

Chaos Fog!

AdeptiCon 2005

WARHAMMER CHAMPIONSHIP SCENARIO 1

OVERVIEW

Rumors speak of a *Powerful Relic* that has been located in the chaos wastes that will change the balance of power in the world. You have been tasked to retrieve this relic or deny it to the other races. Your army has been traveling through thick fog for days. Suddenly, the fog dissipates and reveals an enemy force.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

Before battle the players must write down an *Order of March*. Include units with special deployment rules, as these will setup with the rest of the army.

Both players roll a D6. Highest scoring player chooses deployment zone. Highest scoring player also places their first unit according to *Order of March*. Both players then alternate placing units according to *Order of March*. (war machines count as one placement)

Powerful Relic, after deployment each player will place the *Powerful Relic* marker in their Deployment Zone, minimum 6" from each table edge and not inside difficult terrain.

This scenario is considered a Pitched Battle for Wood Elves.



SPECIAL RULES

Units with special deployment (tunneling, scouts...etc.) do not get to use the ability, as there was not enough time to prepare. Scouts get a free move before deciding who goes first.

At the start of each player's turn, roll an artillery die and multiply the result by 3 to determine the vision distance. A result of 6 would equal 18 inch vision range. A result of misfire lifts the fog and normal vision applies for that player's turn. Units may not shoot, charge, or cast spells that require LOS at a unit they cannot see.

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.

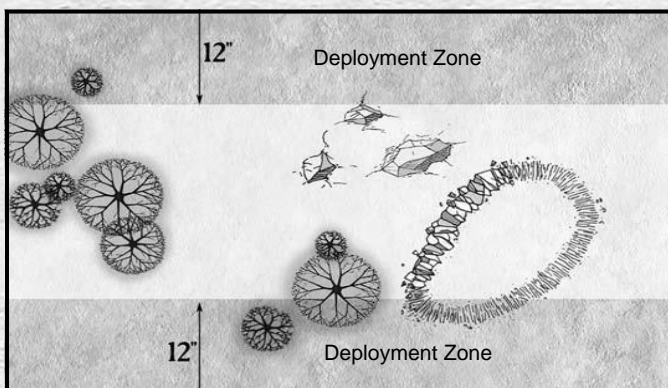
VICTORY CONDITIONS

This scenario uses Victory Points as described on page 198 of the Warhammer Rulebook.

Battle Points are as follows:

- Loss: 5 points
- Draw: 10 points
- Victory: 15 points
- Mighty Victory: 20 points

To achieve a Mighty Victory, the winner (winner and loser determined by Victory Points) must have one unit in base contact with the *Powerful Relic* and that unit is not fleeing off the table.



FANTASY CHAMPIONSHIPS



Breakthrough

AdeptiCon 2005

WARHAMMER CHAMPIONSHIP SCENARIO 2

OVERVIEW

You have located the *Powerful Relic's* resting place. The enemy has already arrived in the area and it appears they do not realize they have come across the *Relic's* resting place. You must take the initiative and smash through their lines before they realize they have found the *Powerful Relic*.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

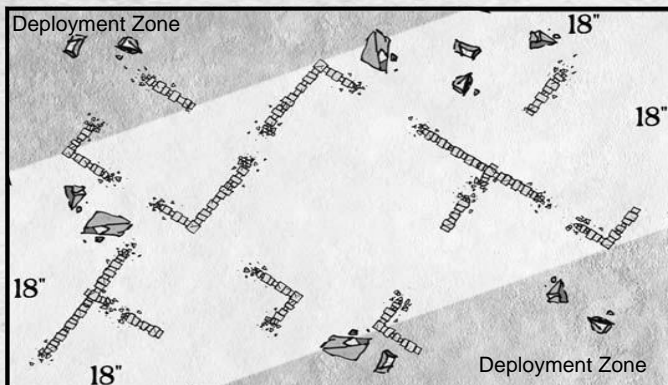
DEPLOYMENT

Both players roll a D6. The player with the higher result may select in which Deployment Zone he wishes to deploy. His opponent then places his first unit. Players then alternate placing units until all forces are deployed.

War machines are placed at the same time but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together.

Scouts can be deployed after everything else and are deployed per the rules found on p.112 of the Warhammer rulebook.



