

# Leave No Man Behind

## AdeptiCon 2006

WARHAMMER 40K CHAMPIONSHIP SCENARIO 3

### MISSION

#### OVERVIEW

Hopeful that this extended day of fighting would just end, you have been called back into battle as your forces have received distress signals from wounded survivors from the previous engagement. You must quickly return and aid the fallen, lest they be captured by the enemy. Time is of the essence, nightfall is just around the corner, and your fate is uncertain....

#### 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

#### DEPLOY

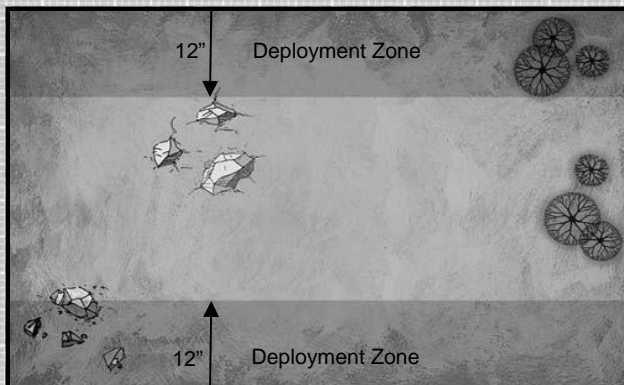
Each player chooses 2 non-vehicle models from their army (not from their figure case!) to be used as wounded soldier objectives. They do not take any further part in the battle and once placed, may not move/shoot/assault/etc.

Each player rolls a d6. High roller will place a wounded soldier outside any Deployment Zones. Continue alternate placing of the remaining wounded soldiers outside of Deployment Zones making sure they are at least 15" apart from one another. Both players roll a number of dice equal to their army's strategy rating. High roller chooses their Deployment Zone.

The player who won the deployment roll deploys a unit first in their Deployment Zone. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.

#### 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

#### WOUNDED SOLDIERS

#### DUSK (6TH TURN NIGHT FIGHT)

### OBJECTIVES

#### PRIMARY OBJECTIVE: Protect the Fallen

Control the Wounded Soldiers (see below). To control a wounded soldier, you must have at least 1 scoring unit partially (50%) within 6" of the soldier and your opponent must have none.

#### SECONDARY OBJECTIVE: Neutralize their Command

Both players can accomplish this objective.

Kill your opponent's designated HQ. Each owning player should designate their Commander for this Objective before Deployment begins.

#### TERTIARY OBJECTIVE: Over Run their Lines

Have more scoring units in your enemy's deployment zone than he/she has in yours. If you both have the same amount, then the result is a draw.

### VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
<b>Wounded Soldiers</b>	Both Players Control the Same Number of Wounded Soldiers	One Player Controls 1 More Wounded Soldier than their Opponent	One Player Controls 2 or 3 More Wounded Soldiers than their Opponent	One Player Controls All 4 Wounded Soldiers



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**GAMES WORKSHOP**

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