

Warmaster's 40k Challenge 2009 Doubles Scenarios

Available at www.warmasterschallenge.com

SEPTEMBER 14, 2009 BETA SCENARIOS

General Rules

Roll-off:

Any time the term "roll-off" is used, each player on each team rolls a dice. Each team adds their result together, compares their total with their opponent's total, with the higher result winning the roll-off.

Deployment Special Rules:

All scenarios allow infiltrate, deep strike, reserves, outflank, and scout.

Victory Points

Victory points are scored in the following manner:

- Victory Points are equal to the points cost of a unit.
- Each Unit/Independent Character/Monstrous Creature/Vehicle destroyed is worth its full value in Victory Points.
- Each Unit reduced to 50% or less (but not destroyed) is worth 1/2 of its value in Victory Points.
- Each Monstrous Creature/Independent Character reduced to half wounds or less (but not destroyed) is worth 1/2 of its value in Victory Points.
- Each Vehicle that is immobilized (but not destroyed) is worth 1/2 of its value in Victory Points.
- Units which are falling back at the end of the game are worth full victory points.

Objectives

Warmaster's Challenge Scenarios feature three levels of objectives that must be completed in order to achieve a complete victory. The Primary and Secondary Objectives are detailed in each scenario. The tertiary objective is chosen by each team at the start of each round (full details below).

It is entirely possible that each team will be trying to achieve different goals for their tertiary objective in each scenario. This means that more than one tertiary objective may need to be tracked each round.

Objective Markers: Units can never control or contest more than one objective marker. Only Scoring Units can control objective markers, but any unit can contest. To do either, the units must be within 3" of the objective marker.

Objective Markers must be at least 25mm in size and not be greater than 40mm in size.

Objective markers must be placed on the "ground" level of the table, and in not in impassable terrain.

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Tertiary Objectives:

There are four tertiary objectives for the Warmaster's Challenge. The following rules must be followed:

- One tertiary objective is used each round.
- Each objective is written on a card in your scenario pack.
- Each objective must be used once and only once.
- At the beginning of each round, before any other rolls are made, roll off. The high roller declares whether they will choose their tertiary objective for the round first or second. You must announce your choice to your opponent.
- At the beginning of each round, record your tertiary objective and your opponent's objective on your score sheet.
- At the end of each round, your team will submit the tertiary objective card that you used that round.
- To determine success or failure of the tertiary objective use the following
 - Both teams are successful = draw
 - Both teams are unsuccessful = draw
 - One team completes the objective while the other team does not = victory for the side that completes their objectives
- **A Warning - Any team caught using the same tertiary objective more than once will be disqualified.**

WMC 2009 Tertiary Objective

1. **Kill Points:** Achieve more kill points than your opponent.
2. **Personal Vendetta:** You must destroy an enemy unit, chosen by the enemy. The unit must start the game on the table, or enter play on the first turn if entering via Drop Pod Assault, Dawn of War, Daemoniac Assault, etc.
3. **Survivors:** Nominate one of your units to survive the game.
4. **Destroy the Grunts:** Have more Troop selections remaining than your opponents (transports do not count).

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Scenario 1.0 Planetfall

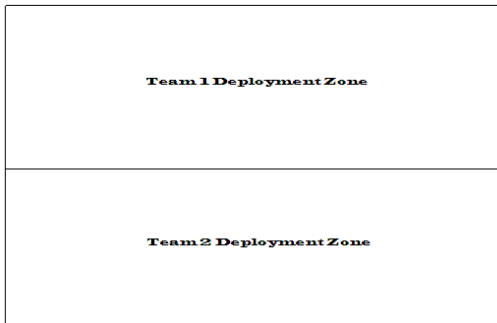
Scenario Special Rules

Dawn of War; Strongpoint; Planetfall

Declare Tertiary Objectives: Choose your tertiary objective and tell your opponents which one you chose.

