

# Recon

## AdeptiCon 2007

### WARHAMMER FANTASY ESCALATION SCENARIO #1

#### OVERVIEW

Your army has detected the enemy. Your contingent has been sent to locate and engage the enemy. Certain terrain features are the key for observation. You must take them.....

#### BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

#### DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side. Units may be deployed 12" in on their side, but not within 6" from the side edges. Your last deployment must consist of a non-flyer or non-warmachine unit of at least US5, placed with the Front Rank on the centerline, on your right half of the board. This unit is placed after Scouts. This is known as your Recon unit. The player who finished placing units first gets +1 to the die roll to determine Who Goes First.

#### SPECIAL RULES

Determine if you are using Clipping over Sliding.

Before scouts are placed, the Player who finished placing units first must openly select and mark a terrain feature not in a deployment zone as a Terrain Objective. The other player now does likewise. Scouts may not be placed within 8" of the center of a Terrain Objective.

Scouts may deploy as usual.

Wood Elves do not get their additional Forest.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

#### GAME LENGTH

Game will last 6 turns or until time is called.

#### VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

#### ADDITIONAL OBJECTIVES

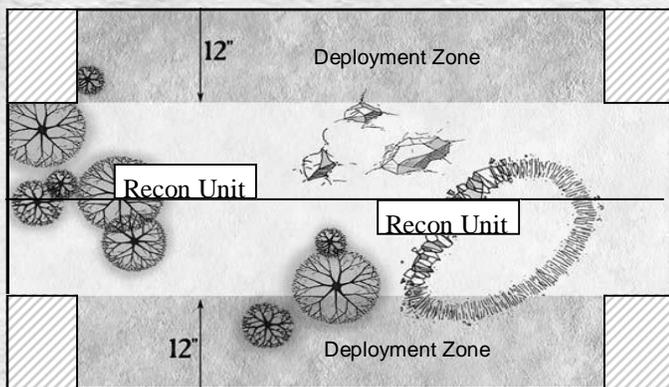
**Major Objective:** (+2 Battle Points)

Controlling both designated Terrain Objectives

**Minor Objectives:** (+1 Battle Point each)

Your Recon unit has survived and not fleeing.

Your Opponent's Recon unit has been killed / is fleeing.



<http://www.adepticon.org>



# Vendetta

## AdeptiCon 2007

### WARHAMMER FANTASY ESCALATION SCENARIO #2

#### OVERVIEW

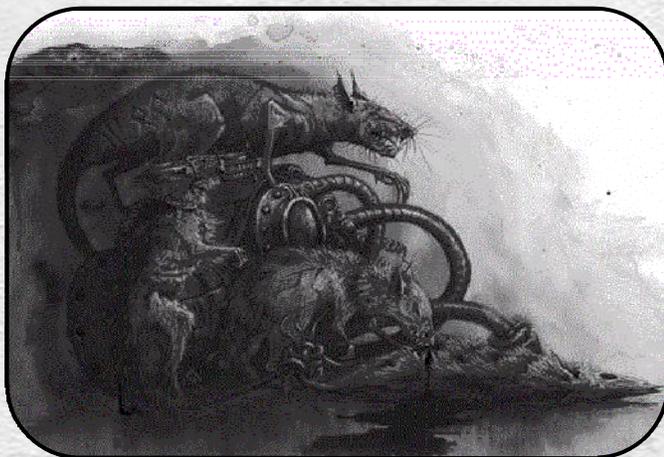
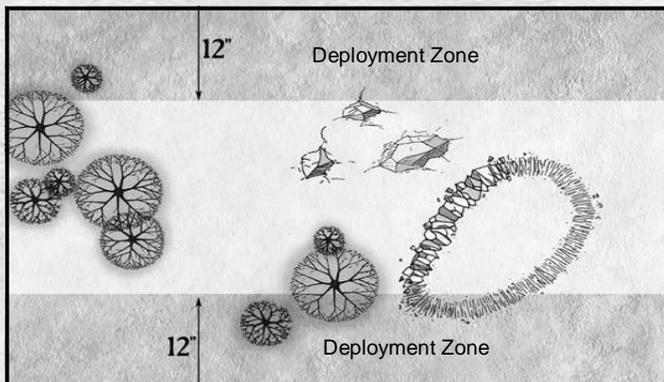
Your Liege has been dispatched by an Assassin! The enemy has been implicated! The Heir Apparent has offered a nice bounty for each enemy leader upon whom you send his 'Best Wishes'. Give them all oranges! Send them wrapped fishes!

#### BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

#### DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side. Units may be deployed 12" in on their side. The player who finished placing units first gets +1 to the die roll to determine Who Goes First.



#### SPECIAL RULES

Determine if you are using Clipping over Sliding.

Before scouts are placed, the player who finished placing units first must openly select and mark a terrain feature not in a deployment zone as a Terrain Objective. The other player now does likewise. Scouts may not be placed within 8" of the center of a Terrain Objective.

Scouts may deploy as usual.

Wood Elves do get their additional Forest.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

#### GAME LENGTH

Game will last 6 turns or until time is called.

#### VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

Enemy Characters are worth Double Victory Points.

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

#### ADDITIONAL OBJECTIVES

**Major Objective:** (+2 Battle Points)

All Enemy Characters are Dead or Fleeing.

**Minor Objectives:** (+1 Battle Point each)

Control of each designated Terrain Objective.



<http://www.adepticon.org>

# Overzealous

## AdeptiCon 2007

### WARHAMMER FANTASY ESCALATION SCENARIO #3

#### OVERVIEW

Your contingent has been sent to locate and engage the enemy, and your scouts have informed you of the enemy's location ahead. Unfortunately, some of your troops are too eager for battle.....

#### BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

#### DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side. Units may be deployed 12" in on their side.

Before scouts are placed, the player who finished placing units first must openly select and mark a terrain feature not in a deployment zone as a Terrain Objective. The other player now does likewise. Scouts may not be placed within 8" of the center of a Terrain Objective.

After Scouts, but before determining who goes first, each player has an option for Overzealous units (see Special Rules below). The player who finished placing units first gets +1 to the die roll to see Who Goes First.



<http://www.adepticon.org>



#### SPECIAL RULES

Determine if you are using Clipping over Sliding.

After scouts are placed, the player who finished placing units first has an option to move one of his units. Units which can March, may March. Flyers may Fly. The other player then has the same option. This continues until one player ceases to be Overzealous, and both players have had the opportunity to move. Units may not charge with the Overzealous move and must stop 1" from the enemy. An Overzealous unit may move more than once. If a unit is overzealous, that unit is worth +50 VP to the Enemy if destroyed or fleeing at the end the scenario.

Scouts may deploy as usual.  
Wood Elves do not get their additional Forest.  
Beastmen may Ambush.  
Lothorn Sea Guard get their Special Shooting Phase.  
Armies of Sylvania get Grave Markers.  
Clan Eshin may Night Attack.

#### GAME LENGTH

Game will last 6 turns or until time is called.

#### VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102  
With the following additions:

- +50 Victory Points for killing or breaking an enemy Overzealous Unit.
- +50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

#### BATTLE OBJECTIVES

**Major Objective:** (+2 Battle Points)  
Control More Table Quarters than your Opponent.

**Minor Objectives:** (+1 Battle Point each)  
Control of each designated Terrain Objective.

