

FIRST CONTACT

40K CHAMPIONSHIP SCENARIO

OVERVIEW

A forward patrol under your command has discovered unknown alien forces. Your standing orders are to engage and destroy any aliens before contact can contaminate your forces. Additional forces are available to carry out this mission, should you require the reinforcements.

ARMIES

Both players select their forces to an agreed upon points value.

SCENARIO SPECIAL RULES

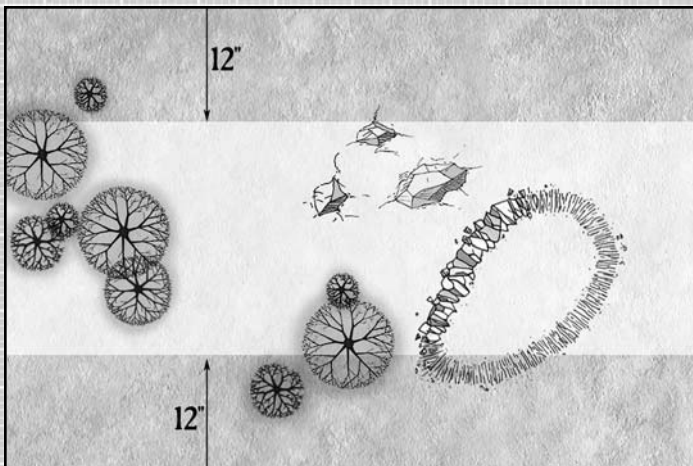
Ready Reserves, Victory Points

Ready Reserves. All Fast Attack, Elites, and Heavy Support choices are placed in reserve per the Reserves special rule. If a player has a second HQ choice, it is also placed in reserve. Fast Attack choices may enter the game from either short board edge. Elites choices may choose to Deep Strike. Any vehicle deployed in this manner counts as having moved more than 6". Heavy Support and HQ choices move on from the owning player's Deployment Zone table edge.

SET UP

Both players should roll a D6. The player with the highest result may choose his Deployment Zone.

The player who chooses his Deployment Zone now deploys his first unit. Players take turns deploying units. The units must be deployed in the following order: Troops first, then HQ. After all units have been deployed, both players should roll a D6. The player with the highest result may choose whether to go first or second.



MISSION OBJECTIVES

Victory Points will determine the winner of the game (see p. 137 of the Warhammer 40,000 rulebook). A draw will only occur in this scenario if the Victory Points difference between the two players is less than or equal to 150 points.

GAME LENGTH

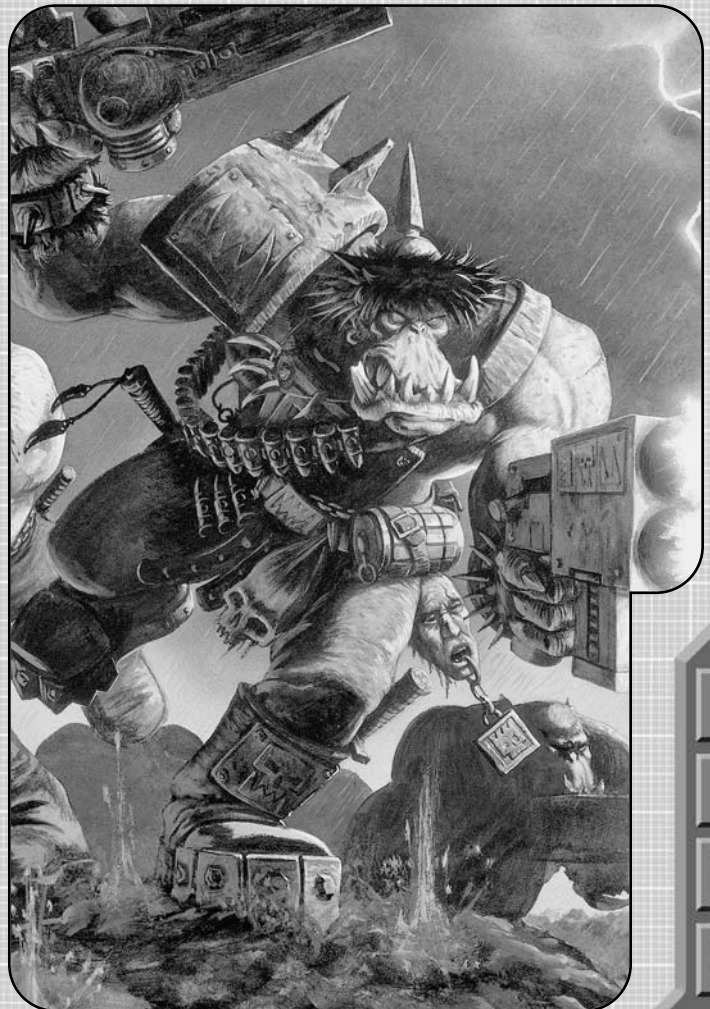
The game lasts 6 turns or until time is called, whichever comes first.

