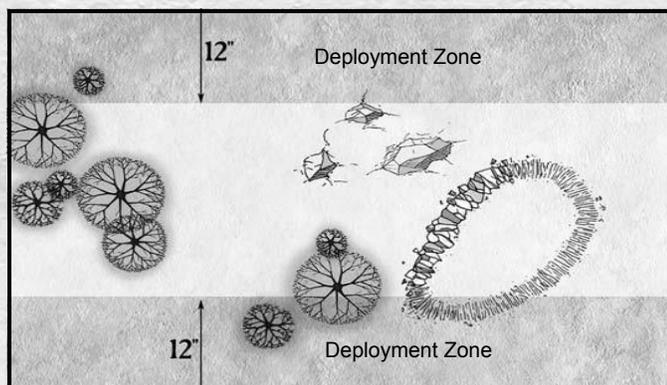
This scenario uses standard Victory Points with the following additions: To have the most units (50% or more of your unit) within 6 inches of the center of the table.

Battle Points are as follows:

Mighty Victory:	20 Points if you win and have the most units within 6 inches of the center of the table.
Victory:	15 Points if you win.
Draw:	10 Points.
Loss:	5 Points.

Battle Point Modifiers:

- +1 If your opponent's highest cost unit is dead, fleeing or has fled off the table by the end of the game.
- +1 If an enemy wizard is killed, fleeing or has fled off the table by the end of the game (a Wizard is any model that contributes power and / or dispel dice).
- +1 If you captured your opponent's Battle Standard.
- 1 If you have no Core units above half unit strength.
- 1 If you control no table quarters by the end of the game.



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