



ADEPTICON 2011

WARHAMMER 40K GLADIATOR PRIMER

SCENARIO I: WHEN DAY TURNS TO NIGHT

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

OVERVIEW

The battle must go on...even when the light of day is blotted out.

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

Random Game Length - Ending the Game (pg 90) - A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT (CLEANSE)

Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge and places a single objective marker wholly within his opponent's deployment zone. The opposing player then does the same. Objective markers must be at least 6" from all table edges.

The player that goes first then deploys his force in his deployment zone. His opponent then deploys in the opposite deployment zone, following the same restrictions. Both players may also choose to place units in reserve using the Reserves special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc). At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves. The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to Seize the Initiative as described in the Warhammer 40,000 rulebook (pg 92).

SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

Modified Night Fighting (pg 95)

Night Fighting rules are in effect from turns 2-4. Gargantuan Creatures and Super-heavy targets are seen automatically from any distance (assuming Line of Sight exists) – no roll is necessary to see these targets.

Vortex Grenade

Before deployment zones are determined, select one non-vehicular/non-gargantuan 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 unless they move as a skimmer for that turn). 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. Models that move into the vortex are destroyed/damaged as described above.

Instead of throwing it, a player may detonate the grenade in the assault phase. The model doing so may charge into assault, or already be in 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 if detonated in assault.

OBJECTIVES

End Game Objective: At the end of the game each objective is worth 15 points if controlled. To control an objective marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game. Each objective is worth 7 points if contested.)

Progressive Objective: Table Quarters – control more table quarters than your opponent by having a scoring unit in that table quarter while your opponent has no units in that table quarter. Objective points are awarded at the end of each game turn as shown below:

Turn 2	12 points
Turn 3	8 points
Turn 4	6 points
Turn 5	4 points

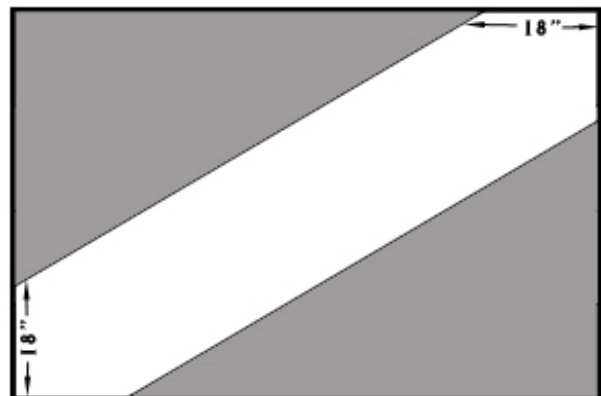
TACTICAL BONUS OBJECTIVES

Both players may achieve the following Tactical Bonus Objectives:

+5 points: Destroy your opponent's highest point unit by the end of Turn 3. If two or more units costing equal points qualify for highest point unit, you earn this objective by destroying any of them.

+2 points: Destroy your opponent's highest point unit. This bonus objective is cumulative with bonus objective above.

+3 points: Keep your lowest point unit(s) alive. If two or more units costing equal points qualify for lowest point unit, you lose this objective if any of those units are destroyed.



WIPEOUT!

Players earn 100% of the End Game Objective and all of the possible remaining points that could be earned in the Progressive Objectives and Bonus Objectives.



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SCENARIO 2: WHACK-A-MOLE

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

OVERVIEW

Enemy fire is heavy, but Command has issued special, experimental protective gear. Both sides are looking for the same target...but the target has a mind of its own.

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

Random Game Length - Ending the Game (pg 90) - A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT (PITCHED BATTLE)

Place one objective marker in the center of the exact table. Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. The player that goes first then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half, following the same restrictions.

Both players may also chose to place units in reserve using the Reserves special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc). At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves. The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

SPECIAL RULES

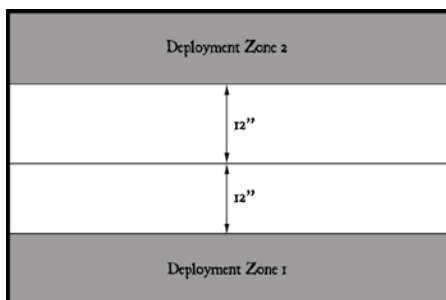
Infiltrate, Reserves, Deep Strike (pg 94-95)

You Shall Not Pass

Once per game, one unit in your army may activate the warp field generator whenever the unit would make a savings throw or otherwise suffer a casualty. This generator provides a 2+ unmodified save against any type of attack or effect on the unit for the rest of the player's turn. This save may be used regardless of the type of effect inflicted by the enemy. Using this generator takes significant effort and makes the unit unable to do anything for the rest of the player's turn (attack, move, fall back, anything!). The unit is also pinned until the end of its next turn, even if it is normally immune to pinning, including vehicles.

Flank March

One unit held in reserve may enter play from any and all table edges. Units that use this special rule are worth an extra 3 kill points.



OBJECTIVES

End Game Objective (Modified Kill Points): The focus of the mission is to destroy the enemy's heavy fire power. Calculate the total number of modified kill points earned at the end of the game.

- 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 unit must be killed to receive the kill point(s) for that selection. Dedicated transports count as a unit from the force org. category their parent unit was chosen from. 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.