LINE OF RETREAT

Units that fall back will do so towards their Deployment Zone via the shortest route possible.

BATTLE POINT MODIFIERS:

- +1 if your opponent's General is destroyed, fleeing, or has fled off the board by the end of the game.
- +1 if two or more enemy Troops choices are destroyed, fleeing, or has fled off the board at the end of the game.
- +1 if your most expensive unit is at or above 50% of its original unit size and not fleeing by the end of the game.
- 1 if no enemy unit is destroyed, fleeing, or has fled off the board by the end of the game.
- 1 if you don't control at least one table quarter. To control a table quarter, a player must have a unit at 50% or more of its original unit size or a mobile vehicle therein, and no enemy units at or above 50% of their original unit size and no mobile enemy vehicles may be in the same quarter.
- 1 if all of your vehicles are destroyed or immobilized.



I

II

III

IV

GRACE

40K CHAMPIONSHIP SCENARIO

OVERVIEW

One of the units under your command has become infected with Xenos taint. For the good of your forces, this unit must be given the Emperor's Grace. See to it that the unit does not return from today's engagement.

ARMIES

Both players select their forces to an agreed upon points value.

SCENARIO SPECIAL RULES

Condemned Squad, Deep Strike, Infiltrators, Victory Points

Condemned Squad. Select one of your Troops choices. If this unit (including any attached vehicle) is destroyed, fleeing, or has fled off the board by the end of the game, you score double the unit's Victory Points. If this unit (including any attached vehicle) is still active and on the table at the end of the game, your opponent scores double the unit's Victory Points.

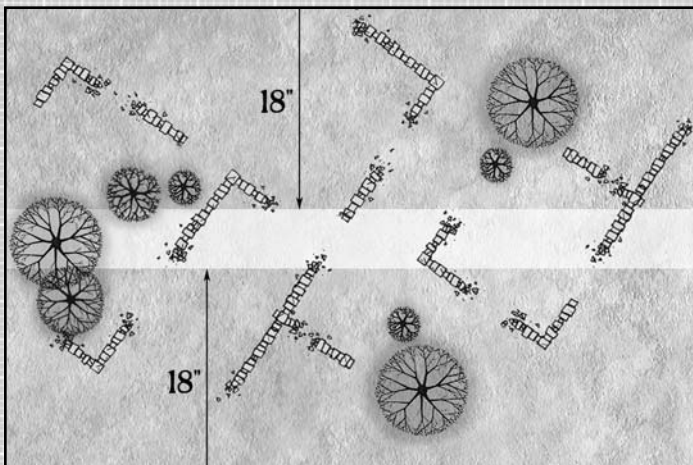
SET UP

Both players should roll a D6. The player with the highest result may choose his Deployment Zone.

The player who chooses his Deployment Zone now deploys his first unit. Players take turns deploying units. Units must be deployed in the following order: Heavy Support, Troops, Elites, HQ, and finally Fast Attack. Units that can Infiltrate are placed last, anywhere on the table, so long as they are at least 18" away from any enemy model and behind cover.

After all units have been deployed, both players should roll a D6. The player with the highest result may choose whether to go first or second.

No unit (other than Infiltrators) may be deployed within 24" of the enemy.



MISSION OBJECTIVE

Each undamaged vehicle or unit at 50% or more of its original unit size in the enemy Deployment Zone at the end of the game is worth +200 Victory Points. Each damaged vehicle or unit at less than 50% of its original unit size in the enemy Deployment Zone is worth +100 Victory Points.

Victory Points will determine the winner of the game (see p. 137 of the Warhammer 40,000 rulebook). A draw will only occur in this scenario if the Victory Points difference between the two players is less than or equal to 150 points.

GAME LENGTH

The game lasts 6 turns or until time is called, whichever comes first.

LINE OF RETREAT

Units that fall back will do so towards their Deployment Zone via the shortest route possible.

BATTLE POINT MODIFIERS

- +1 if you have a Fast Attack choice at or above 50% of its original unit size that is not fleeing in your opponent's Deployment Zone at the end of the game. If the Fast Attack choice is a vehicle, the vehicle must not be immobilized.
- +1 if your opponent's Condemned Squad is not destroyed or fleeing at the end of the game.
- +1 if your General is still alive at the end of the game.
- 1 if you have no unit at or above 50% of its original unit size and not fleeing.
- 1 if you have no mobile vehicles in your opponent's Deployment Zone at the end of the game.
- 1 if your most expensive unit is destroyed or fleeing at the end of the game.

