



ADEPTICON 2010

WARHAMMER 40K GLADIATOR PRIMER

SCENARIO 1:

*** Read the entire scenario before setting up ***

OVERVIEW

Under cover of darkness, your forces advance into no-man's land and secure a critical objective. Unfortunately, your opponents seem to have the same idea...

LINE OF RETREAT

Towards your short table edge.

GAME LENGTH

Random Game Length

DEPLOYMENT ()

Deployment Zone: 24" from the short table edges.

Both players roll a d6 to determine who goes first. The player that will go first deploys his army as normal.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

OBJECTIVES

Primary: Capture the Flag – Place an objective in the center of the table. Every player turn that ends with a player having a scoring unit within 6" of the objective with no enemy models within 6" of the objective earns that player a objective points equal to the game turn. The player with the most objective points at the end of the game wins this objective

Secondary: Terrain Pieces – Control more terrain pieces than your opponent. You control terrain pieces by having models from a scoring unit on or touching the terrain piece while your opponent has no models on or touching that terrain piece

Tertiary: Victory Points – As per 40K Rulebook

TACTICAL BONUSES

No enemy troops remaining – 1 point
Use the Vortex Grenade – 2 points

SPECIAL RULES

Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Modified Night Fighting, Vortex Grenade

- ❖ Modified Night Fighting –
 - In effect the entire game. Gargantuan Creatures and Super-heavy targets are seen automatically – no roll to see these targets is necessary.
- ❖ Vortex Grenade –
 - Select one non-vehicular model in your army and inform your opponent of this selection. This model carries a vortex grenade. Once per game, the vortex grenade can be thrown 12" in the shooting phase instead of firing a weapon. The grenade uses the 3" blast marker template and scatters normally (reduced by the BS of the thrower as normal).
 - After resolving scatter, remove any models touched by the template (flyers are not affected). No saves of any kind are allowed. Leave the vortex template on the table. Gargantuan creatures and super-heavy vehicles are not removed, but suffer d6 wounds with no saves possible or lose d3 structure points.
 - At the beginning of every following player turn (both sides) the vortex moves, disappearing and reappearing 2d6" away in a random direction. (If a hit is rolled, use the little arrow for direction). If a double is rolled for the distance moved, remove the vortex immediately.
 - Instead of throwing it, a player may detonate the grenade in the assault phase. The model doing so may be in or charge into assault on that turn. When the model carrying the vortex grenade could normally attack, it may instead choose to detonate the grenade. The vortex grenade goes off with the effect described above, but will not scatter. Note that if the model carrying the grenade is killed before its initiative step arrives, the vortex grenade will not go off. Obviously, the model carrying the vortex grenade is removed as a casualty.



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SCENARIO 2:

*** Read the entire scenario before setting up ***

OVERVIEW

Both sides have been on the defensive for too long – it's time to attack! Do you want to live forever?

LINE OF RETREAT

Towards your long table edge.

GAME LENGTH

Random Game Length

DEPLOYMENT ()

Deployment Zone: Pitched Battle.

Both players roll a d6 to determine who goes first. The player that will go first deploys his army as normal.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

OBJECTIVES

Primary: Kill Points – as per 40K rulebook

Secondary: Recon – Have more scoring units in your opponent's deployment zone than they have in yours

Tertiary: Kill your opponent's least expensive unit.
(Draw if both players achieve this objective)

TACTICAL BONUSES

No enemy heavy support remaining – 1 point
Have More KPs remaining at the end of the game than your opponent – 2 points

SPECIAL RULES

Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Mined Battlefield

- ❖ Mined Battlefield –
 - Everything outside both player's deployment zones is mined. Any model that moves over 6" or runs in the shooting phase, and begins or ends that move in the minefield, must take a dangerous terrain test. This dangerous terrain test is in addition to any other dangerous terrain test that may be required.



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SCENARIO 3:

*** Read the entire scenario before setting up ***

OVERVIEW

The warp is having some strange effects on this battlefield...

LINE OF RETREAT

Towards your long table edge.

GAME LENGTH

Random Game Length

DEPLOYMENT ()

Deployment Zone: Cleanse 2 (Diagonal Deployment Zones, 18" from opposite corners)

Both players roll a d6 to determine who goes first. The player that will go first deploys his army as normal.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

OBJECTIVES

Primary: Seize Ground (as per 40K Rulebook), with 3 objectives (do not roll)

Secondary: Recon – Have more scoring units in your opponent's deployment zone than they have in yours

Tertiary: Kill the most expensive enemy unit. If both players achieve this objective, the result is a draw)

TACTICAL BONUSES

+2: No friendly models in your deployment zone at the end of the game.

+1: You redeployed (either successfully or not) at least one unit using the Warp Flux rule

SPECIAL RULES

- ❖ *Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Warp Flux*
- ❖ *Warp Flux* –
 - Each player, at the beginning of their own movement phase, may select one friendly non-vehicle unit or non-gargantuan creature and redeploy that unit anywhere on the table using the Deep Strike rules. If the 2d6 result is doubles, the unit is removed from play and counts as destroyed. No method of preventing deviation will work – i.e. icons, teleport homers, locator beacons, etc.
 - Units that are redeployed in this fashion MAY assault on the same turn. Units inside transports may be redeployed in this fashion, vehicles themselves may not. Units locked in assault cannot be redeployed.
 - Note that if a unit suffers a Deep Strike mishap and is placed in reserve, it may not assault on the turn that it arrives.



