

The Warmaster's Challenge

Warhammer 40,000: Advanced Hall of Heroes Scenarios

Note: This guide is a revised version of the Guide that is available from Games Workshop Canada. Due to flaws in the Guide and the lack of full margins of victory, we have deemed it necessary to edit and revise the Guide to suit our tournament's needs.

How to use the new Scenario Rules:

The tournament organizer will choose one Primary Mission and one Secondary Mission for each round of the tournament.

Please refer to the Warhammer 40,000 5th edition rulebook for details on the Primary Mission (pgs 90-93). The Secondary Mission rules are included in this package.

How to win:

The margins of victory will be determined by the player's ability to secure the Primary and Secondary Objectives, while preventing their opponent from securing their objectives. Victory always goes to the player that secures the better result.

Victory Conditions

Massacre/Massacred: One player achieves a Massacre if he secures both the Primary and Secondary Objectives and their opponent achieves neither.

Major Victory/Loss: One player achieves a Major Victory if he secures the Primary Objective while both players draw the Secondary Objective (both succeed or both fail or both achieve an equal result).

Minor Victory/Loss: Condition one: One player secures the Primary Objective (and fails to secure the secondary objective) while the other player secures the Secondary Objective (and fails to secure the Primary Objective).
Condition Two: Both players draw the Primary Objective (both succeed or both fail or achieve an equal result), while one player achieves the Secondary Objective and the other does not.

Draw: Both players achieve an equal result when comparing Primary and Secondary Objectives.

Primary Objectives

1 - No Man's Land

Special Rules: Reserves, Deep Strike

Deployment: Pitched Battle

Victory Conditions: Seize Ground

2 – Scorched Earth

Special Rules: Reserves, Deep Strike

Deployment: Spearhead

Victory Conditions: Seize Ground

3 – Dawn Raid

Special Rules: Reserves, Deep Strike, Night Fight (Turn 1 only)

Deployment: Dawn of War

Victory Conditions: Seize Ground

4 – First Contact

Special Rules: Reserves, Deep Strike

Deployment: Pitched Battle

Victory Conditions: Capture and Control

5 – Chance Encounter

Special Rules: Reserves, Deep Strike

Deployment: Spearhead

Victory Conditions: Capture and Control

6 – Tipping the Scales

Special Rules: Reserves, Deep Strike, Night Fight (Turn 1 only)

Deployment: Dawn of War

Victory Conditions: Capture and Control

7 – Blood Feud

Special Rules: Reserves, Deep Strike

Deployment: Pitched Battle

Victory Conditions: Annihilation

8 – Grudge Match

Special Rules: Reserves, Deep Strike

Deployment: Spearhead

Victory Conditions: Annihilation

9 – Killing Field

Special Rules: Reserves, Deep Strike, Night Fight (Turn 1 only)

Deployment: Dawn of War

Victory Conditions: Annihilation

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Secondary Objectives

1 – Wounded Soldiers

Objectives: Save the wounded Soldiers.

Note: *this scenario is not compatible with Dawn of War.*

Special Rules

After deployment zones have been chosen, but prior to deployment, each player places two wounded soldiers on the battlefield. (These can be represented through appropriate tokens or models.) The player that chose his table edge places first. Wounded soldiers must be placed outside of either deployment zone, 6" from any table edge and 12" from another wounded soldier

Moving wounded soldiers. Until a player secures a wounded soldier, which is done by moving within 3" of them, as per normal objective requirements, soldiers move randomly. At the start of each player turn, roll 1d6 and the scatter die to determine where the soldier will move. If the wounded soldier moves off any table edge, it is considered lost.

While the wounded soldier is secured he moves as normal with the squad he is with. They are considered an infantry models for the purposes of movement and thus may slow the movement rate of the unit securing them. A unit may choose to leave a wounded soldier behind at any time, and it will resume wandering. If the unit flees, the wounded soldier does not flee with them, and wanders instead.

Wounded Soldiers cannot be targeted, charged or harmed in any way.

Victory Condition: Whoever controls more wounded soldiers (both yours and your enemy's) wins the objective. If you both control the same number of soldiers the result is a draw.

2 – Breakthrough

Objective: Break through enemy lines

Special Rules: Each player scores one point for each squad, vehicle squadron, or single

vehicle (excluding dedicated transports) that has at least one model within 6" of your opponent's table edge at the end of the game.

Victory Conditions: Whoever has more points wins. If the score is equal the result is a draw.

3 – Assassination

Objective: Eliminate enemy HQ choices.

Special Rules: Players score one point for each HQ choice eliminated. (Note: models that do not take up a HQ slot but are in the HQ section do not count. i.e. Priests, Commissars, Sanctioned Psykers, and retinues)

Victory Conditions: Whoever has more points wins. If the score is equal the result is a draw.

4 – Secret Message

Objective: One of your soldiers has important information vital to the war effort. He must live to tell his tale.

Special Rules: After deployment, secretly choose one model in your army to carry the message. Each player must record which model is carrying the message on a piece of paper. The model must be easily identified at the end of the game, either through distinctive modelling or having the bottom of its base marked (best done prior to the tournament).

Victory Conditions: Your messenger must be alive at the end of the game. If both messengers are alive, or if both are dead, the result is a draw.

5 – Moral Victory

Objective: Destroy the enemy's most expensive Troop choice.

Special Rules: Inform your opponent of your most expensive Troop choice. If you have multiple units worth an equal point value, then choose one of your units to be the eligible target for this objective.

Victory Conditions: A player wins if they destroy their opponent's most expensive troop and their most expensive Troop is still alive. All other results are a draw.

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6 – Thinning the Herd

Objective: Each player is trying to whittle down the enemy.

Special Rules: Each player receives a single point for each enemy unit they reduce to half strength or less. Monstrous creatures reduced to half wounds or less count as one point. Immobilized vehicles count as one point.

Victory Conditions: Whoever has more points wins. If the score is equal the result is a draw.

7 – Search and Control

Objective: You have located a scrambled transmission from somewhere in the battlefield. You must locate and secure it.

Special Rules: Each Player is searching each piece of area terrain. Note – on custom boards, discuss with your opponent which areas/buildings are area terrain. To search a piece of area terrain occupied by one of your units, roll 1d6 at the end of the movement phase. All occupied area terrain MUST be searched. Search parties do not count as moving for the purposes of shooting, unless the unit made a normal move in the movement phase. On a result of a 6, the player has located the transmitter. Each piece of terrain can only be searched once. The transmitter will be found automatically in the last piece of area terrain. Place a suitable marker on the terrain piece after it has been found. The marker cannot be moved or destroyed.

Victory Conditions: The marker can be controlled and contested according to the rules for "Scoring Units". However, to control or contest the objective, a unit must have at least one model in the terrain piece (rather than within 3").

8 – No Quarter Gained

Objective: Each Player must attempt to control more Table Quarters than their opponent.

Special Rules:

Divide the table into quarters as per the Spearhead Deployment Type. Use the rules for scoring units to determine control of table quarters.

No unit may control more than one table quarter. If a unit is in multiple table quarters, randomly determine which table quarter the unit is controlling/contesting.

Victory Conditions: The player who controls more table quarters than their opponent wins. If both players control an equal number of table quarters, the result is a draw.