

WEST GAMER



ULTIMATE

# WARHAMMER 40,000

The following is the complete list of scenarios that may be played at the 2011 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 on day #2.

## SCENARIO LIST

(In no particular order)

### SEIZE GROUND

- As per page #91 of the Warhammer 40,000 Rulebook -  
Deployment: Pitched Battle. 4 objectives to be used (instead of D3+2).

### CAPTURE & CONTROL

- As per page #91 of the Warhammer 40,000 Rulebook -  
Deployment: Spearhead.

### ANNIHILATION

- As per page #91 of the Warhammer 40,000 Rulebook -  
Deployment: Dawn of War.

### FIRESWEEP

- Ultimate Warhammer 40,000 Scenario -

### TWISTED FATES

- Ultimate Warhammer 40,000 Scenario -

### MOBILE RECON

- Ultimate Warhammer 40,000 Scenario -

### VANGUARD

- Ultimate Warhammer 40,000 Scenario -

### SEIZE & DEFEND

- Ultimate Warhammer 40,000 Scenario -

### ASSASSINS

- Ultimate Warhammer 40,000 Scenario -

### SCORCHED EARTH

- Ultimate Warhammer 40,000 Scenario -

# 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.

The player with the most objective points at the end of the game wins. If the players have the same number of objective points, the game is a tactical draw.

**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.

## **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 you control an objective if there is at least one of your scoring units, and no enemy scoring units within one of the three table quarters other than the one you deployed in. 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.

The player controlling the most objectives at the end of the game wins. If the players control the same number of objectives, the game is a tactical draw.

**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 objective points for each scoring unit they have completely within 12" of their opponent's long table edge.

The player with the most objective points at the end of the game wins. If the players have the same number of objective points, the game is a tactical draw.

**Deployment:** Dawn Of War.

**Game Length:** Variable – as per standard missions.

# VANGUARD

*A strike force is not always a subtle instrument to be delicately wielded like a surgeon's knife. Sometimes it can be likened to a mighty hammer which smashes asunder that which stands in its way!*

## 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.

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.

## Special Rule - Vanguard:

Your infantry's role is to spearhead the attack and secure the objectives they capture. To reflect this any infantry units can be used as scoring units, not just troops units as would normally be the case.

## Victory Conditions:

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

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit whether scoring or not) within 3" of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly where this distance will be measured from.

The player controlling the most objectives at the end of the game wins. If the players control the same number of objectives, the game is a tactical draw.

**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 is worth **2 Points**.

Each secondary objective controlled by a player is worth **1 Point**.

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit whether scoring or not) within 3” of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly where this distance will be measured from.

The player controlling the most objective points at the end of the game wins. If the players control the same number of objective points, the game is a tactical draw.

**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. Victory conditions are as per the Annihilation scenario (rulebook page #91) with the following change:

Enemy HQ and Elite units are worth **double Kill Points** in this scenario if completely destroyed.

**Deployment:** Pitched Battle.

**Game Length:** Variable – as per standard missions.

# SCORCHED EARTH

*Your forces have committed to the front line in an effort to kill, maim and burn!*

## **Deployment:**

Set up 4 objective markers (rolling off to see who places first and then each player placing two each) before either side deploys or rolls for their deployment area. Objectives may be set up anywhere on the table more than 12" from a table edge or another objective.

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite table quarter. Players may deploy any number of units anywhere in their deployment area that is more than 9" from the centre point of the table.

## **Reserves:**

Both sides may place any number of units in reserve.

## **Special Rule – Slash & Burn:**

All pieces of area terrain (confirm which pieces are area terrain with your opponent before the game begins) are either on fire, or a smoking ruin. Before either side deploys, roll a D6 for each piece of area terrain and apply the following effect:

- 1 - 3 Burning:** The area counts as dangerous terrain.
- 4 - 6 Smoking:** Add +1 to the cover save of any unit in the terrain.

In addition, both burning and smoking terrain blocks any line of sight that is drawn across and beyond them.

## **Victory Conditions:**

The player controlling the most objectives at the end of the game wins. If the players control the same number of objectives, the game is a tactical draw.

- Deployment:** Modified spearhead (see above).
- Game Length:** Variable – as per standard missions.