Record on your result sheet which objective you chose and which objective your opponent chose.

Deployment: Roll-off. The winners may choose their table edge or *pass* and allow the other team to choose their table edge. The deployment style is *Dawn of War*.



For *Dawn of War* deployment, each team (not player) may deploy two units of Troops and an HQ.

Each team places one objective in their deployment zone to serve as their *strongpoint*, with the team that chose their table edge placing first.

The team that chose their table edge deploys first. Then the other team deploys.

The team that chose their table edge first goes first, unless the other team is able to seize the initiative on the D6 roll of a 6.

Planetfall: Each team may choose any one non-vehicle unit per team (not per player) to enter the game via planetfall. The unit may not have a dedicated transport. This unit deploys during the team's second turn on a 2+. If this roll is failed, the unit enters play automatically on turn three. Deploy the unit using the *Deepstrike* rules, except that under no circumstances may the unit assault the turn it arrives.

Strongpoint: All units (friendly and enemy) within 6" of the strongpoint may use the *fearless* universal special rule.

Primary:

Control more Strongpoints. The team in control of more strong points wins this objective. If no team controls more strongpoints, the result is a draw.

Secondary:

Victory Points – The Team that scores 200 more Victory Points wins this objective. If neither team scores 200 more victory points than their opponent, the result is a draw.

Tertiary: If your team completed your tertiary and your opponent did not, your team wins the objective. If your opponents completed their tertiary and you did not, then they win the objective. All other results are a draw.

Tactical Bonus: ???

Tactical Bonus: ???

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Scenario 2.0 The Rat Race

Special Rules:

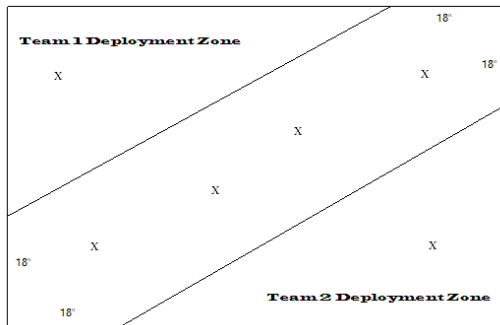
Secure, Sabotage

Declare Tertiary Objectives: Choose your tertiary objective and tell your opponents which one you chose.

Record on your result sheet which objective you chose and which objective your opponent chose.

Deployment: Roll-off. The winners may choose their table edge or *pass* and allow the other team to choose their table edge.

Outline the deployment zones by placing a marker 18" from the corner of the table up the short edge of the board. Then place a marker 18" from the diagonally opposite corner of the table up the long edge of the board. Draw a line connecting the two markers, placing additional markers/dice to mark the line. Your opponent draws similar line, running parallel, measured the same distance from the corners. (see diagram below.)



Each team then places three objectives, starting with the team that chose their table edge placing first. One objective must be in the team's deployment zone. The others must be placed 6" from any deployment zone and at least 12" from any other marker.

The teams then deploy, beginning with the team that chose their table edge first.

The team that chose their table edge first goes first, unless the other team is able to seize the initiative on the D6 roll of a 6.

Secure: Starting on turn three, a Scoring Unit controlling an objective at the start of a turn can choose to gain 1 control point.

Alternatively, a unit can choose to *sabotage* the marker at the end of the turn (but may not do both), but must stay within control distance of the marker.

Sabotage: Starting on turn three, any unit with a weapon skill value (contesting or controlling, including a unit inside a transport) that is within contesting range of an objective at the start of their turn, without it being contested by the enemy at the beginning of the player turn, can choose to sabotage the marker at the end of the player turn.

Gain one sabotage point, and remove the marker from play.

Note: a team cannot use the same objective to gain a control point with one unit and sabotage it with another unit in the same turn.

Primary Objective:

Control Points. The team with the most control points wins. If the total is equal, the objective is a draw.

