

# None Shall Fight Alone

## AdeptiCon 2006

WARHAMMER 40K TEAM TOURNAMENT SCENARIO 1

### MISSION

#### OVERVIEW

In an effort to coordinate allied orbital bombardments in the area upon your new-found foes, it is imperative that both your units and your allied counterpart's units maintain and hold key terrain features. You and your allies must move quickly and decisively as enemy forces in the area are building rapidly.

#### LINE OF RETREAT

Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.

#### GAME LENGTH

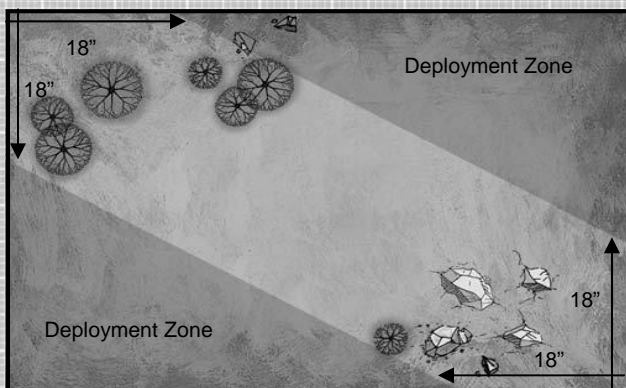
See *Unpredictable Objective* special scenario rules or until time is called.

### DEPLOYMENT

Each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in.

The winners then begin to place a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: all Heavy Support choices first, followed by all coalition Troops choices, then all Elites, all HQ, and finally all Fast Attack.

Each coalition rolls a single d6. The coalition with the most Fast Attack units may add +1 to the die roll. If each coalition had the same amount of Fast Attack units, then nobody receives this bonus. The coalition with the highest result may elect to go first or second.



**WARHAMMER**  
40,000

### SPECIAL RULES

#### UNPREDICTABLE OBJECTIVE

At the end of Turn 6, roll a single d6. On a roll of a 4, 5, or 6, the game will go an extra turn before ending. (i.e. the game will end on Turn 7).

### OBJECTIVES

Hold more Allied Table Quarters than your opponents. To accomplish this mission, use the normal table quarter rules found on p. 81 of the Warhammer 40,000 rulebook with one modification: the table quarter must be held or contested by scoring units from both armies making up a coalition.

#### Tactical Bonus Points:

+1 if you have scored 250 or more Victory Points than your opponents

+1 if all enemy Troop selections are no longer scoring units

### VP TABLE

	Draw	Solid Victory	Crushing Victory	Victorious Slaughter
Allied Table Quarters	Both Coalitions Control the Same Number of Allied Table Quarters	One Coalition Controls 1 More Allied Table Quarter than their Opponents	One Coalition Controls 2 or 3 More Allied Table Quarters than their Opponent	One Coalition Controls All 4 Table Quarters



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**GAMES WORKSHOP**

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