

# DROP OFF

40K GLADIATOR SCENARIO

## OVERVIEW

A heated battle has been building for days. Your army represents the latest reinforcement of fresh troops being dropped into the battle zone. Headquarters has a special mission in mind for you but hasn't told you what it is just yet. For now, your orders are to hit the ground and stop the tide of enemy forces.

## ARMIES

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

## SCENARIO SPECIAL RULES

Deep Strike, Infiltrators, Victory Points

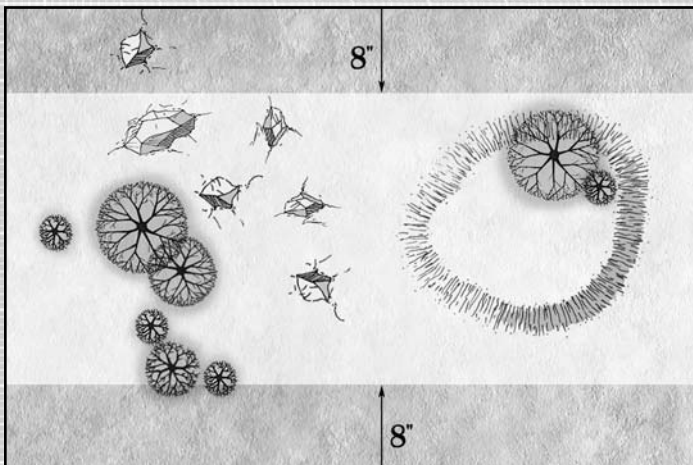
## SET UP

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

The player who chooses his Deployment Zone deploys his first unit. Players take turns deploying units. Due to the chaotic nature of dropping into the middle of a firefight, units may be deployed in any order.

Infiltrators should be deployed after all other units. Infiltrators may be placed anywhere on the board at least 18" away from any enemy models.

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

Use Victory Points to determine the winner. The winner of the game receives 10 Battle Points. Other participants receive 1 Battle Point.

## RESERVES

Units that Deep Strike may be held in reserve.

## 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

(MAX BONUS +4)

+1 for each table quarter that you control. 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 for killing the enemy's most expensive unit.

-1 if all your Troops choices are wiped out.

-1 if one or more of your HQ choices are wiped out or fleeing at the end of the game.

# THE FORWARD PUSH

40K GLADIATOR SCENARIO

## OVERVIEW

You've battled hard to get a foothold on the battlefield. Too bad you don't have time to get comfy – the orders just came in. You are to lead your forces straight at the enemy and secure as much ground as possible.

## ARMIES

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

## SCENARIO SPECIAL RULES

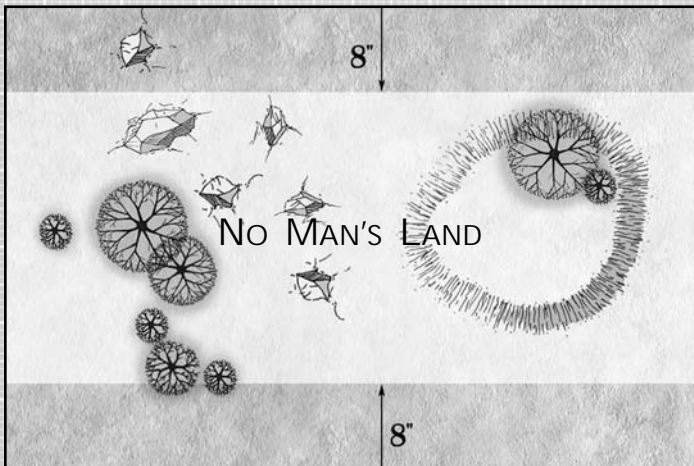
**Standing Victory Points.** Players earn Victory Points for the units that survive at the end of the game, not for each enemy unit killed. For example, a full squad of 10 Space Marines is worth 150 Victory Points to the player who owns it at the end of the game. Had the squad been reduced to four Space Marines, it would only be worth 75 Victory Points to the player who owns it. Should the squad be wiped out or fleeing, it is not worth any Victory Points at the end of the game.

## 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.

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

Players use the Standing Victory Points rule to determine how many Victory Points they have left (see the Scenario Special Rules section above). However, Victory Points are earned only for units that are entirely in the No Man's Land. No Victory Points are earned for units that are still in either Deployment Zone.

The winner of the game receives 10 Battle Points. Other participants receive 1 Battle Point.

## 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

(MAX BONUS +4)

- +1 for each enemy HQ unit killed.
- +1 for having more than 50% of your army survive at the end of the game (based on Victory Points).
- +2 for killing off 75% or more of the enemy force (based on Victory Points).
- +1 for killing the enemy's most expensive unit.
- 1 for not having at least two units in the No Man's Land at the end of the game (fleeing or pinned units don't count).
- 1 if all your Troops choices are wiped out.
- 1 if one or more of your HQ choices are wiped out or fleeing at the end of the game.

