Advancing Assault
AdeptiCon 2006
WARHAMMER 40K CHAMPIONSHIP SCENARIO 2

MISSION

OVERVIEW

Having secured your forces' landing zone, you have been assigned to recon the surrounding area. Your forward scouts have discovered light enemy forces ahead. Reinforcements have been called in. Advance and destroy the enemy, confident that your freshly landed forces will arrive soon to help finish the slaughter!

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

GAME LENGTH

Random Game Length, or until time is called.

DEPLOYMENT

DEPLOY

Both players roll a number of dice equal to their army's strategy rating. High roller picks which quadrant to deploy in. The opponent gets the opposite quadrant. Each quadrant is ½ the length of the long edge and ½ the length of the short edge.

The player who won the first roll deploys an eligible unit first in their deployment zone. No unit may be placed within 9" of the center of the table. Eligible units are deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

Both players alternate placing *Infiltrators* (if any), rolling a d6 to determine which side places a unit first.

WHO GOES FIRST

Players roll a die. The player with the highest roll may elect to go first or second.
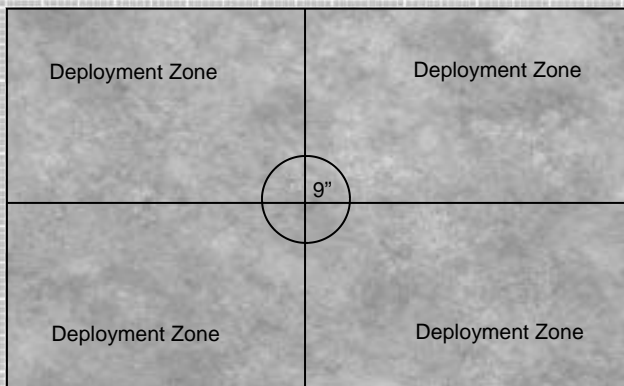
SPECIAL RULES

INFILTRATE

ESCALATION

RESERVES:
Reserves enter from any board edge within a player's deployment zone.

RANDOM GAME LENGTH

OBJECTIVES

PRIMARY OBJECTIVE: Annihilate the Enemy

Victory Points (see below)

SECONDARY OBJECTIVE: Secure the Area

Hold the most table quarters. If you both hold the same amount, the result is a draw.

TERTIARY OBJECTIVE: Hold the Center

Have the most physical models entirely within 9" of the center of the table.   If you both have the same amount, the result is a draw.

VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Margin of VPs	0-185	186-925	926-1480	1481+

Deployment Zone	Deployment Zone
9"	
Deployment Zone	Deployment Zone