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SCENARIO 4:

*** Read the entire scenario before setting up ***

OVERVIEW

You've moved to contact with enemy forces...only to find out that a key unit has broken down/fallen asleep/run out of gas at a key moment. You just hope your opponents are having similar problems...

LINE OF RETREAT

Towards your long table edge.

GAME LENGTH

Random Game Length

DEPLOYMENT ()

Deployment Zone: Spearhead

Both players roll a d6 to determine who goes first. The player that will go first deploys his army as normal.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

SPECIAL RULES

Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Cold Start

❖ Cold Start –

Nominate one enemy unit. Your opponent **MUST** deploy this unit on the table at the beginning of the game, regardless of any other rules for this unit. This unit begins the game inactive – it can undertake no actions on its own initiative and is hit automatically in close combat, although it may make saving throws as normal. The unit may act as normal on turn 3.

OBJECTIVES

Primary: Seize Ground (as per the 40K Rulebook, except that 5 objectives are used without rolling for them)

❖ **Secondary:** Modified Kill Points

- Troops: 1 kill point
- Elites, Fast Attack, Heavy Support: 2 kill points
- HQ: 3 kill points
- Flyers: +2 kill points
- Superheavies & Gargantuan Creatures: +4 kill points

All models from a force org selection must be killed to receive the kill point(s) for that selection. Note that the points for flyers and war machines/gargantuan creatures are additional bonus points to the normal force org slot, so a gargantuan creature taken as a HS choice will award 6 KPs if the creature is killed.

Tertiary: Table Quarters – control more table quarters than your opponent by having a unit (any unit) in that table quarter while your opponent has no units in that table quarter.

TACTICAL BONUSES

No enemy elite choices remaining – 1 point

Your opponent controls no table quarters – 2 points



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SCENARIO 5:

*** Read the entire scenario before setting up ***

OVERVIEW

You've managed to slip false deployment orders to some of your enemy's units...but unfortunately, they've done the same!

LINE OF RETREAT

Towards your long table edge.

GAME LENGTH

Random Game Length

DEPLOYMENT ()

Deployment Zone: Pitched Battle

Both players roll a d6 to determine who goes first. The player that will go first deploys his army as normal.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

SPECIAL RULES

Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Unfortunate Deployment

Unfortunate Deployment

Roll for first turn (and thus deployment zone/order as normal) and choose deployment zones as normal.

However, when the first player is deploying, the other player may dictate how up to four units will be deployed. When the player that goes second deploys, the other player may also dictate how up to four units will be deployed. Units may be placed in reserve by this, but they arrive from reserve as normal.

OBJECTIVES

Primary: Pushback – At the end of the game, whichever side has a model closest to their own table edge loses. If the distances are within 2", this result is a draw. If a side has been wiped out, that side automatically loses.

Secondary: Disruption – At the end of the game have more categories of units (HQ/E/T/FA/HS) alive than your opponent does. If both sides have the same number of categories remaining, the result is a draw.

Tertiary: Kill your opponent's HQ - Kill the enemy commander (the most expensive HQ model). This model cannot be a dedicated transport. If you have two or more models that are equally expensive, nominate one model as the commander before the game begins. If both players achieve this objective, the result is a draw.

TACTICAL BONUSES

No enemy units in the enemy deployment zone – 1 point

Have at least one unit alive in every category (HQ/E/T/FA/HS) – 2 points



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SCENARIO 6:

*** Read the entire scenario before setting up ***

OVERVIEW

You've received valuable intelligence about your enemy's plans...but your opponent has received similar intelligence about yours.

LINE OF RETREAT

Towards your long table edge.

GAME LENGTH

Random Game Length

DEPLOYMENT ()

Deployment Zone: Dawn of War

Both players roll a d6 to determine who goes first. The player that will go first deploys his army as normal.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

OBJECTIVES

Primary: Capture and Control – As per the 40K Rulebook.

Secondary: Victory Points – As per the 40K Rulebook

Tertiary: Kill your opponent's HQ - Kill the enemy commander (the most expensive HQ model). This model cannot be a dedicated transport. If you have two or more models that are equally expensive, nominate one model as the commander before the game begins. If both players achieve this objective, the result is a draw.

TACTICAL BONUSES

No enemy fast attack remaining – 1 point

All of your units are outside of your deployment zone – 2 point

SPECIAL RULES

Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Disinformation, Tunnels

- ❖ Tunnels –
 - Before deployment but after deployment zones have been chosen, alternate placing 2 tunnel markers for each player on the table. These markers must be placed at least 12" away from each other and at least 12" a table edge. Infantry models may use these tunnels to emerge from reserve instead of arriving on their own table edge (essentially counting the tunnel marker as a table edge). Units may not assault on the turn they arrive, but they may move, shoot, and/or run as normal.
- ❖ Disinformation–
 - Choose one enemy infantry unit before deployment. This unit **MUST** begin the game in reserve. When it arrives from reserve, you may choose from which tunnel this unit emerges. If the unit cannot fully deploy from the tunnel because of the "enemy models within 1 inch" rule, the unit is placed directly into assault with the interfering unit and counts as charging that turn.