

Hit and Run

AdeptiCon 2007

WARHAMMER 40K TEAM TOURNAMENT SCENARIO #1

DEPLOYMENT

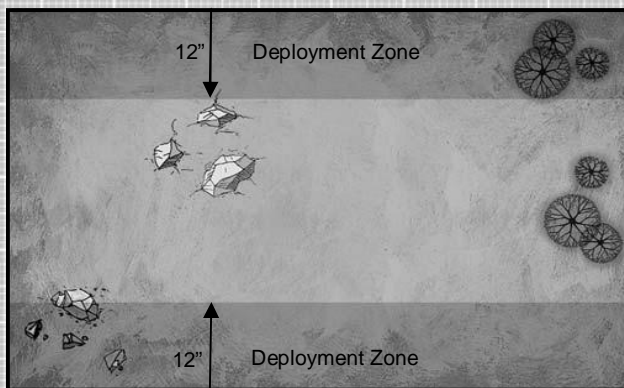
Each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in.

Before deployment, each coalition will nominate among their coalition which player will be responsible for completing the Primary objective and which will complete the Secondary objective. Next, the team that picked their Deployment Zone will begin to place a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: Heavy Support choices first, followed by coalition Troops choices, then Elites, HQ, and finally Fast Attack.

Infiltrators are deployed last using the rules found in the Warhammer 40,000 rulebook on p. 84. If both coalitions have units that Infiltrate, each coalition should roll a single d6. The coalition with the higher roll may choose to begin placing their Infiltrating units first or second in an alternating fashion.

Who Goes First?

Each coalition rolls a single d6. The coalition with the most Infiltrating units may add +1 to the die roll. If each coalition had the same amount of Infiltrating units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.



SPECIAL RULES

INFILTRATE

DARK OMEN: Roll a d6. On a result of 1-3, use Night Fight rules as described on pg. 84 of the Warhammer 40,000 rulebook for turns 1 and 2. On a result of 4-6, use Night Fight rules for turns 5 and 6.

LINE OF RETREAT: Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.

GAME LENGTH: The game lasts 6 turns or until time is called.

OBJECTIVES

Primary: Hold the Center. Each coalition picks a player to hold the center of the battlefield. This objective is completed successfully if the coalition player chosen has a scoring unit **from his or her 1000 point force** within 6" of the center of the table and the enemy coalition does not have any scoring units within 6" of the center of the table.

Secondary: Facilitate follow on forces. The other coalition player is responsible for this objective. To facilitate follow on forces, the second coalition player must have more scoring units **from his or her 1000 point force** in the opponents' Deployment Zone than the combined enemy coalition has in your Deployment Zone.

Tertiary: Ensure a sound victory. Score 200 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tactical Bonus Points:

+1 if all enemy Troops choices are non-scoring at the end of the game.

+1 if your coalition has no units within its starting deployment zone



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GAMES WORKSHOP

WARHAMMER
40,000

I
II
III
IV

Marked for Death

AdeptiCon 2007

WARHAMMER 40K TEAM TOURNAMENT SCENARIO #2

DEPLOYMENT

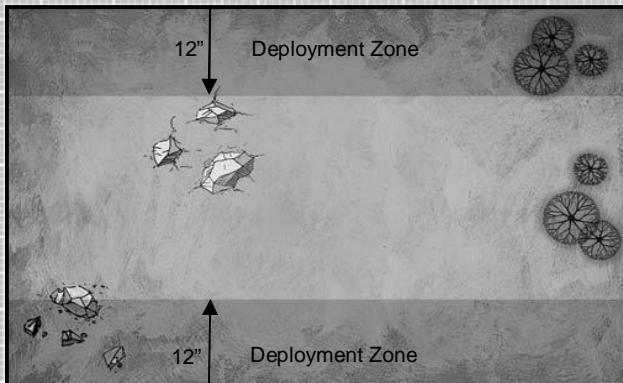
Before Deployment Zones are chosen, each player will use a marker to pick out a unit per the "Marked for Death" scenario special rules.

Next, the coalition that has the lowest combined number of scoring units chooses a deployment zone and begins by placing a unit on the table first. (*Don't forget to use the Modified Escalation special rules during deployment!*) The coalition players then take turns deploying one unit at a time until their eligible forces are on the table. Coalition units must be deployed in the following order: all Heavy Support choices first, followed by all coalition Troops choices, then all Elites, all HQ, and finally all Fast Attack.

Infiltrators are deployed last using the rules found in the Warhammer 40,000 rulebook on p. 84. If both coalitions have units that Infiltrate, each coalition should roll a single d6. The coalition with the higher roll may choose to begin placing their Infiltrating units first or second in an alternating fashion.

Who Goes First?

Each coalition rolls a single d6. The coalition with the least number of Heavy Support units may add +1 to the die roll. If each coalition had the same amount of



SPECIAL RULES

CONCEALMENT, DEEP STRIKE, INFILTRATE

MARKED FOR DEATH: At the beginning of the game and before any units are deployed, each coalition player will take one of their markers and assign it to an enemy unit. If that enemy unit is completely destroyed (including any dedicated transport), broken, or off the table at the end of the game, you will earn double victory points for that unit.