Secondary Objective:

Sabotage points. The team with the most sabotage points wins. If the total is equal, the objective is a draw.

Tertiary: If your team completed your tertiary and your opponent did not, your team wins the objective. If your opponents completed their tertiary and you did not, then they win the objective. All other results are a draw.

Tactical Bonus: ???

Tactical Bonus: ???

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Scenario 3.0 Wheel of Fire

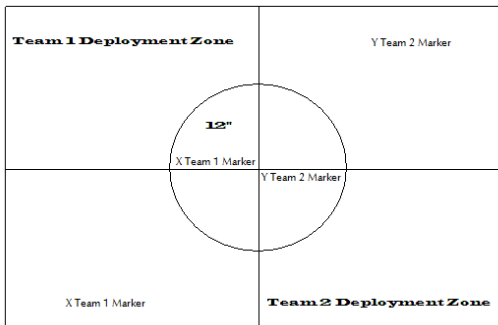
Special Rules

Team Objective Markers

Declare Tertiary Objectives: Choose your tertiary objective and tell your opponents which one you chose.

Record on your result sheet which objective you chose and which objective your opponent chose.

Deployment: Roll-off. The winners may choose their table edge and board quarter or *pass* and allow the other team to choose their table edge and board quarter. Teams will deploy using the *Spearhead* rules from the 40K rulebook.



Before deploying, each team places two *team objective markers*. One must be placed 12" from the centre of the table within the team's deployment zone.

The second set of markers must be placed in the empty table quarter that does not touch the team's long table edge. The marker must be 18" from any deployment zone.

The Team that chose their table edge then deploys. Then the other team deploys.

The team that chose their table edge first goes first, unless the other team is able to seize the initiative on the D6 roll of a 6.

Primary

Control More Team Objective Markers - The team that controls more of its team's objective markers wins. If both teams control the same number of their team objective markers, the result is a draw.

Secondary

Breakthrough – The team with more units in their opponent's deployment zones wins. If the same number of units are in their opponent's deployment zones, the result is a draw.

Tertiary: If your team completed your tertiary and your opponent did not, your team wins the objective. If your opponents completed their tertiary and you did not, then they win the objective. All other results are a draw.

Tactical Bonus: ???

Tactical Bonus: ???

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Scenario 4.0 The Final Push

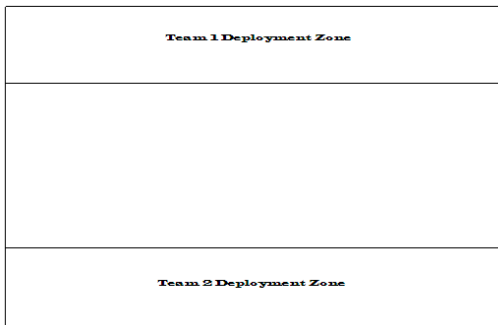
Special Rules

None

Declare Tertiary Objectives: Choose your tertiary objective and tell your opponents which one you chose.

Record on your result sheet which objective you chose *and* which objective your opponent chose.

Deployment: Roll-off. The winners may choose their table edge or *pass* and allow the other team to choose their table edge. The teams will deploy using the *Pitched Battle* Rules in the 40K rulebook.



The team that chose their table edge first goes first, unless the other team is able to seize the initiative on the D6 roll of a 6.

Primary

Victory Points – The Team that scores 200 more Victory Points wins this objective. If neither team scores 200 more victory points than their opponent, the result is a draw.

Secondary

Table Quarters – The Team that controls more table quarters wins this Objective. If both teams control the same number of table quarters, the result is a draw. A model/unit can only control/contest one table quarter. If the unit occupies more than one table quarter, randomly determine which quarter it is controlling/contesting.

Tertiary: If your team completed your tertiary and your opponent did not, your team wins the objective. If your opponents completed their tertiary and you did not, then they win the objective. All other results are a draw.

Tactical Bonus: ???

Tactical Bonus: ???