

Singles Scenarios General Rules

Draft 2

Deployment Special Rules:

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

Random Game Length:

All scenarios use Random Game Length.

- At the end of Turn 5, roll a die. On a 3+, play turn 6. If a 1-2 is rolled, the game ends.
- At the end of Turn 6, roll a die. On a 4+, play Turn 7. If a 1-3 is rolled, the game ends
- If turn 7 is reached, it is the final turn.

Victory Points, as per page 300 of the Rule Book

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 ½ of its value in Victory Points.
- Each Monstrous Creature/Independent Character reduced to half wounds or less (but not destroyed) is worth ½ of its value in Victory Points.
- Each Vehicle that is damaged (but not destroyed) is worth ½ 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, Secondary and Tertiary Objectives are detailed in each scenario.

Scoring Units: Are those defined as scoring in the Warhammer 40,000 rulebook as defined on page 90.

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 not in impassable terrain.

Scoring

- Primary Scoring: 15/10/5 – Win/Draw/Loss
- Secondary Scoring 10/6/2
- Tertiary Scoring 5/3/1

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- There are 3 bonus points and 3 penalties each round.

Wipe-outs

Completely destroying your opponent does not guarantee full battle points for all objectives. If your opponent is completely destroyed with game turns remaining, teams may play out those turns in an effort to claim objectives. Remember to roll for random game length where it applies.

Exception: for Kill point Objectives, a wipe-out is automatically a win.

Declaring Support Wings in Game

Players will be provided with two cards. One will be labelled "Support Wing 1" and the other will be "Support Wing 2". Before any other action related to the scenario, players will select which wing they will use, and both players will simultaneously reveal their selection to their opponent. If only one player is using the support wing format, then it is selected and revealed by that player before any other game related action takes place.

Note: Because this is an open list tournament, players may look at each other's core forces and support wings prior to making their selection.

Singles Scenarios

Note: The order of scenarios presented is not necessarily the order in which they will be played the day of the event.

Round 1

Deployment: Dawn of War (40K Rulebook, page 92-93)

Primary: Seize Ground (40k Rulebook, page 90-91)

Secondary: Kill Points (40k Rulebook, page 90-91)

Tertiary: Breakthrough: 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.

Whoever has more points wins this objective. If the score is equal, the result is a draw.

Bonuses:

- +1 Kill all enemy HQ, including dedicated transports
- +1 Achieve more than 5 kill points
- +1 Score at least 150 More Victory Points than your opponent (40k Rulebook, page 300)

Penalties:

- 1 None of your Troops choices are alive, including dedicated transports
- 1 None of your HQ units are alive, including dedicated transports
- 1 None of your Elite, Fast Attack and Heavy Support units are alive, including dedicated transports

Round 2

Deployment: *Pitched Battle* (40K Rulebook, page 92-93)

Primary: *Capture and Control* (40k Rulebook, page 90-91)

Secondary: *Victory Points*. (40k Rulebook, page 300) Score at least 150 More Victory Points than your opponent.

Tertiary: *Thinning the Herd*. Each player receives a single point for each enemy unit they reduce to half strength or less, *including units fully destroyed*. Monstrous creatures reduced to half wounds or less count as one point. Damaged or immobilized vehicles count as one point.

The player with more points wins. If the score is equal, the result is a draw.

Bonuses:

- +1 Score more Kill Points than your opponent
- +1 At least one HQ unit is alive, **not** including retinues
- +1 You have at least 2 Troop units alive, **not** including dedicated transports

Penalties:

- 1 None of your Elite, Fast Attack and Heavy Support units are alive, including dedicated transports
- 1 None of your units are outside of your deployment Zone
- 1 None of your Troops choices are alive, including dedicated transports

Round 3

Deployment: *Spearhead* (40K Rulebook, page 92-93)

Primary: *Kill Points* (40k Rulebook, page 90-91)

Secondary: *Capture and Control* (40k Rulebook, page 90-91)

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

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.

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.

Bonuses:

- +1 At least one of your HQ units is alive and at least one of your opponent's HQs is dead, not including retainues.
- +1 Score at least 150 More Victory Points than your opponent (40k Rulebook, page 300)
- +1 You have at least 2 Troop units alive, **not** including dedicated transports

Penalties:

- 1 None of your Troops choices are alive, including dedicated transports
- 1 None of your Elite, Fast Attack and Heavy Support units are alive, including dedicated transports
- 1 None of your HQ units are alive, including dedicated transports

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Round 4

Deployment: *Pitched Battle* (40K Rulebook, page 92-93)

Primary: *Victory Points*. (40k Rulebook, page 300) Score at least 150 More Victory Points than your opponent.

Secondary: *Seize Ground* (40k Rulebook, page 90-91)

Tertiary: *Kill Points* (40k Rulebook, page 90-91)

Bonuses:

- +1 Control More Table Quarters than your opponent
- +1 Control More Terrain Pieces than your opponent
- +1 At least one of your HQ units is alive and at least one of your opponent's HQs is dead, not including retinues.

Penalties:

- 1 None of your Troops choices are alive, including dedicated transports
- 1 None of your HQ units are alive, including dedicated transports
- 1 Your forces Control no terrain pieces