

WEST GAMER



ULTIMATE

WARHAMMER 40,000

The following is the complete list of scenarios that may be played at the 2007 Ultimate Warhammer 40K tournament. Four of these will be used by all players in the first four rounds of the tournament (pre-determined by the judges). The remaining two scenarios will be chosen from a list of six of those below by the winner and runner-up of the Ultimate Quiz on day #2.

SCENARIO LIST

(In no particular order)

FIRESWEEP

- As per page #42 of the Cities of Death expansion book -
Gamma level with modifications: See below for details.

CLEANSE

- As per page #81 of the Warhammer 40,000 Rulebook -
Gamma level.

SECURE & CONTROL

- As per page #82 of the Warhammer 40,000 Rulebook -
Gamma level.

SEEK & DESTROY

- As per page #82 of the Warhammer 40,000 Rulebook -
Gamma level.

TAKE & HOLD

- As per page #83 of the Warhammer 40,000 Rulebook -
Gamma level.

MOBILE RECON

- Ultimate Warhammer 40,000 Scenario -

BLACKOUT

- Ultimate Warhammer 40,000 Scenario -

SEIZE & DEFEND

- Ultimate Warhammer 40,000 Scenario -

ASSASSINS

- Ultimate Warhammer 40,000 Scenario -

ULTIMATE WAR

- Ultimate Warhammer 40,000 Scenario -

FIRESWEEP

Both sides are moving forward to occupy as much of the city as possible, conducting a room to room, building to building and street to street sweep, when they run into each other. Each force must attempt to claim as many buildings as possible, clearing the enemy from the area as they advance.

OBJECTIVE: PLANT THE FLAG

Both forces are seeking to clear the enemy from this sector. This is achieved through occupying city structures/ruins. When a marked structure is occupied, the unit doing so 'plants the flag' in that structure, and may move off to do so in more city buildings. The 'flag' remains until an enemy Scoring Unit occupies the ruin, at which point it plants its own flag instead.

At the end of the game, each 'flag' held is worth 400 victory points.

SCENARIO SPECIAL RULES

Gamma: Cityfighting Stratagems (2 each), Victory Points.

SET-UP

1. Divide the table into four quarters. Both players roll a dice; the player with the highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.
2. Declare the use of stratagems, as detailed in the Cityfighting Stratagems chapter of the 'Cities of Death' book.
3. Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 12" of the centre of the table at the start of the game.
4. Roll a D6. The player with the highest score may choose whether to go first or second.

RESERVES: When available, reserves move on from the player's deployment zone board edge.

GAME LENGTH: The game lasts for 6 turns.

MOBILE RECON

Both sides are attempting to punch through enemy lines to establish forward positions and probe the enemy's strength in preparation for a major attack.

OBJECTIVE: ENEMY LINES

Both players must attempt to get units into the enemy deployment zone and overrun their lines.

Victory point rules are used in this mission. See the Special Rules section of the 40K rulebook for details.

SCENARIO SPECIAL RULES

Infiltrate, Deep Strike, Concealment, Mobile Escalation*, Victory Points.

* MOBILE ESCALATION

This special rule functions exactly like the 'Escalation' rule, but with a couple of exceptions. Divide all units held in reserve into 3 even (or as close to as possible) groups. Instead of rolling for each, one (randomly determined) group will automatically arrive during each of a player's turns starting from turn 1.

SET-UP

1. Both players roll a dice, the winner chooses which of the long table edges to deploy in. His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.
2. Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until all their available models are on the tabletop. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed within 24" of the enemy or more than 15" from their own long table edge.
3. Roll a D6. The player with the highest score may choose whether to go first or second.

RESERVES: When available, reserves move on from the player's deployment zone board edge.

GAME LENGTH: The game lasts for 6 turns.

BLACKOUT

You have arrived at the site of your objective, but due to extreme weather conditions and atmospheric interference, pinpointing its exact location is proving difficult. You must retrieve your prize before the enemy does!

OBJECTIVE: LOOT

The items to be secured are represented by 3 Loot counters which will be positioned by the judges before the game.

At the end of the game you control a Loot counter if there is at least one of your scoring units, and no enemy scoring units, within 6" of it.

Victory point rules are used in this mission. See the Special Rules section of the 40K rulebook for details.

SCENARIO SPECIAL RULES

Night Fighting, Infiltrate, Deep Strike*, Victory Points.

* DEEP STRIKE

Due to the interference of atmospheric anomalies, the range of unit deep striking is limited to Night Fight spotting range in this mission. To Deep Strike, pick the unit closest to your desired target and then roll for spotting distance. You may only target your deep strike within this range (but may scatter out of it). This does not count as your unit's spotting roll for the purpose of the rest of the turn.

