

Sacred Ground

AdeptiCon 2007

WARHAMMER FANTASY TEAM TOURNAMENT SCENARIO #1

OVERVIEW

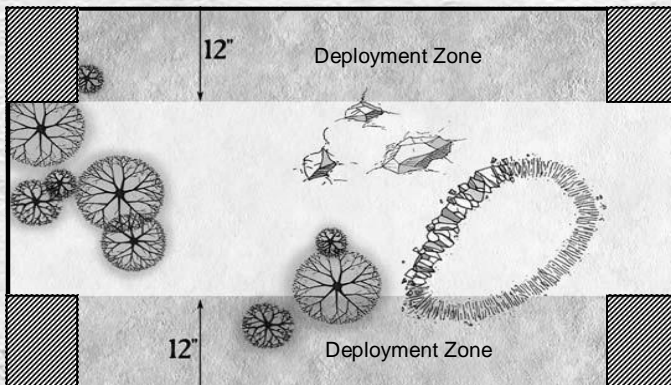
It was the field that your father's father's father fought on. Throughout the years, both sides have considered that piece of contested ground to be sacred. However, your hated enemy's naked aggression will not go unchecked anymore. They have occupied territory where your ancestor's shrine resides and must be driven off. The call has gone out to lend all assistance to this slight of honor. There isn't time to gather a unified army to assist, but all forces able are marching to the 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 teams roll a single die. The winning team picks one of the Opponent's Contingents. That Contingent must deploy a unit. The side losing the dice roll then selects one of their Opponent's Contingents. That contingent will deploy a unit and the two selected contingents will take turns deploying their forces. Both remaining Contingents will arrive later. Units may be deployed 12" in on their side, but not within 6" from the side edges. After initial deployment, the Alliances will each roll a single d6. The Alliance with the higher result places a marker on the table. Markers cannot be placed closer than 8 inches to a deployment zone, and must be placed at least 12 inches from any other deployed marker. Alternate placing until all four markers are placed. The team 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.

Beginning on turn 2 and with the exception of Monsters and Warmachines, all other units in the opposing army may deploy as Ambushers. Select a spot on any table edge and pass a Leadership test at -1 (even units immune to psychology or unbreakable). Use the LD of the unit. If passed, the unit arrives where chosen. If failed, roll a scatter die. Follow the arrow (if a HIT is rolled, follow the small arrow) until it intersects a table edge and place the unit there. Units entering cannot march and count as moving, but may move their normal movement. Beast of Chaos Ambushers are allowed to Ambush as normal as they are conditioned to such tactics. Monsters and Warmachines arrive on the team's normal Allied Edge.

Scouts deploy as standard units.

Wood Elves do not get their additional Forest unless they deploy first.

Lothorn Sea Guard get their Special Shooting Phase if they deploy on the board.

Armies of Sylvania get Grave Markers if they deploy first.

Clan Eshin may not 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

+50 Victory Points for each Marker controlled.

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

BATTLE OBJECTIVES

Major Objective: (+2 Battle Points)

Control more Markers than your opponents.

Minor Objectives: (+1 Battle Point each)

Each table quarter on your opponent's side of the table controlled at the end of the game.



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The Archeologist and the Lost City

AdeptiCon 2007

WARHAMMER FANTASY TEAM TOURNAMENT SCENARIO #2

OVERVIEW

Word of the discovery of an Ancient City has reached both of your capitals. A combined force has been sent out to hunt for artifacts. A famed Archeologist will be accompanying the force to assure that all finds are treated carefully until they can be studied. General scuttlebutt in the army is that a civilian shouldn't be accompanying the army into potentially hostile territory...

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

All players roll a d6. The Alliance with the higher combined result places the first of their team's markers. Markers cannot be placed closer than 8 inches to a deployment zone and must be placed at least 12 inches from any other deployed marker and cannot be placed in terrain features. Take turns placing until all four are placed. The team that placed the second marker now selects a deployment zone and places one unit from each part of their Alliance. Units may be deployed 12" in on their Deployment edge, but not within 6" from the side edges. Placement alternates with each Alliance placing units until both teams are finished.

War machines are placed at the same time, but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together and can be placed in units.

GAME LENGTH

Game will last 6 turns or until time is called.



SPECIAL RULES

Determine if you are using Clipping over Sliding.