FANTASY CHAMPIONSHIPS



SPECIAL RULES

If you captured the *Powerful Relic* in Game #1, before the battle roll a D3 and you have that many re-rolls for the entire battle. (Not to be used for "Who Goes First")

If you captured the *Powerful Relic* in Game #1, designate a unit to carry the *Powerful Relic*. If that unit ends up in the enemy deployment zone at the end of the battle you may carry the *Powerful Relic* into Game #3

If the unit with the *Powerful Relic* is destroyed in close combat or is run down, then the winning unit captures the *Powerful Relic* and may head into the enemy deployment zone with it in hand.

If the unit with the *Powerful Relic* is destroyed by magic or shooting, then the *Powerful Relic* remains in place of unit and may be captured by any unit and head into the enemy deployment zone with it in hand.

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.

VICTORY CONDITIONS

At the end of the battle, each unit (above 50%) in the opposing players deployment zone is worth its points value in Victory Points. Units that are fleeing, Monsters and Characters do not count towards this total.

This scenario uses Victory Points as described on page 198 of the Warhammer Rulebook.

Battle Points are as follows:

Loss: 5 points

Draw: 10 points

Victory: 15 points

Mighty Victory: 20 points

To achieve a Mighty Victory, the winner (winner and loser determined by Victory Points) must have three units above 50% in the enemy deployment zone.

Winds Of Magic

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WARHAMMER CHAMPIONSHIP SCENARIO 3

OVERVIEW

Your army has located the resting place of the *Powerful Relic*. Alas so has the enemy. However you have a feeling it doesn't want to be possessed.

BATTLEFIELD

Lay out the terrain in any mutually agreeable manner.

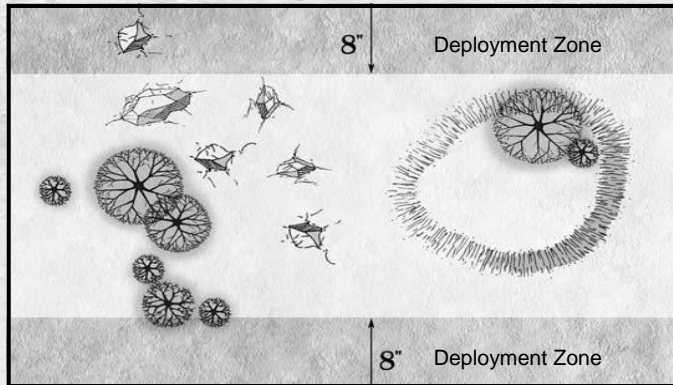
DEPLOYMENT

Both players roll a D6. The player with the higher result may select in which Deployment Zone he wishes to deploy. His opponent then places his first unit. Players then alternate placing units until all forces are deployed.

War machines are placed at the same time but do not have to be deployed together.

Characters are placed at the same time after all other units but do not have to be deployed together.

Scouts can be deployed after everything else and are deployed per the rules found on p.112 of the Warhammer rulebook.



FANTASY CHAMPIONSHIPS



SPECIAL RULES

The *Winds Of Magic* are acting up and there are a huge fluctuations in power; one minute magic rules supreme, the next not a fizzle.

Spell Casters: Double 1's, 2's and 3's count as miscasts. Reminder: miscasts override Total Power.

If you captured the *Powerful Relic* in Game #2, before the battle roll a D3 for each *Powerful Relic* in your possession and you have that many re-rolls for the entire battle. (Not to be used for "Who Goes First")

These re-rolls may be used to re-roll a single die from a miscast. Reminder: you cannot re-roll a re-roll.

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.

VICTORY CONDITIONS

This scenario uses Victory Points as described on page 198 of the Warhammer Rulebook.

Battle Points are as follows:

- Loss: 5 points
- Draw: 10 points
- Victory: 15 points
- Mighty Victory: 20 points

To achieve a Mighty Victory, the winner (winner and loser determined by Victory Points) highest level Wizard must be alive (any model that generates Power or Dispel Dice is considered a Wizard for this special victory condition). If the winning army has no Wizards to begin with, its highest point Hero or Lord must survive the battle to achieve a Mighty Victory instead.

If you have multiple Wizards of the same level, the highest point cost Wizard (after all magic items have been factored in) must still be alive at the end of the game. If multiple Wizards are exactly the same point cost and level, one Wizard must be designated at the beginning of the game as the "master" Wizard for the purpose of this scenario.