SET-UP

1. Both players roll a dice, the winner chooses which of the long table edges to deploy in. His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.

2. A large barrier extending across the centre of the field of play will be set up by the judges before the game blocking each side's view to their opponent's deployment. Both players are to deploy their entire armies simultaneously, their actions invisible to their opponent due to the barrier. No unit can be deployed more than 12" from their own long table edge. Once regular deployment is complete, the barrier is removed.

3. Roll a D6. The player with the highest score may choose whether to go first or second.

RESERVES: *When available, reserves move on from the player's deployment zone board edge.*

GAME LENGTH: *The game lasts for 6 turns.*

SEIZE & DEFEND

Vital objectives have been selected for your force to secure & defend from enemy forces who have chosen key locations to hold for their own reasons.

OBJECTIVE: LOOT

Each player's items to be secured are represented by 3 Loot counters (per player) which they must position before the game. One counter (the primary objective) must be placed anywhere in your half of the board outside of your deployment zone. The two other counters (secondary objectives) must both be placed in your opponent's deployment zone, one within 15" of each of the table sides.

At the end of the game you control a Loot counter if there is at least one of your scoring units, and no enemy scoring units, within 6" of it. Your primary objective is worth 500 victory points to you, and your secondary objectives are worth 250 victory points each. The enemy objectives are worth nothing, but obviously preventing them from holding them should be a priority!

Victory point rules are used in this mission. See the Special Rules section of the 40K rulebook for details.

SCENARIO SPECIAL RULES

Infiltrate, Deep Strike, Victory Points.

SET-UP

1. Both players roll a dice, the winner chooses which of the long table edges to deploy in. His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.

2. Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until all their available models are on the tabletop. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed more than 12" from their own long table edge.

3. Roll a D6. The player with the highest score may choose whether to go first or second.

RESERVES: *When available, reserves move on from the player's deployment zone board edge.*

GAME LENGTH: *The game lasts for 6 turns.*

ASSASSINS

The enemy leader has been sighted in this sector, giving your forces a vital opportunity to engage and destroy the foe's command. You must strike swiftly & surely to guarantee success!

OBJECTIVE: ASSASSINATE

Each player's objective is to kill the enemy commander and destroy the foe's most expensive unit (not including any attached HQ). Both players must determine these targets and reveal them to their opponent before the game begins.

If at the end of the game the enemy commander is killed, off table or falling back, gain an additional bonus 500 victory points. If the commander is merely wounded, gain a bonus 250 victory points.

If at the end of the game the most expensive enemy unit is destroyed, off table or falling back, gain an additional bonus 500 victory points. If the unit is merely below half strength, gain a bonus 250 victory points.

Victory point rules are used in this mission. See the Special Rules section of the 40K rulebook for details.

SCENARIO SPECIAL RULES

Infiltrate, Deep Strike, Dusk & Dawn, Victory Points.

SET-UP

1. Both players roll a dice, the winner chooses which of the long table edges to deploy in. His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.
2. Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until all their available models are on the tabletop. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed more than 12" from their own long table edge.
3. Roll a D6. The player with the highest score may choose whether to go first or second.

RESERVES: *When available, reserves move on from the player's deployment zone board edge.*

GAME LENGTH: *The game lasts for 6 turns.*

ULTIMATE WAR

Your forces have committed to the front line in an all out attack against the enemy. Your orders are simple: annihilate enemy forces, crush them utterly.

OBJECTIVE: ANNIHILATION

Both players must attempt to destroy enemy units whilst preserving their own force.

Victory point rules are used in this mission. See the Special Rules section of the 40K rulebook for details.

SCENARIO SPECIAL RULES

Bombardment*, No Retreat*, Victory Points.

* BOMBARDMENT

This special rule functions exactly like the 'Preliminary Bombardment' rule (page #194 of the rulebook), but may be used once during the course of the game by each player at the beginning of any of their turns.

* NO RETREAT

In this scenario, units cannot leave the table. Units falling back are stopped as soon as they reach the table edge and regroup automatically, regardless of the usual restrictions.

SET-UP

1. Both players roll a dice, the winner chooses which of the long table edges to deploy in. His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.
2. Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until all their available models are on the tabletop. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed within 24" of the enemy or more than 15" from their own long table edge.
3. Roll a D6. The player with the highest score may choose whether to go first or second.

RESERVES: *When available, reserves move on from the player's deployment zone board edge.*

GAME LENGTH: *The game lasts for 6 turns.*