To determine the battle points earned for this objective, compare the kill points earned by each player:

Result	Win	Loss
Massacre / Slaughtered (8+ KP)	30	0
Major Victory / Major Loss (4-7 KP)	25	5
Minor Victory / Minor Loss (2-3 KP)	20	10
Draw (0-1 KP)	15	15

Progressive Objective (Here Fido, Come Here Boy, Roving Objective): To control the roving objective, a player must have a scoring unit within 3" of the roving objective at the end of a game turn, with no enemy units within 3" of the objective. At the beginning of turns 2-5, the roving objective will move 3d6". If the objective was not controlled by either player at the end of the previous game turn, roll a scatter die to determine which direction the objective will move (if a hit is rolled, use the little arrow for direction). If the objective was controlled at the end of the previous game turn, the player who did not control the objective may choose the direction in which the objective will move. Objective points are awarded at the end of each game turn as shown below:

Turn 2	12 points
Turn 3	8 points
Turn 4	6 points
Turn 5	4 points

TACTICAL BONUS OBJECTIVES

Both players may achieve the following Tactical Bonus Objectives:

+5 points: Destroy at least one of your opponent's HQ units by the end of Turn 3. If your opponent has two or more HQ units, you earn this objective by destroying any of them.

+2 points: Keep your opponent from claiming any points from the roving objective.

+3 points: Hold the most terrain pieces at the end of the game. Terrain pieces can be held/contested by any mobile scoring or non-scoring unit).

WIPEOUT!

Players earn 100% of the End Game Objective and all of the possible remaining points that could be earned in the Progressive Objectives and Bonus Objectives.



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SCENARIO 3: TUNNEL RATS

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

OVERVIEW

A network of tunnels snakes underneath the battlefield. Both sides are feverishly attempting to map these tunnels to their advantage.

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

Random Game Length - Ending the Game (pg 90) - A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT (SPEARHEAD)

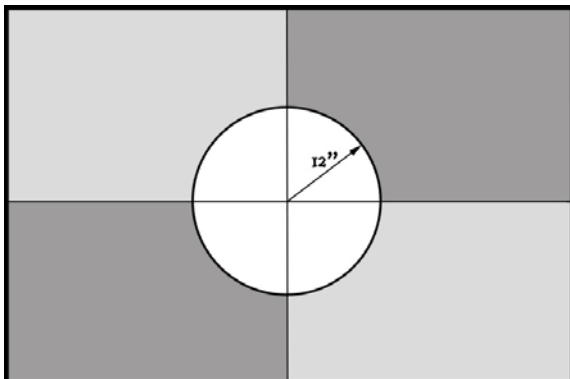
The players roll-off, and the winner chooses to go first or second. Place one objective marker in the center of the exact table. Starting with the player that goes first, each opponent places a tunnel marker in a quadrant that does not already wholly contain a complete tunnel marker until all four are placed. Note that only one tunnel marker may be placed in each quadrant and must be at least 12" from any objective and 6" from any table edge.

See **End Game Objective** and secretly mark your super objective on your score sheet prior to setup.

The player that goes first then deploys his force in his deployment zone, more than 12" away from the center of the table (this is his 'deployment zone'). His opponent then deploys in the diagonally opposite quarter, following the same restrictions. The remaining table quarters are considered "neutral" at the start of the game.

Both players may also chose to place units in reserve using the Reserves special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc). At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves. The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).



SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

Tunnels

Before deployment but after deployment zones have been chosen, alternate placing a total of 4 tunnel markers on the table. These markers must be placed at least 12" apart and at least 12" from any table edge. Infantry models may use tunnels to emerge from reserve instead of arriving on their own table edge (essentially counting the tunnel marker as a table edge). Units arriving by the tunnels may not assault on the turn they arrive, but they may move, shoot, and/or run as normal. Units arriving by deep strike or outflanking may not use the tunnels.

Strategic Redeploy

Units comprised entirely of infantry models may embark into a tunnel as if they are embarking into a transport vehicle. This unit is now placed into reserve and rolls for reserve as normal at the start of the following turn, and may emerge from any tunnel exit. Units automatically come on from reserve during turns 5-7.

OBJECTIVES

End Game Objective (Tunnel Control): Secretly nominate a super objective worth 14 points. This is a key tunnel which your forces believe is crucial for success in this campaign. All other objectives are worth 4 points. To control an objective marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game. Each objective is worth 2 points if contested.

Progressive Objective (Reverse Kill Points): Calculate the total number of kill points earned during each game turn for turns 2-5. The player with the higher total each game turn receives the following points. (Note that these KP totals are not cumulative – count only the KPs earned that turn).

Turn 2	8 points
Turn 3	8 points
Turn 4	8 points
Turn 5	6 points

TACTICAL BONUS OBJECTIVES

+4 points: Hold the most tunnels by the end of Turn 3. A draw equals zero points.

+3 points: Hold two tunnels with the same scoring unit at any point during the game. Both players may score this objective.

+3 points: Destroy all of your opponents scoring units. Both players may score this objective.

WIPEOUT!

Players earn 100% of the End Game Objective and all of the possible remaining points that could be earned in the Progressive Objectives and Bonus Objectives.