

Reconnaissance in Force

AdeptiCon 2007

WARHAMMER FANTASY CHAMPIONSHIPS SCENARIO #1

OVERVIEW

Your commanding General has ordered your contingent to advance into No-Mans-Land to locate the enemy. As your Opponent is strong, scouts would be overwhelmed if found, so your contingent has been ordered to find the enemy with enough force to be able to take the fight to them. Happy hunting!

BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side. Units may be deployed 12" in on their side, but not within 6" from the side edges. Your last deployment must consist of a non-flyer or non-warmachine unit of at least US5, placed with the Front Rank on the centerline, on your right half of the board. This unit is placed after Scouts. This is known as your RIF unit. The player who finished placing units first gets +1 to the die roll to determine Who Goes First.

SPECIAL RULES

Determine if you are using Clipping over Sliding.

Scouts may deploy as Usual.

Wood Elves get their additional Forest subject to placement restrictions; They must deploy it before Units deploy.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

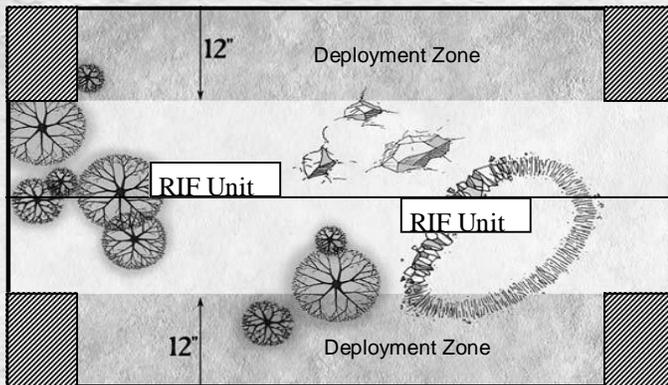
BATTLE OBJECTIVES

Major Objective: (+2 Battle Points)

The Opponent's RIF Unit is Destroyed or Fleeing at the end of the game.

Minor Objectives: (+1 Battle Point each)

Each table quarter on your opponent's side of the table controlled at the end of the game.



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Escort Duty

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WARHAMMER FANTASY CHAMPIONSHIPS SCENARIO #2

OVERVIEW

Your commanding General has dispatched his Ambassador to a neutral nation to convince them to join his coalition. To do so, he must get him through the enemy lines. He has selected your contingent to make/stop the delivery.

BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

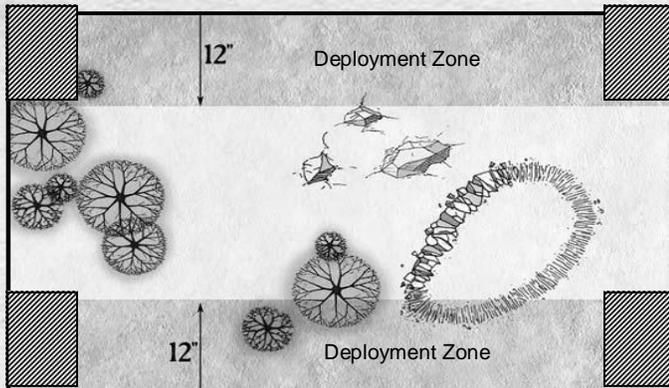
DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side. Units may be deployed 12" in on their side, but not within 6" from the side edges. The player who finished placing units first gets +1 to the die roll to determine Who Goes First.

SPECIAL RULES

You and your opponent each have a Mounted Ambassador.

Mv Ws S T W I A As Ws
8 4 3 3 3 4 1 5+ 5+



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SPECIAL RULES - Continued

You must help your Ambassador exit the table via your opponent's Deployment Zone. Your Ambassador may join units as allowed and is subject to "Look out Sir".

Determine if you are using Clipping over Sliding.

Scouts may deploy as usual.

Wood Elves get their additional Forest subject to placement restrictions; It must be placed before any units deploy.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+100 Victory Points for having your Ambassador exit the table via your opponent's Deployment Zone.

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

BATTLE OBJECTIVES

Major Objective: (+2 Battle Points)

Your Ambassador has exited the table via your Opponent's Deployment Zone.

Minor Objectives: (+1 Battle Point each)

*Your Ambassador has survived and is not fleeing.

*Your Opponent's Ambassador is destroyed or fleeing.



Glory!

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WARHAMMER FANTASY CHAMPIONSHIPS SCENARIO #3

OVERVIEW

Your commanding General is attempting to sway the tides of battle by sending his most charismatic leader, an Ambassador to inspire victory in your zone of combat.

BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side. Units may be deployed 12" in on their side, but not within 6" from the side edges. The player who finished placing units first gets +1 to the die roll to determine Who Goes First.

SPECIAL RULES

You and your opponent each have a Mounted Ambassador.

Mv Ws S T W I A As Ws
8 4 3 3 3 4 1 4+ 5+

Your Ambassador and any unit he joins, gain Magic Resistance of 1 (MR1).



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SPECIAL RULES

Your Ambassador must survive. Your Ambassador may join units as allowed and is subject to "Look out Sir". Your Ambassador generates 1 Dispel Die, and functions as an additional Battle Standard Bearer within the rules for your army. Only 1 Battle Standard may count in a given combat resolution, but both the Ambassador and Battle Standard (if you have one) can cause re-rolls or negate wounds.

Scouts may deploy as usual.

Wood Elves get their additional Forest subject to placement restrictions; It must be placed before any units deploy.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+100 Victory Points for killing or breaking the enemy Ambassador

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

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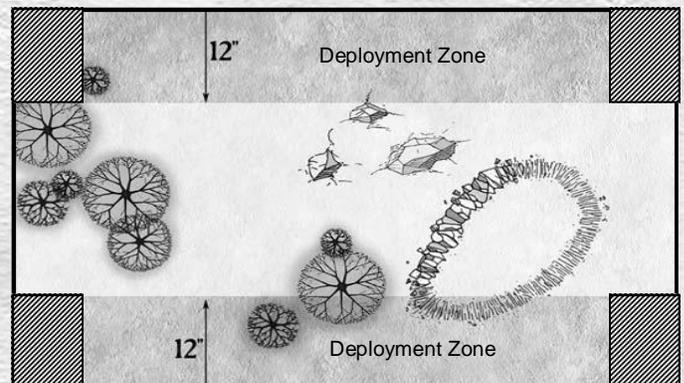
ADDITIONAL OBJECTIVES

Major Objective: (+2 Battle Points)

Your Ambassador has survived.

Minor Objectives: (+1 Battle Point each)

Each table quarter on your opponent's side of the table controlled at the end of the game.



Showdown!

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WARHAMMER FANTASY CHAMPIONSHIPS SCENARIO #4

OVERVIEW

Your commanding General is attempting the "last gambit". You are it. Victory hinges on you. The righteous zeal of the nation is almost palpable.....

BATTLEFIELD

Terrain is fixed. Forests, Buildings and Rolling Hills are considered large target sized; a large target behind an object may not be targeted except by a unit on high ground.

DEPLOYMENT AND WHO GOES FIRST

The players dice off for who places a unit first, thus determining side. Units may be deployed 12" in on their side, but not within 6" from the side edges. The player who finished placing units first gets +1 to the die roll to determine Who Goes First.

SPECIAL RULES

Determine if you are using Clipping over Sliding.

Your state's fate hinges on the outcome of this battle. You are allowed to re-roll 2 single standard dice in the game.

Scouts may deploy as usual.

Wood Elves get their additional Forest subject to placement restrictions; It must be placed before any units deploy.

Beastmen may Ambush.

Lothorn Sea Guard get their Special Shooting Phase.

Armies of Sylvania get Grave Markers.

Clan Eshin may Night Attack.

GAME LENGTH

Game will last 6 turns or until time is called.

VICTORY CONDITIONS

Standard Victory Points per BRB Pg. 102

With the following additions:

+50 Victory Points for each Terrain Feature controlled

Controlling a terrain feature is defined in the BRB Pg. 100.

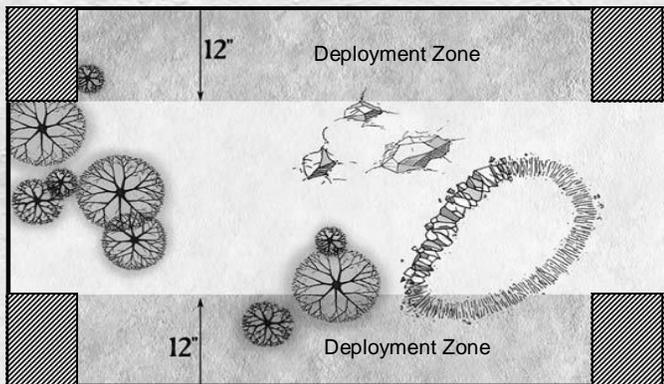
BATTLE OBJECTIVES

Major Objective: (+2 Battle Points)

1200 Victory Points or more of Enemy Troops Killed or Fleeing.

Minor Objectives: (+1 Battle Point each)

Each table quarter on your opponent's side of the table controlled at the end of the game.



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