

The Acropolis of Mourn

ADEPTICON FANTASY CHAMPIONSHIP PRIMER SCENARIO 1

OVERVIEW

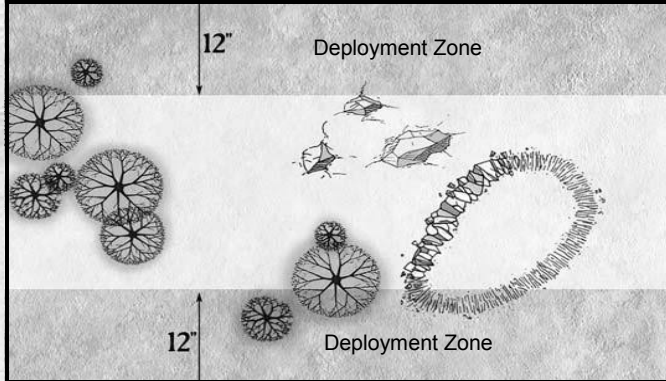
During the ages past, empires have fought over the same grounds, be they trade routes, mountain passes or strategic towns. More often than not, both sides consider it hallowed ground. Strategy is one motivator, but martial pride is a much greater draw. Can you win back the land of your ancestors?

BATTLEFIELD

Terrain is Preset. Confirm your table's terrain to the layout on page 3 of this packet. 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. Building Assault rules are not in effect for this scenario.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on by placing a unit. The other player's Deployment Zone is the opposite side. The players then take turns deploying one unit at a time until both of their entire forces are on the table.



SPECIAL RULES

In this scenario, the building on the table represents an Acropolis of Heroes, per the BRB Pg101. As a Special feature, the Acropolis is considered Impassable Terrain which blocks line of sight. The Acropolis allows the *unit* controlling the feature (per BRB Pg100) to count as outnumbering its enemies.

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. Do not start a new turn after the 2:10 mark.

VICTORY CONDITIONS

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

+100 VP for controlling the Forest on your side of the table.

Conceding:

To claim objective points you must have sufficient units with sufficient unit strength and movement to control the feature(s) within the unplayed turns.

Battle Point Modifiers:

- +2 The Enemy's largest Point Unit (unit cost excluding Characters, unless the largest component unit is a character and mount) is Dead or fleeing at the end of the game.
- +2 You have a banner in your possession at the end of the game. (Friend or Foe)
- +1 You have a unit within 12" of the Acropolis capable of controlling it.

Objective Points:

- +3 You Control the Acropolis.
- +2 Your opponent does not control the Acropolis.



The Befouled Chapel

ADEPTICON FANTASY CHAMPIONSHIP PRIMER SCENARIO 2



OVERVIEW

In Ages past, the enemy has defiled your lands. The atrocities of the past were like bread and butter to you in your youth. As the others have said, when it is your turn, things will be different. It is your turn. You will take the befoulement of your ancestral lands from the enemy.

BATTLEFIELD

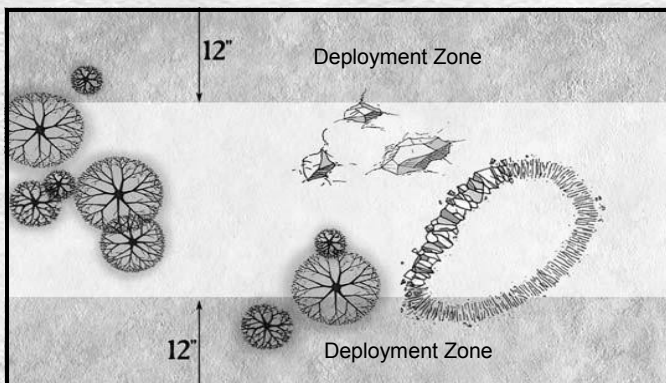
Terrain is Preset. Confirm your table's terrain to the layout on Page 3 of this packet. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground. Building Assault rules are in effect.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on by placing a unit. The other player's Deployment Zone is the opposite side. The players then take turns deploying one unit at a time until both of their entire forces are on the table.

GAME LENGTH

Game will last 6 turns or until time is called. Do not start a new turn after the 2:10 mark.



SPECIAL RULES

In this scenario, the non-Forest, Non-Hill, Non-Building feature on the table represents Fell Ruins, per the BRB Pg101. As a Special feature, the Ruins are considered Impassable Terrain which blocks line of sight. The Ruins modify the *unit* controlling the feature (per BRB Pg100) in the following way:

If the unit controlling the Ruins causes fear or terror, units engaged or engaging the unit are -1 Leadership in regard to Fear/Terror tests.

If the unit controlling the Ruins does not cause fear or terror, the unit is +1 Leadership when taking Fear/Terror tests.

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.

VICTORY CONDITIONS

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

+100 VP for controlling the Building on the table.

Conceding:

To claim objective points you must have sufficient units with sufficient unit strength and movement to control the feature(s) within the unplayed turns.

Battle Point Modifiers:

+2 You have destroyed/currently fleeing all Enemy Core Units.

+1 Your largest Core Unit (without character costs) is across the Centerline at the end of the game.

+1 The Enemy's largest Point Unit (without character costs) is Dead or fleeing at the end of the game.

+1 None of your units have been destroyed.

