

The Bet

AdeptiCon 2005

WARHAMMER 40K CHAMPIONSHIP SCENARIO 3

MISSION

OVERVIEW

The battlefield grows quiet as the commanders gather for a night of poker, but tempers flare when a 5th ace hits the table.

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

Both players roll a die. The higher-scoring player chooses which of the long table edges to deploy on. His opponent gets the opposite Deployment Zone. Both forces start along opposite long board edges.

DEPLOY

Starting with the player who chose the Deployment Zone, select 1 HQ unit and deploy this unit in the center of the table, 20" from your table edge. Place any attached vehicles (including drop pod) to the rear of the selected unit. Yes, the 2 HQ units should be standing about 6-8" apart. The selected HQ is not subject to escalation.

Any allowed units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed within 24" of the enemy and deployed no more than 15" from its own long table edge.

WHO GOES FIRST

The Bet: Each player secretly writes down an amount of Victory Points they are willing to give up to go first. The player wagering the most Victory Points has the first turn. If the same amount of VP is bet, then a second round of betting is done. If neither player bets a number greater than zero the game is forfeit and both players receive zero battle points.

SPECIAL RULES

BET

ESCALATION

DEEP STRIKE

NIGHT FIGHT

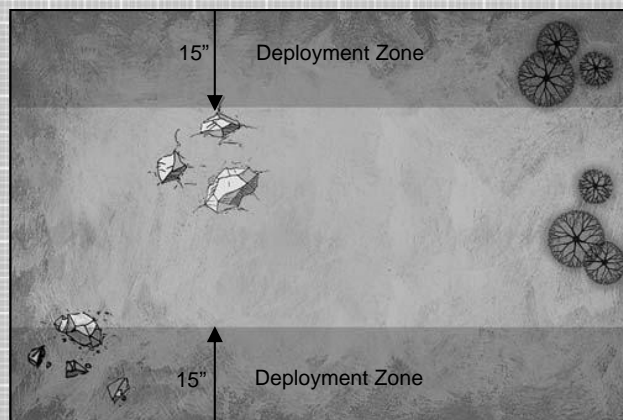
STANDARD MISSION

VICTORY POINTS

VP TABLE

BATTLE POINTS

VICTORY POINTS	RESULT	BP's
0-175	Draw	10
176-875	Solid Victory	13
876-1400	Crushing Victory	17
1401+	Victorious Slaughter	20



40K CHAMPIONSHIPS



I
II
III
IV