The character in a team's Alliance that costs the most points, including magic items and mounts, is the famed Archeologist for this mission. He's not much of a fighter. His weaponry is replaced with a rock hammer and thick glasses. His attacks are reduced to 1 at his base strength. Any magic items he is carrying are safely tucked away in the baggage train where they cannot be damaged by combat. His armor save, if any, is reduced to 0. He does carry the Honourable Badge of Office, which grants a 5+ ward save and MR(2) and he has his own Amazing Dumb Luck which grants him Regeneration. He will not willingly charge into combat but must move as quickly as possible towards a placed marker each turn until he reaches one to analyze. After he reaches a marker and spends a Movement phase analyzing it, he may move about freely for the remainder of the game. He may join a unit, but the unit is then subject to his rules of movement.

Scouts deploy as standard normal.

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.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for any enemy unit broken/destroyed in a combat involving both contingents.

+50 Victory Points for each Terrain Feature/Marker controlled

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

BATTLE OBJECTIVES

Major Objective: (+2 Battle Points)

This expedition was undertaken to find ancient artifacts that will further the defense (or offense) of the kingdom. At the end of the game, if your famed Archeologist is still alive and your Alliance controls MORE markers than your opponents, you have found something of value and achieved this objective.

Minor Objectives: (+1 Battle Point each)

Each table quarter on your opponent's side of the table controlled at the end of the game.



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Island of the Old Ones

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WARHAMMER FANTASY TEAM TOURNAMENT SCENARIO #3

OVERVIEW

Violent storms and gale winds have swept your combined fleet onto a previously uncharted island. Forward scouts have discovered what appear to be stone idols of some sort, although their purpose is currently unknown. They are marked with strange glyphs and carvings. With trepidation, your combined forces set out to explore, led by the Vanguard....

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.

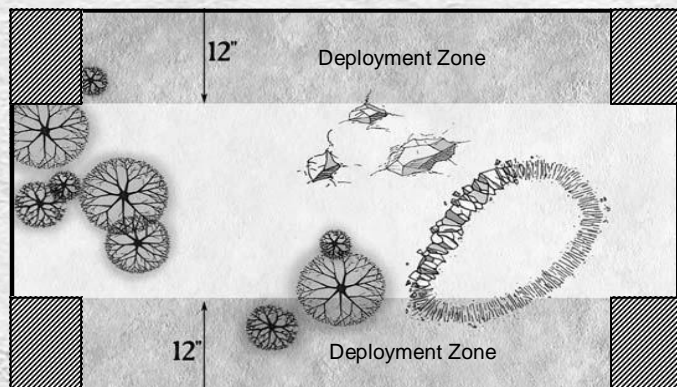
DEPLOYMENT AND WHO GOES FIRST

All players roll a d6. The Alliance with the higher combined result places the first of their team's markers. Markers cannot be placed closer than 8 inches to a deployment zone and must be placed at least 12 inches from any other deployed marker and cannot be placed in terrain features. Take turns placing until all four are placed.

Each Alliance then selects one unit from the opposing Alliance to represent the Vanguard. The team that placed the second marker selects a deployment zone and places their Vanguard unit first. The Vanguard can be placed up to 12" in on a Deployment Zone edge but not within 6" of a side table edge. No other allied unit can be placed further up in the Deployment Zone than the Vanguard unit. Placement then alternates with each Alliance placing one unit from each army until both teams are finished..

War machines are placed at the same time, but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together and can be placed in units.



SPECIAL RULES

Determine if you are using Clipping over Sliding.

In such a strange and scary land, any friendly unit that has the Vanguard unit in its LOS may add +1 to any LD-based check.

The Markers represent Ancient Idols. These idols appear to draw upon the raw forces of the Winds of Magic. If an Alliance has an army general within 8 inches of an idol, that Alliance may use a power die to cast the following spell:

Fury of the Old Ones – Bound Spell Power Level D6

An Enemy unit within 18" is hit by D6 magic missiles of Str D6. If doubles are rolled on any of the three dice used for the spell, the unit the character is in is hit by the missile instead. If triples are rolled on the three dice, all units (enemy and ally) partially within 3" times the number rolled are hit by the missile.

Scouts deploy as normal.

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 any enemy unit broken/destroyed in a combat involving both contingents.

+50 Victory Points for each Terrain Feature/Marker controlled

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

BATTLE OBJECTIVES

Major Objective: (+2 Battle Points)

Controlling more Markers than your opponent.

Minor Objectives: (+1 Battle Point each)

Each table quarter on your opponent's side of the table controlled at the end of the game.



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