

On Deadly Ground

AdeptiCon 2007

WARHAMMER 40K TEAM TOURNAMENT SCENARIO #4

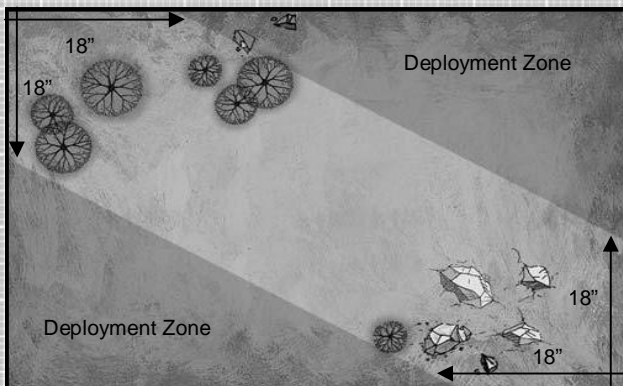
DEPLOYMENT

Place *Objective Markers* per the Scenario Special Rules. Once finished, each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in.

The team that lost the Deployment Zone roll will begin to place a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: Heavy Support choices first, followed by coalition Troops choices, then Elites, HQ, and finally Fast Attack.

Who Goes First?

Each coalition rolls a single d6. The coalition with the most Troop units may add +1 to the die roll. If each coalition had the same amount of Troop units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.



SPECIAL RULES

DEEP STRIKE

OBJECTIVE MARKERS: At the beginning of the game before Deployment Zones are chosen, each coalition will roll a d6. High roll places an Objective Marker anywhere on the table 12" from a board edge and 12" from any other existing Objective Marker. Take turns placing Objective Markers until each coalition has placed 2 markers on the battlefield.

SPECIAL RULES cont.

MOLTEN EARTH: The very ground on this planet has been affected by the anomalies of the Warp. Thick ooze pours from cracks in the battlefield's surface and magma leaps into the air from unseen pockets of earth making it a very treacherous landscape. Large, heavy units are especially at risk. Any unit with an Armor Value (i.e. tanks, skimmers, walkers, etc) or classified as a Monstrous Creature must roll a d6 before attempting to move in the Movement phase (this test is only taken during the Movement phase if said unit chooses to move). On a result of a 1, the unit must spend the turn breaking free of battlefield ooze or deal with damage from magma eruptions so may not move or shoot during the turn that it rolls a 1. It may fight in an assault if assaulted and if it could normally do so.

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

OBJECTIVES

Primary: Secure the Objectives. Control more Objective Markers. To control an Objective Marker, you must have at least one scoring unit entirely within 6" of the Objective Marker and your opponents must have none. A unit may not control more than one Objective Marker.

Secondary: Ensure a sound victory. Score 200 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook

Tertiary: Control the Battlefield. Hold more Table Quarters than your opponents. To accomplish this mission, use the normal table quarter rules found on p. 81 of the Warhammer 40,000 rulebook.

Tactical Bonus Points:

+1 for completely destroying (including dedicated transport, if applicable) or breaking your opponents' highest point unit. If more than one unit has the same highest point cost, then eliminating any one of these units will earn this bonus.

+1 if all enemy Troops choices are non-scoring at the end of the game.



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WARHAMMER
40,000