

WEST GAMER



ULTIMATE

WARHAMMER 40,000

The following is the complete list of scenarios that may be played at the 2009 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)

SEIZE GROUND

- As per page #91 of the Warhammer 40,000 Rulebook -

Deployment: Spearhead. See below for further details.

CAPTURE & CONTROL

- As per page #91 of the Warhammer 40,000 Rulebook -

Deployment: Dawn of War. See below for further details.

ANNIHILATION

- As per page #91 of the Warhammer 40,000 Rulebook -

Deployment: Pitched Battle. See below for further details.

FIRESWEEP

- Ultimate Warhammer 40,000 Scenario -

TWISTED FATES

- Ultimate Warhammer 40,000 Scenario -

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 -

SEIZE GROUND

Victory Conditions:

As per the Warhammer 40,000 Rulebook with the following exceptions:

4 objectives are to be used (instead of D3+2). Follow the normal procedure for determining the positions of these.

Each objective controlled by a player at the end of the battle (following the standard guidelines) is worth **3 Objective Points**.

Kill Points are not scored in this mission.

Deployment: Spearhead.

Game Length: Variable – as per standard missions.

CAPTURE & CONTROL

Victory Conditions:

As per the Warhammer 40,000 Rulebook with the following exceptions:

Each of the two objectives is to be designated with a counter or marker – not measured from a terrain price itself. Follow the normal procedure for determining the positions of these.

Each objective controlled by a player at the end of the battle (following the standard guidelines) is worth **5 Objective Points**.

Kill Points are not scored in this mission.

Deployment: Dawn Of War.

Game Length: Variable – as per standard missions.

ANNIHILATION

Victory Conditions:

As per the Warhammer 40,000 Rulebook with the following exceptions:

Kill Points are used in this mission, but are only awarded for each enemy unit completely destroyed that had Kill Points assigned to it.

Objective Points are not scored in this mission.

Deployment: Pitched Battle.

Game Length: Variable – as per standard missions.

FIRE&SWEEP

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 strategic locations as possible, clearing the enemy from the area as they advance.

Victory Conditions:

Both forces are seeking to clear the enemy from this sector. This is achieved through claiming fortified positions, structures, ruins & strategic locations. **6 objective points** will be marked on the battlefield before the game by the judges.

To claim one of these marked points, a Scoring Unit must move into contact with an uncontested point (no enemy within 3") and end its move (during that phase) to "plant the flag". Once a point is marked, the unit may then move off to claim other points by marking & planting "flags" on them as well. The "flag" remains until an enemy Scoring Unit claims the location in the same way, at which point it plants its own flag instead (and removes yours).

At the end of the game, each player receives **1 Objective Point** for each "flag" they have marking objectives on the table.

In addition, each objective controlled by a player (at least one scoring unit and no enemy units of any type within 3" of it) is worth **1 Objective Point** as well.

Kill Points are not scored in this mission.

Deployment: Spearhead.

Game Length: Variable – as per standard missions.

TWISTED FATES

Both sides are attempting to dominate the battleground, sweeping the area clean of opposing troops. The twisting powers of the warp however, have begun to influence the outcome of the battle as the gods play their own games with the souls and lives of your troops.

Special Note – Fate Dice:

Due to the strange effects of the warp energies suffusing the battlefield, your warriors are able to randomly escape death and perform feats otherwise impossible. To represent this, each player begins the game with 3 "Fate Dice". You may use each of these dice to perform a free "re-roll" of a single 6 sided dice roll (including "special" dice like scatter etc) during the game during either player's turn. To use, simply declare this to your opponent, pick up the dice, and re-roll it. You may not re-roll a re-roll. Single dice that are part of a combined roll of multiple dice (such as with leadership tests) may be re-rolled with Fate Dice.

For each Fate Dice you use, your opponent may immediately assign an additional Kill point to ANY one of your units currently on the table. This is scored at the end of the game in the usual manner.

Victory Conditions:

Both players must attempt to clear the enemy from the area. This is primarily achieved by controlling table quarters.