Objective Points:

+3 You Control the Ruins.

+2 The Enemy Does Not Control the Ruins.



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Glory, Glory, Halleluia!

ADEPTICON FANTASY CHAMPIONSHIP PRIMER SCENARIO 3

OVERVIEW

In War, you fight for Pride, for Honor, for Glory. What price for Glory? The Glory of erecting a Monument to your Prowess? The Glory of shaping the Fate of your World?

BATTLEFIELD

Terrain is Preset. Confirm your table's terrain to the layout on page 3 of this packet. 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. Building Assault rules are in effect for this scenario.

DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on by placing a unit. The other player's Deployment Zone is the opposite side. The players then take turns deploying one unit at a time until both of their entire forces are on the table.

GAME LENGTH

Game will last 6 turns or until time is called. Do not start a new turn after the 2:10 mark.



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SPECIAL RULES

In this scenario, the non-Forest, Non-Hill, Non-Building feature on the table represents a Monument of Glory, per the BRB Pg101. As a Special feature, the Monument is considered Impassable Terrain which blocks line of sight. The Monument modifies the *unit* controlling the feature (per BRB Pg100) in the following way:

The *Unit* Hates all enemies as long as it controls the Monument. *Hatred* does affect units Immune to all 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.

VICTORY CONDITIONS

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

+200 VP for keeping the enemy from controlling either woods.

Conceding:

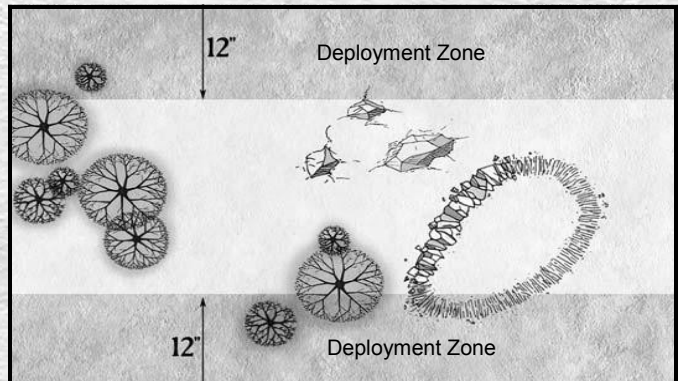
To claim objective points you must have sufficient units with sufficient unit strength and movement to control the feature(s) within the unplayed turns.

Battle Point Modifiers:

- +2 You Control Both your table quarters.
- +1 You Control/Contest at least one Enemy table quarter.
- +1 The Enemy's largest Point Character is Dead or fleeing at the end of the game.
- +1 None of your units have been destroyed.
- 1 None of your units have Charged an Opponent Unit outside of your Deployment Zone.

Objective Points:

- +3 You Control the Monument.
- +2 Your Enemy does not Control the Monument.



For History, the Battle of the Ages

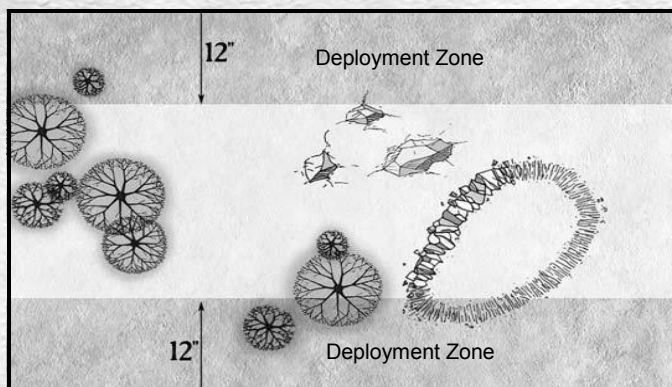
ADEPTICON FANTASY CHAMPIONSHIP PRIMER SCENARIO 4

OVERVIEW

We Few.... We Happy Few..... We shall Remember St. Crispins' Day.....

BATTLEFIELD

Terrain is Preset. Confirm your table's terrain to the layout on Page 3 of this packet. 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. Building Assault rules are in effect.



DEPLOYMENT

Both players roll a die, the player with the highest score may choose which side to deploy on by placing a unit. The other player's Deployment Zone is the opposite side. The players then take turns deploying one unit at a time until both of their entire forces are on the table.

GAME LENGTH

Game will last 6 turns or until time is called. Do not start a new turn after the 2:10 mark.



SPECIAL RULES

In this scenario, the building on the table represents a Historic Landmark, per the BRB Pg101. Although a Special feature, the Landmark is NOT considered Impassable Terrain for this scenario. It is a Building and the full building assault rules will be in effect. The Landmark is worth 100VP if controlled at the end of the game.

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.

VICTORY CONDITIONS

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

+100 VP (Additional) for slaying the Enemy General.
(Not Fleeing at the end of Game)

Conceding:

To claim objective points you must have sufficient units with sufficient unit strength and movement to control the feature(s) within the unplayed turns.

Battle Point Modifiers:

- +2 All of your Characters have survived.
- +2 Your General is across the Centerline at the end of the game.
- +1 The Enemy's largest Point Unit (without character costs) is Dead or fleeing at the end of the game.

Objective Points:

- +3 You Occupy the Historic Landmark.
- +2 You Control the Historic Landmark.



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