

40K Ard Boyz Preliminary Scenario 1:

Git dat dirty git!

Mission:

Score as many kill points as you can and try to kill the traitor.

Objective:

This mission uses Annihilation with one modification. Each player will give his opponent 1 troop model to represent the traitor. The traitor is worth 5 kill points. The traitor can join any troop unit in your army. He can ride in a transport as long as his squad meets the unit size for the vehicles capacity. He gains the independent special rule with the following profile: WS 4 BS 4 S 4 T 4 I 5 W 2 A 2 LD 10 S 4+/5+.

Deployment:

Use Pitched Battle as per page 92 of the main rulebook.

Length of game:

Use random game length as per page 90 of the main rulebook. Or until time is called, so that each player completes the same number of turns.

Special Rules:

Infiltrate (page 92)
Deep Strike (page 95)
Outflank (Page 94)
Reserves (page 94)
Night Fight (Turn 1 only)

Massacre: If a player has 10 more kill points than his opponent.

Major Victory: If a player has 7 more kill points than his opponent.

Minor Victory: If a player has more kill points than his opponent.

Draw: If both players have the same kill points.

Battle point modifiers:

+1 If you kill your traitor. (You only score this point if you kill the model you gave to your opponent)

+1 If you kill an enemy HQ

+1 If you control more pieces of terrain than your opponent. (To control you need a scoring unit within 3" of a piece of terrain)

+3 If you get the traitor you are controlling into your opponents deployment zone.

40K Ard Boyz Preliminary Scenario 2:

Whoz got da Motz!

Mission:

Control as many objective counter as possible.

Objective:

This scenario uses a modified Seize ground (page 91) missions. Please note that there are always 5 objectives, DO NOT ROLL.

Before determining who goes first an objective marker is placed in the center of all four table quarters. The fifth and final objective is placed in the direct center of the table. The objective in your table quarter is worth 1 point. The objectives in the empty table quarters are worth 2 points and the objective in the center of the board is worth 4 points.

Deployment:

Spearhead as seen on page 93 of the main rulebook

Length of Game:

This game last 6 turns, or until time is called, so that each player completes the same number of turns.

Special Rules:

Reserves (Page 94)

Deep Strike (page95)

Night Fight (Turn 6 Only)

Massacre:

If a player has 5 more objective points than his opponent.

Major Victory:

If a player has 3 more objective points than his opponent

Minor Victory:

If a player has 1 more objective points than his opponent

Draw:

If both players have the same number of objective points the game is a draw.

Battle point modifiers:

+1 If you control all the objectives at the end of the game.

+1 If your opponent has no units in your deployment zone.

+1 if all your hq choices are alive at the end of the game.

+1 if you kill all of your opponents Heavy Support choices. (If your opponent doesn't have any heavy supports then you automatically get this point.)

40K Ard Boyz Preliminary Scenario 3:

Head of Da Snake!

Mission:

Destroy the Enemy HQ while keeping yours alive.

Objective:

This scenario uses victory points. See page 300 of the rulebook for victory points rules. Each player must nominate a single HQ choice to be your army general. This choice is worth double victory points for this mission.

Deployment:

Dawn of War [table halves]

Length of Game:

Use random game length as per page 90 of the main rulebook. Or until time is called, so that each player completes the same number of turns.

Special Rules:

Deep Strike (page 95)

Outflank (Page 94)

Reserves (Page 94)

Massacre:

1126 to 2500 victory points more than your opponent.

Major Victory:

751 to 1125 victory points more than your opponent.

Minor Victory:

376 to 750 victory points more than your opponent.

Draw:

Your total is within 375 victory points of your opponent.

Battle point modifiers:

+1 if you killed all of your opponents troop choices

+1 if your General is alive at the end of the game.

+1 if you kill all of your opponents Fast Attack choices. (If your opponent doesn't have any fast attack choices you score this point)