Conquest
AdeptiCon 2005
WARHAMMER 40K CHAMPIONSHIP SCENARIO 1

MISSION

OVERVIEW
By order of the High Lord, armies move out to claim territory.

MISSION OBJECTIVES
Both forces are seeking to clear the enemy from the area and take table quarters. The table is divided into four areas formed by drawing horizontal and vertical lines through the center point. Thus, a 4'x6' table would have four 2'x3' quarters.

LINE OF RETREAT
Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH
The game lasts 6 turns or until time is called.

DEPLOYMENT

ZONES
Divide the board into four quarters. Role dice for choice of quarter, high die has choice of quarter. The other player's Deployment Zone is the opposite quarter.

DEPLOY
Army with the most scoring units places a unit first. Units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 6" of the center of the table at the start of the game.

WHO GOES FIRST
Players roll a die. The player with the highest roll may elect to go first or second.
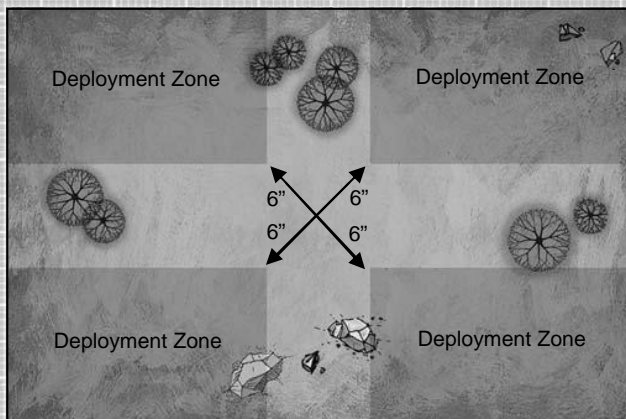
SPECIAL RULES

INFILTRATORS

DEEP STRIKE

CONCEALMENT

STANDARD MISSION

TABLE QUARTERS
The player with the most scoring units in a quarter at the end of the game claims that quarter.

VP TABLE

BATTLE POINTS
Each quarter claimed is worth 5 Battle Points.

40K CHAMPIONSHIPS

Deployment Zone

Deployment Zone

6" 6"
6" 6"

Deployment Zone

Deployment Zone

WARHAMMER 40,000

GAMES WORKSHOP

I

II

III

IV

Salvage
AdeptiCon 2005
WARHAMMER 40K CHAMPIONSHIP SCENARIO 2

MISSION

OVERVIEW
A shuttlecraft has crashed, spilling its cargo across the battlefield. Search for and recover the most valuable cargo.

MISSION OBJECTIVES
Players need 6 counters numbered 1 through 6. Roll a die to select who places the first counter. Each counter must be outside of a deployment zone and more than 12 inches from any other counter. To claim a counter, a player must have the most scoring units within 6 inches at the end of the game. At the beginning of turn 4, roll a die- the corresponding counter is the most valuable cargo and worth 300 VPs if claimed at the end of the game.

LINE OF RETREAT
Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH
The game lasts 6 turns or until time is called.

DEPLOYMENT

CARGO COUNTERS
Place Cargo Counters on the battlefield as described under Mission Objectives.

ZONES
Both players roll a die. The higher-scoring player chooses which of the long table edges to deploy on. His opponent gets the opposite Deployment Zone. Both forces start along opposite long board edges.

DEPLOY
Starting with the player who chose the Deployment Zone, players take turns to deploy one unit at a time. No unit may be deployed more than 12" from its own long table edge. Units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack.

WHO GOES FIRST
Players roll a die. The player with the highest roll may elect to go first or second.
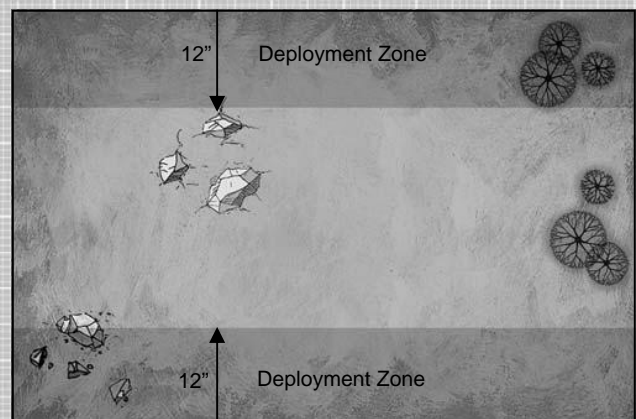
SPECIAL RULES

CARGO COUNTERS

DEEP STRIKE

STANDARD MISSION

VICTORY POINTS

VP TABLE

BATTLE POINTS

VICTORY POINTS	RESULT	BP's
0-175	Draw	10
176-875	Solid Victory	13
876-1400	Crushing Victory	17
1401+	Victorious Slaughter	20

12" Deployment Zone

12" Deployment Zone

40K CHAMPIONSHIPS

WARHAMMER 40,000

GAMES WORKSHOP

I

II

III

IV

The Bet
AdeptiCon 2005
WARHAMMER 40K CHAMPIONSHIP SCENARIO 3

MISSION

OVERVIEW
The battlefield grows quiet as the commanders gather for a night of poker, but tempers flare when a 5th ace hits the table.

LINE OF RETREAT
Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH
The game lasts 6 turns or until time is called.

DEPLOYMENT

ZONES
Both players roll a die. The higher-scoring player chooses which of the long table edges to deploy on. His opponent gets the opposite Deployment Zone. Both forces start along opposite long board edges.

DEPLOY
Starting with the player who chose the Deployment Zone, select 1 HQ unit and deploy this unit in the center of the table, 20" from your table edge. Place any attached vehicles (including drop pod) to the rear of the selected unit. Yes, the 2 HQ units should be standing about 6-8" apart. The selected HQ is not subject to escalation.

Any allowed units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed within 24" of the enemy and deployed no more than 15" from its own long table edge.

WHO GOES FIRST
The Bet: Each player secretly writes down an amount of Victory Points they are willing to give up to go first. The player wagering the most Victory Points has the first turn. If the same amount of VP is bet, then a second round of betting is done. If neither player bets a number greater than zero the game is forfeit and both players receive zero battle points.

SPECIAL RULES

BET
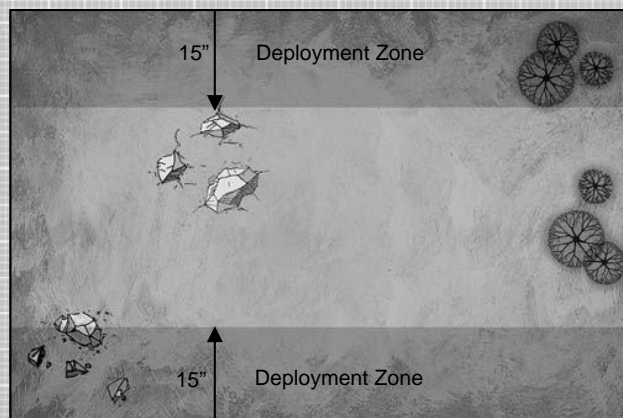
ESCALATION

DEEP STRIKE

NIGHT FIGHT

STANDARD MISSION

VICTORY POINTS

VP TABLE

BATTLE POINTS

VICTORY POINTS	RESULT	BP's
0-175	Draw	10
176-875	Solid Victory	13
876-1400	Crushing Victory	17
1401+	Victorious Slaughter	20

15"   Deployment Zone

15"   Deployment Zone

40K CHAMPIONSHIPS

WARHAMMER 40,000

GAMES WORKSHOP

I

II

III

IV