

Salvage

AdeptiCon 2005

WARHAMMER 40K CHAMPIONSHIP SCENARIO 2

MISSION

OVERVIEW

A shuttlecraft has crashed, spilling its cargo across the battlefield. Search for and recover the most valuable cargo.

MISSION OBJECTIVES

Players need 6 counters numbered 1 through 6. Roll a die to select who places the first counter. Each counter must be outside of a deployment zone and more than 12 inches from any other counter. To claim a counter, a player must have the most scoring units within 6 inches at the end of the game. At the beginning of turn 4, roll a die- the corresponding counter is the most valuable cargo and worth 300 VPs if claimed at the end of the game.

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

CARGO COUNTERS

Place Cargo Counters on the battlefield as described under Mission Objectives.

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, players take turns to deploy one unit at a time. No unit may be deployed more than 12" from its own long table edge. Units are deployed in order of: Heavy Support, Troops, Elites, HQ, Fast Attack.

WHO GOES FIRST

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

SPECIAL RULES

CARGO COUNTERS

DEEP STRIKE

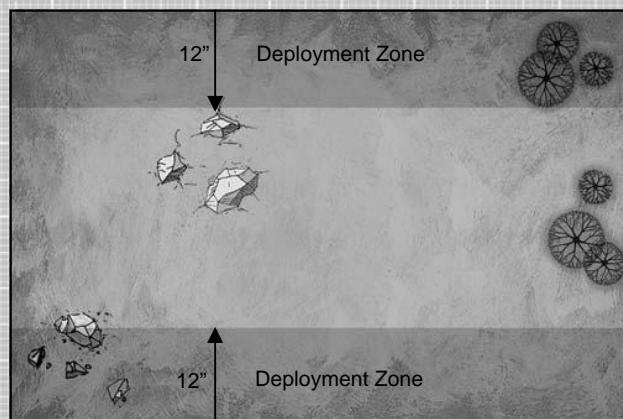
STANDARD MISSION

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 |



WARHAMMER
40,000

40K CHAMPIONSHIPS



I
II
III
IV