At the end of the game, each player receives **2 Objective Points** for each table quarter occupied by at least one scoring unit and no enemy scoring units. The quarter you deployed in is worth 0 points to you. In the case of units with models positioned in multiple quarters, the quarter occupied is that where the majority of the models in that unit are positioned – or if this is not clear, then the controlling player may choose. Note that only enemy scoring units may contest quarters held in this mission.

Half Kill Points are also awarded for each enemy unit completely destroyed that had Kill Points assigned to it (totals rounded down).

Deployment: Spearhead.

Game Length: Variable – as per standard missions.

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.

Victory Conditions:

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

At the end of the game, each player receives **2 Objective Points** for each scoring unit they have completely within 12" of their opponent's long table edge.

Half Kill Points are also awarded for each enemy unit completely destroyed that had Kill Points assigned to it (totals rounded down).

Deployment: Dawn Of War.

Game Length: Variable – as per standard missions.

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!

Blind Deployment:

Deployment area is as per Pitched Battle. Both players roll a dice, the winner chooses which of the long table edges to deploy in.

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 within 12" of the middle line of the table as per Pitched Battle. Once regular deployment is complete, the barrier is removed. Then deploy any infiltrators and make any scout moves (rolling off for who does each first).

Roll a D6. The player with the highest score may choose whether to go first or second. Players may not attempt to "seize the initiative" in this mission. During game Turn 1 the **Night Fighting** mission special rule is in effect.

Special Note - 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. Players who currently have no models on the board may Deep Strike as normal.

Victory Conditions:

3 objective points will be marked on the battlefield before the game by the judges.

At the end of the game, each player receives **2 Objective Points** for each objective controlled (At least one scoring unit and no enemy units – whether scoring or not - within 3" of it).

Half Kill Points are also awarded for each enemy unit completely destroyed that had Kill Points assigned to it (totals rounded down).

Deployment: Pitched Battle with additional changes (see above).

Game Length: Variable – as per standard missions.

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.

Victory Conditions:

Both forces are attempting to capture vital primary and other key locations, whilst defending their own.

Before deciding deployment zones, the players must determine the position of 6 objectives. This is done following the same objective placement guidelines as per the “Seize Ground” mission (Rulebook page #91). During the deployment of forces, each player must nominate any 1 objective on the board as a “Primary” objective. Both players must nominate different objectives as “Primary” (you cannot nominate the same one as your opponent!). All other objectives are to be “Secondary”. This will result in the table having 2 “Primary” and 4 “Secondary” objectives.

At the end of the game, each primary objective controlled by a player (at least one scoring unit and no enemy units of any type within 3” of it) is worth **4 Objective Points**.

Each secondary objective controlled by a player is worth **2 Objective Points**.

Kill Points are not scored in this mission.

Deployment: Spearhead.

Game Length: Variable – as per standard missions.

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!

Victory Conditions:

Each player’s objective is to kill the enemy leader and destroy the foe’s command structure.

Enemy HQ and Elite units that had kill points assigned to them are worth **double Kill Points** in this scenario if completely destroyed.

Half Kill Points are also awarded for each other enemy unit completely destroyed that had Kill Points assigned to it (totals rounded down).

Objective Points are not scored in this mission.

Deployment: Dawn Of War.

Game Length: Variable – as per standard missions.

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.

Bombardment:

Both forces have access to a long distance barrage, orbital strike, or similar weapon of mass destruction. This ability may be used once only during the game by any HQ Character. It may be activated in the model's Shooting phase, providing that the character did not move at all in the preceding Movement phase (though he may later assault if the controlling player wishes). Using your Bombardment otherwise counts as firing a ranged weapon and uses the following profile:

Range	Strength	AP	Type
Unlimited	10	1	Ordnance 1, Barrage

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.

Victory Conditions:

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

Enemy HQ and Troops units that had kill points assigned to them are worth **double Kill Points** in this scenario if completely destroyed.

Half Kill Points are also awarded for each other enemy unit completely destroyed that had Kill Points assigned to it (totals rounded down).

Objective Points are not scored in this mission.

Deployment: Pitched Battle.

Game Length: Variable – as per standard missions.