

Conquest

AdeptiCon 2005

WARHAMMER 40K CHAMPIONSHIP SCENARIO 1

MISSION

OVERVIEW

By order of the High Lord, armies move out to claim territory.

MISSION OBJECTIVES

Both forces are seeking to clear the enemy from the area and take table quarters. The table is divided into four areas formed by drawing horizontal and vertical lines through the center point. Thus, a 4'x6' table would have four 2'x3' quarters.

LINE OF RETREAT

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

GAME LENGTH

The game lasts 6 turns or until time is called.

DEPLOYMENT

ZONES

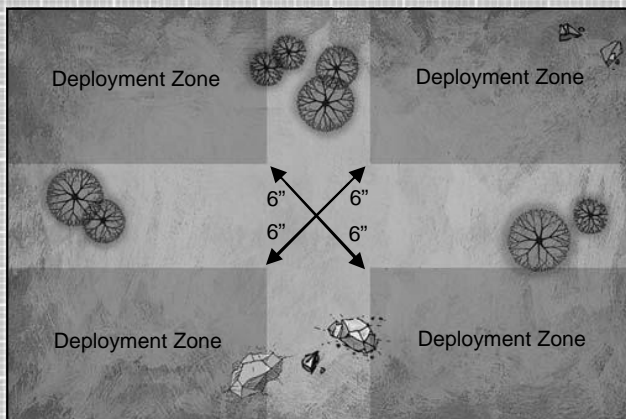
Divide the board into four quarters. Role dice for choice of quarter, high die has choice of quarter. The other player's Deployment Zone is the opposite quarter.

DEPLOY

Army with the most scoring units places a unit first. Units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 6" of the center of the table at the start of the game.

WHO GOES FIRST

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



WARHAMMER
40,000

SPECIAL RULES

INFILTRATORS

DEEP STRIKE

CONCEALMENT

STANDARD MISSION

TABLE QUARTERS

The player with the most scoring units in a quarter at the end of the game claims that quarter.

VP TABLE

BATTLE POINTS

Each quarter claimed is worth 5 Battle Points.



40K CHAMPIONSHIPS



I

II

III

IV