

WARHAMMER 40,000 2008 'ARD BOYZ

SCENARIO 1

TIME TA GET STUCK IN!

"Bought me a deffblasta off Rotskrag earlier,
Nice little killa. Just ask Rotskrag, hur hur"

- Fat Druzka

Mission

Kill dem more den de kill ya!

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

Please see Ard Boyz FAQ for examples and clarifications

Deployment

Spearhead (Table Quarters)

Note: All Troop choices start in reserve.

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 opponents Heavy Support choices

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

+1 Point if you destroyed all of your opponents HQ choices

+1 Point if you destroyed all of your opponents 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.



WARHAMMER 40,000 2008 'ARD BOYZ SCENARIO 2

EH! DAT'S MINE!

"Told yer I knew where da best fightin' woz."
- Great Boss Tuska

Mission

I have no idea what they want so bad, but if it's that good, we'd better get it first!

Objective

This will follow the rules for "Seize Ground" mission found on page 91 of the large rulebook. The only exception is there are automatically five objectives. (Do not roll)

Deployment:

Pitched Battle as described on page 92 of the main rulebook.

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

Major Victory

If you control 2 more objectives than your opponent than 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 Point if you control the objective that is furthest from your deployment zone. If two or more objectives are equal distance then controlling any of the objectives provides this point.
- +1 Point if you destroyed all of your opponents Elite choices. If your opponent does not have any Elite choices you automatically receive this point.
- +1 Point if all of your HQ choices survive.
- +1 Point if at any time you controlled all five objectives.



WARHAMMER 40,000 2008 'ARD BOYZ SCENARIO 3

'ERE DEY COME!

"Let's show des humies wot da boyz can do!"

- Deffskullz Nob

Mission

Get the stuff, kill the enemy!

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

Please see Ard Boyz FAQ for examples and clarifications.

Deployment

Dawn of War - Table Halves (page 93)

Special Rules

Infiltrate (page 92)

Deep Strike (page 95)

Outflank (page 94)

Reserves (page 94)

Night Fight (Turn 1 Only)

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 never controlled an objective.

+1 Point if you if all of your HQ choices are alive.

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