SPECIAL RULES cont.

MODIFIED ESCALATION: As per normal Escalation rules found on p. 84 of the Warhammer 40,000 rulebook except all Reserve rolls are made with a +1 modifier (i.e. Reserve units will arrive on a 3+ on turn 2, 2+ on turn 3, etc). Any unit still held in Reserves at the end of the game for any reason counts as destroyed for VP purposes.

WARP STORM: Horrific winds appear out of nowhere and disappear just as randomly. Any rolls that use a scatter die (i.e. deep strike, drop pod, daemon summoning, ordnance, etc) roll an extra d6" for scatter. This extra d6 is added to any normal scatter result.

GAME LENGTH: The game lasts 6 turns or until time is called.

OBJECTIVES

Primary: Ensure a sound victory. Score 200 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Secondary: Control the cover. Control more terrain pieces than your opponents. Control is defined as having a scoring unit from your coalition in or directly touching a piece of terrain while your opponents do not. A single unit may not control more than one piece of terrain.

Tertiary: Annihilate the enemy. Score 1601 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tactical Bonus Points:

+1 for controlling more table quarters than your opponents

+1 if no enemy scoring units have made it more than halfway across the table by the end of the game. (i.e. more than 24" from their starting Deployment table edge)



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Ambush!

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WARHAMMER 40K TEAM TOURNAMENT SCENARIO #3

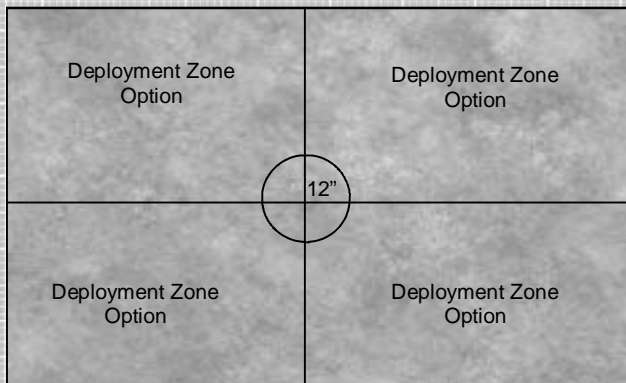
DEPLOYMENT

Each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone table quarter they wish to deploy in. The loser gets the opposite table quarter. No unit may initially deploy within 12" of the center of the table or within 24" of an enemy unit.

The losers of the Deployment Zone roll begin by placing a unit on the table first. (*Don't forget to use the Ambush! special rules during deployment!*) The coalition players then take turns deploying one unit at a time until their eligible forces are on the table. Coalition units must be deployed in the following order: all Heavy Support choices first, followed by all coalition Troops choices, then all Elites, all HQ, and finally all Fast Attack.

Who Goes First?

Each coalition rolls a single d6. The coalition with the most Fast Attack units may add +1 to the die roll. If each coalition had the same amount of Fast Attack units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.



SPECIAL RULES

UNPREDICTABLE OBJECTIVE: At the end of Turn 6, roll a single d6. On a roll of a 4, 5, or 6, the game will go an extra turn before ending. (i.e. the game will end on Turn 7).

SPECIAL RULES cont.

AMBUSH! All units that normally start in Reserve under the Escalation rules on page 84 of the Warhammer 40,000 rulebook start on the table (Note: this does not affect units such as Drop Pods or Callidus Assassins who always start in Reserve or units who choose to start in Reserve such as Deep Striking Terminators. Play them as normal). All other units start in Reserve using the Ambush rules. Units with the Scout ability can choose to either deploy normally or ambush. All ambushing units will automatically enter the game on Turn 2. Roll a d6 for each ambushing unit entering the game. On a result of a 5 or 6, that unit can enter the game from **any** table edge **outside** of your opponent's Deployment Zone table edges. On any other result, the unit will enter the table normally via your standard Deployment Zone table edges. This scenario special rule overrides and takes precedence over other Codex special rules for Reserves such as Kult of Speed.

GAME LENGTH: See the *Unpredictable Objective* scenario rules or until time is called.

OBJECTIVES

Primary: Secure Ground. Hold more **Allied** Table Quarters than your opponents. To accomplish this mission, use the normal table quarter rules found on p. 81 of the Warhammer 40,000 rulebook with one modification: the table quarter must be held or contested by scoring units from **BOTH** armies making up a coalition.

Secondary: Ensure a sound victory. Score 200 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tertiary: Destroy the rank and file. Earn this objective if all enemy Troops choices are non-scoring at the end of the game. *Both Coalitions can potentially achieve this objective.*

Tactical Bonus Points:

+1 for completely destroying (including dedicated transport, if applicable) or breaking your opponents' lowest cost unit. If more than one unit has the same lowest point cost, then eliminating any one of these units will earn this bonus.

+1 for having a scoring unit in your opponents' Deployment Zone

