

WARHAMMER 40,000 2008 'ARD BOYZ

SCENARIO 1

GET 'EM BOSS!

"I'm da meanest and da tuffest, dat means you do wot I says!"

- Warboss Philosophy

Mission

It might be ancient pieces of wargear infused with the limitless power of the warp, or it could be your grandmother's best recipes. Either way, we want it and they can't have it! Get "da boss" there fast!

Objective

Seize Ground (page 91)

Note: The game starts with five objectives.
DO NOT ROLL!

Deployment

Spearhead (Table Quarters) as described on page 93 of the main rulebook.

Special Rules:

Infiltrate (page 92)

Deep Strike (page 95)

Outflank (page 94)

Who Goes First?

Both players roll a D6. The player with the highest score may choose to go first or second.

The seize initiative rule found on page 92 is in effect.

Line of Retreat

Units that are forced to flee must move toward their nearest deployment edge.

Calculate Results

Massacre

If you control 3 more objectives than your opponent then you score a Massacre.

Major Victory

If you control 2 more objectives than your opponent then you score a Major Victory.

Minor Victory

If you control 1 more objectives than your opponent then you score a Minor Victory.

Tie

A tie will occur if there neither player controls more objectives than their opponent.

Battle Point Modifiers

+1 if all of your HQ choices are within 6 inches of an objective at the end of the game.

+1 if you destroyed your opponent's highest scoring unit.

+1 if you destroyed all of your opponent's HQ choices.

+1 if at any time you controlled all five objectives.



WARHAMMER 40,000 2008 'ARD BOYZ SCENARIO 2

LET 'EM HAVE IT BOYZ!

"Orks love two things: Going fast and krumpin' stuff!
Dat's why we'z so good at it!"

- Warboss Wazdakka

Mission

Blast 'em to bits!

Objective

Annihilation (page 91)

Kill Points in Ard Boyz are figured out on the following way:

Troop Choices - 1 Kill Point

Fast Attack/Elites/Heavy Support - 2 Kill Points

HQ - 3 Kill Points

Dedicated Transports do not provide Kill Points

Deployment:

Dawn of War - Table Halves (page 93)

Note: Deploy all Troop and HQ choices.

Not just 2 Troop and 1 HQ.

Special Rules:

Infiltrate (page 92)

Deep Strike (page 95)

Outflank (page 94)

Reserves (page 94)

Who Goes First?

Both players roll a D6. The player with the highest score may choose to go first or second.

The seize initiative rule found on page 92 is in effect.

Line of Retreat

Units that are forced to flee must move toward their nearest deployment edge.

Calculate Results

Massacre

If a player has 8 or more kill points than their opponent then they score a Massacre.

Major Victory

If a player has 6 or more kill points than their opponent then they score a Major Victory.

Minor Victory

If a player has 4 or more kill points than their opponent then they score a Minor Victory.

Tie

A tie will occur if neither player has 4 or more kill points than their opponent.

Battle Point Modifiers

+1 if you destroyed all of your opponent's Heavy Support choices.

+1 if you have destroyed all of your opponent's Fast Attack Choices.

+1 if you destroyed all of your opponent's HQ choices.

+1 if you destroyed all of your opponent's Troop choices.

Note: If your opponent does not have any units of a particular type (i.e. they have no Fast Attack choices) then you automatically receive the battle point modifier for destroying them.



WARHAMMER 40,000 2008 'ARD BOYZ SCENARIO 3

GET DAT JELLY DONUT!

"Dat's mine! Yah can tell 'cuz I just painted it blue!"

- Death Skullz Nob

Mission

Quickly, gain control of the munitions dump (or jelly donut factory)! Failing that let's just kick their teeth in!

Objective

Capture and Control (page 91) and Annihilation (page 91)

Kill Points in Ard Boyz are figured out on the following way:

Troop Choices - 1 Kill Point

Fast Attack/Elites/Heavy Support - 2 Kill Points

HQ - 3 Kill Points

Dedicated Transports do not provide Kill Points

Deployment

Dawn of War - Table Halves (page 93)

Note: Deploy all Troop and HQ choices.

Not just 2 Troop and 1 HQ.

Special Rules

Infiltrate (page 92)

Deep Strike (page 95)

Outflank (page 94)

Reserves (page 94)

Who Goes First?

Both players roll a D6. The player with the highest score may choose to go first or second.

The seize initiative rule found on page 92 is in effect.

Line of Retreat

Units that are forced to flee must move toward their nearest deployment edge.

Calculate Results

Massacre

If a player has control of both Capture and Control objectives and has more Kill Points than their opponent then they have scored a Massacre.

Major Victory

If a player controls both Capture and Control objectives and have less Kill Points than their opponent they have scored a Major Victory.

Minor Victory

If neither player controls both objectives, then the player with the most kill points has scored a Minor Victory.

Tie

If neither player controls both objectives and both players have the same number of Kill Points then the game is a tie.

Battle Point Modifiers

+1 if you ever controlled both objectives.

+1 if your opponent controls no objectives.

+1 if you destroyed all of your opponent's HQ choices.

+1 if you destroyed all of your opponent's Troop choices.

Note: If your opponent does not have any units of a particular type (IE they have no Fast Attack choices) then you automatically receive the battle point modifier for destroying them.

