The Arcane Monolith

2010 ADEPTICON FANTASY TEAM PRIMER SCENARIO 1

OVERVIEW
The Old Ones scattered Monoliths, Waystones, Plinths and Statuary all over the Warhammer World. Look what just happens to be in your neighborhood…..

BATTLEFIELD
Terrain is Preset. Confirm your table's terrain to the layout on Page 3 of this packet. 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. Building Assault rules are in effect

DEPLOYMENT
All players roll a die, the Team with the highest combined score may choose which side to deploy on by placing a unit from each contingent. The other Team's Deployment Zone is the opposite side. The Teams then take turns deploying one unit from each contingent until both of their entire forces are on the table.

SPECIAL RULES
After Deployment is complete, including scouts, the player which finished placing first selects a Scatter dice and a d6, the other player selects a d6. Both players roll those dice in the center of the table. Move the Objective Marker of the Team the number of inches in the direction of the scatter dice from the centerpoint of the table. The Other team now does Likewise. Each Marker is considered an Arcane Monolith per the BRB Pg 100.

WHO GOES FIRST
One player from each Team rolls a D6. The Team who finished placing all their units first may add +1 to this die roll. The Team with the highest result may choose whether to go first or second.

GAME LENGTH
Game will last 6 turns or until time is called. Do not start a new turn after the 1:50 mark.

VICTORY CONDITIONS
Standard Victory Points per BRB Pg. 102

Conceding:
To claim objective points you must have sufficient units with sufficient unit strength and movement to control the feature(s) within the unplayed turns.

Battle Point Modifiers:
+1 You Control/Contest at least one Enemy table quarter.
+1 The Enemy's largest Point Character is Dead or fleeing at the end of the game.
+1 None of your units have been destroyed.
-1 None of your units have Charged an Opponent Unit outside of your Deployment Zone.

Objective Points:
+2 For the Team Controlling the Both Monoliths at the End of the Game

+1 For Controlling Your Monolith.

12" Deployment Zone

12" Deployment Zone
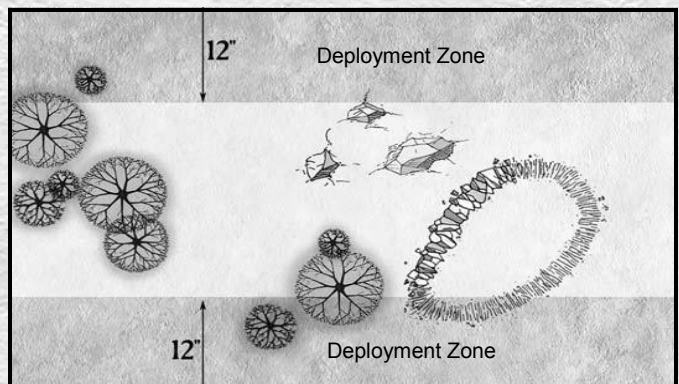
The Idol. (Not American Idol)

2010 ADEPTICON FANTASY TEAM PRIMER SCENARIO 2

OVERVIEW
All races create edifices in praise of the past or the gods. To capture or despoil the idol of your enemy is a great feat, one of legend.
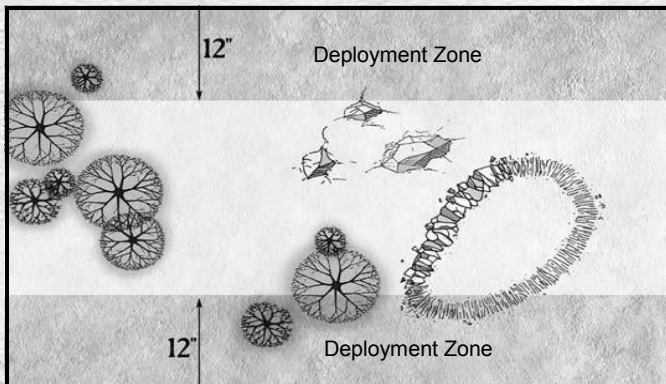
BATTLEFIELD
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Before Placing Units or Choosing sides, each player rolls a d6. The Team with the Highest Combined score must place their marker on the table not in a Deployment Zone, and not closer than 4" from a Terrain Feature or another Marker.
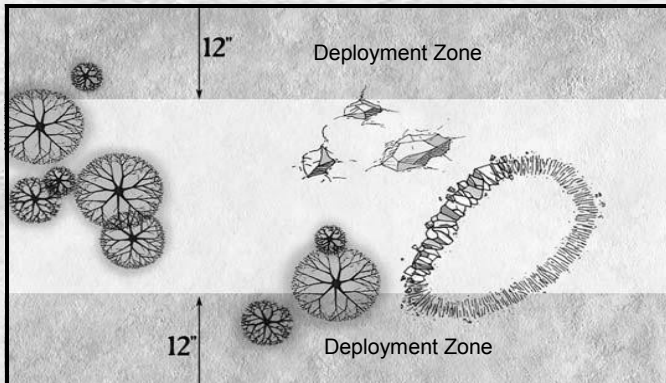
DEPLOYMENT
All players roll a die, the Team with the highest combined score may choose which side to deploy on by placing a unit from each contingent. The other Team's Deployment Zone is the opposite side. The Teams then take turns deploying one unit from each contingent until both of their entire forces are on the table.

SPECIAL RULES
Each Marker represents an Ancient Idol per the BRB Pg101. The re-roll affects any fleeing friendly within 24" of a friendly controlled idol.

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. Do not start a new turn after the 1:50 mark.

VICTORY CONDITIONS
Standard Victory Points per BRB Pg. 102

Conceding:
To claim objective points you must have sufficient units with sufficient unit strength and movement to control the feature(s) within the unplayed turns.

Battle Point Modifiers:
+3 An Enemy General is Killed or Fleeing.

Objective Points:
+2 You Control Your Monolith.
+1 You Control the Enemy's Monolith.


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12"    Deployment Zone



12"    Deployment Zone
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This…. This is History...

SPECIAL RULES
Each Marker represents a Historic Landmark per the BRB Pg 100.

WHO GOES FIRST
Each Team rolls a D6. The Team who finished placing all their units first may add +1 to this die roll. The Team 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
Standard Victory Points per BRB Pg. 102

Conceding:
To claim objective points you must have sufficient units with sufficient unit strength and movement to control the feature(s) within the unplayed turns.
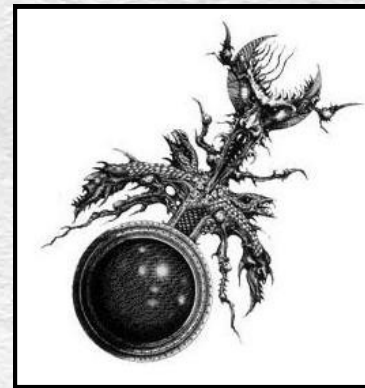
Battle Point Modifiers:
+3 You have destroyed/ currently fleeing all Enemy Units in one contingent..

Objective Points:
+2 You Control your Marker.
+1 You Control the Enemy Marker.

OVERVIEW
Dr. Belloq kinda sums it up. (Raiders of the Lost Ark)

BATTLEFIELD
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DEPLOYMENT
All players roll a die, the Team with the highest combined score may choose which side to deploy on by placing a unit from each contingent. The other Team's Deployment Zone is the opposite side. The Teams then take turns deploying one unit at a time from each contingent until both of their entire forces are on the table.

Each team places it's Marker on the Centerline of the table, 12" to their left of the Centerpoint.

12"
Deployment Zone

12"
Deployment Zone