

GhengisCon 2011



SCENARIO 1

MISSION

Destroy as much of the enemy forces as possible, especially the enemies critical unit.

OBJECTIVE

Annihilation – At the end of the game, each player receives 1 'kill point for each enemy unit that has been completely destroyed.

DECLARATION

Before the game begins, declare which of your units is your highest point unit.

Also, declare one of your own units to be your critical unit. If your critical unit is destroyed or fleeing at the end of the game your opponent gains extra battle points.

DEPLOYMENT

Spearhead – Table quarters (page 93)
Standard deployment rules apply.

LENGTH OF GAME

The game lasts 6 turns

SCENARIO SPECIFIC RULES

None. Standard rules (including seize the initiative) apply as usual.

RESULTS

Win – You have more kill points than your opponent, or you table your opponent.

Draw – You have the same number of kill points as your opponent

BATTLE POINT MODIFIERS

+10 If your opponents critical unit has been destroyed, is fleeing, is immobilized, or not on the table at the end of the game.

+2 If you killed a unit worth more points than any unit your opponent killed. (or fleeing, removed, etc.)

+2 If you control (scoring units fully within 6”) more terrain features than your opponent.

+2 If you have a non-dedicated-transport troop unit fully in your opponents deployment zone at the end of the game.

+2 If you have the closest model to a point in the center of the board at the end of the game.

+2 If you your enemies highest point unit has been destroyed, fleeing, or not on the table at the end of the game.



SCENARIO 2

MISSION

Capture the enemy base of operations or another similarly vital objective, whilst defending your own.

OBJECTIVE

Capture and control - After deciding deployment zones but before deploying any unit, starting with the player that will deploy first, each player chooses a point in his own deployment zone to be an objective. These objectives may not be in impassable terrain or within 24" of the other objective.

DECLARATION

Before the game begins, declare which of your units is your highest point unit.

DEPLOYMENT

Pitched Battle – Long table edges (page 92)
Standard deployment rules apply.

LENGTH OF GAME

The game lasts 6 turns

SCENARIO SPECIFIC RULES

None. Standard rules (including seize the initiative) apply as usual.

RESULTS

Win – You control more more objectives than your opponent.

Draw – You control the same number of objectives as your opponent.

BATTLE POINT MODIFIERS

+10 If your opponents highest point unit has been destroyed, is fleeing, immobilized, or not on the table at the end of the game.

+2 If you control more table quarters than your opponent at the end of the game. Table quarters are controlled in the same way as objectives. Units which straddle table quarters must declare which quarter they are in.

+2 If you controlled both objectives at the end of any player turn.

+2 If you have fewer units (even partially) in your deployment zone than your opponent at the end of the game.

+2 If you have more units (alive, not fleeing and not immobilized) than the enemy at the end of the game.

+2 If you have lost less than half your total kill points at the end of the game.

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SCENARIO 4

MISSION

You must fight off the enemy while scouring the field to secure as many of these vital objectives as you can.

OBJECTIVE

Seize Ground- Before deciding deployment zones, the players must determine the position of 6 objectives. The winner of a roll-off chooses a point on the table to be an objective. Then the opponent does the same and the players alternate choosing a point on the table until the position of all the objectives has been determined. These objectives may not be in impassable terrain, nor within 12" of a table edge or another objective.

If it is impossible to place the 6th objective, scatter it 3D6" from the center of the table.

DECLARATION

Before the game begins, declare which of your units is your highest point unit.

DEPLOYMENT

Dawn of War – Table halves (page 93)
Standard deployment rules apply (Night Fight, etc.).

LENGTH OF GAME

The game lasts 6 turns

SCENARIO SPECIFIC RULES

None. Standard rules (including seize the initiative) apply as usual.

RESULTS

Win – You control more more objectives than your opponent.

Draw – You control the same number of objectives as your opponent.

BATTLE POINT MODIFIERS

+10 If one of your opponents HQ choices is destroyed, fleeing, or not on the table at the end of the game. Dedicated transports are not included, and need not be destroyed.

+2 If your opponents highest point unit is destroyed, or fleeing at the end of the game.

+2 If you controlled all 6 objectives at the end of any player turn.

+2 If you have fewer units in your deployment zone than your opponent (yes, this means on your table half!) at the end of the game.

+2 If you have destroyed more of your opponents vehicles and/or monstrous creatures then they have destroyed of yours. If your opponent has no vehicles or monstrous creatures you cannot get this point.

+2 If you have lost less than half your total kill points at the end of the game.

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SCENARIO 3

MISSION

Destroy critical components of the enemy army.

OBJECTIVE

Victory Points- Before deciding deployment zones, both players must indicate their most expensive unit. If two units are of equal points, then the opponent decides which will count as the most expensive.

Standard victory point rules apply, however the most expensive unit is worth twice it's "normal". In other words full points if it is immobilized or below half strength, and double points if it is destroyed.

DECLARATION

Before the game begins, declare which of your units is your highest point unit.

DEPLOYMENT

Pitched Battle – Long table edges (page 92), however no unit may be deployed within 12" of a short table edge.

LENGTH OF GAME

The game lasts 6 turns

SCENARIO SPECIFIC RULES

None. Standard rules (including seize the initiative) apply as usual.

RESULTS

Win – You have at least 250 Victory Points more than your opponent.

Draw – You have less than 250 Victory Point than your opponent.

BATTLE POINT MODIFIERS

+10 If you destroyed more kill points than your opponent at the end of the game.

+2 If you control more table quarters than your opponent at the end of the game.

+2 If your opponents most expensive unit is worth more than double your most expensive unit.

+2 If you have a unit in your opponents deployment zone at the end of the game.

+2 If killed an enemy an Fast Attack unit. If the enemy has no Fast Attack units, you can not gain these points.

+2 If all of your HQ units are still alive at the end of the game.

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SCENARIO 5

MISSION

Control the field.

OBJECTIVE

Mark a point in the middle of the battlefield. Have more kill points within 6" of the center point than your opponent. Only non-embarked, non vehicle units count.

DECLARATION

None.

DEPLOYMENT

Spearhead – Table Quarters (page 93), however no unit may be deployed within 12" of a short table edge.

LENGTH OF GAME

The game lasts 6 turns

SCENARIO SPECIFIC RULES

None. Standard rules (including seize the initiative) apply as usual.

RESULTS

Win – You have more non-embarked, non vehicle kill points within 6" of the center than your opponent.

Draw – You have the same number of kill points within 6" of the center as your opponent.

Loss – You have no non-embarked, non vehicle units within 6" of the center. This makes it possible for both players to lose. This can happen even if you table your opponent.

BATTLE POINT MODIFIERS

+10 If you have more kill points on the table than your opponent at the end of the game.

+2 If at the end of the game half or more of your opponents kill points are dead/destroyed/fleeing.

+2 If you exclusively had units within 6" of the center for 2 consecutive game turns at any point in the game.

+2 If you have half or more of your own kill points at the end of the game.

+2 If you killed an enemy Heavy Support choice. If your enemy has no Heavy Support choices, you cannot gain these points.

+2 If you destroyed one of your opponents HQ units at the end of the game.