

# ADEPTICON 2009

WARHAMMER 40K NATIONAL TEAM TOURNAMENT +  
MISSION DEBRIEFING PACKET +



**\*\*\* IMPORTANT: Do not lose this packet!!! \*\*\***

It contains all necessary and vital rules, missions, and results sheets required for you to participate in today's Team Tournament. Each Team will be given 2 packets upon sign-in. It is your team's responsibility to hold onto and not lose these packets during the tournament. If you lose this packet, be prepared to be docked points!

# RULES ADDENDUM

## COMMANDER'S HEADS, TOURNAMENT SCHEDULE, COMMAND COUNTERS, AND WIPEOUTS!

### Commander's Heads

During the AdeptiCon 40K Team Tournament, your HQ choice (e.g. a single model commander if joined by a retinue) represents a vital portion of your army. As such, bonus points can be achieved by keeping your Commander alive while eliminating your opponent's Commanders. (Remember, each Coalition will always start the game with 2 Commanders taking part in the battle). If during the course of a Team Tournament game one of your Commanders is killed by the enemy side, your opponent's will claim your Commander's "head". This rule also affects your opponents. Therefore, if you kill an enemy Commander during the course of the game, you will claim your opponent's Commander's "head". These results are recorded as part of the game results sheets that each Coalition turns in at the conclusion of each game.

If your Commander is not on the table at the conclusion of a game (e.g. Saint Celestine), your Commander counts as being killed for Commander's Head purposes. In addition, if an Independent Character is part of a squad that has fallen off the table or is falling back when the game ends, he/she will count as having lost their Commander's Head.

For the purposes of Commander's Heads, Special/Unique/Named Character HQs must always be chosen as the Commander first. If you are fielding an HQ selection without a distinct commander model (e.g. a unit of Tyranid Warriors or a Dark Angel Command Squad) you must nominate one single model at the beginning of the game as your Commander. As such, during the course of game play, it may be entirely possible to have to destroy the entire HQ unit to claim the Commander's head.

During the course of a single game, it is possible to lose a maximum of 2 Commander's Heads and gain a maximum of 2 Commander's Heads (1 for each player participating in the game) leaving a minimum of 0 and a maximum of 4 Commander's Head points to be scored during each game.

### Tournament Schedule (Saturday)

7:00 am – 8:00 am	Registration and Table Assignments
7:00 am – 9:30 am	Paint and Theme Judging
9:00 am	Team Tournament Quiz
9:30 am - 12:00 pm	Game #1
12:00 pm - 1:00 pm	Lunch / Paint and Theme Judging
1:00 pm - 3:30 pm	Game #2
3:30 pm - 4:00 pm	Break
4:00 pm - 6:30 pm	Game #3
6:30 pm - 7:00 pm	Break
7:00 pm - 9:30 pm	Game #4
10:30 pm - 11:30 pm	Awards Ceremony

### Terminology

**Team:** The combined forces of all four Team Members. A Team is treated as a single entity comprised of four individual 1000-point forces. Teams may also be referred to as "Single Codex Teams" or "Mixed Codex Teams".

**Coalition:** The combined forces of two Team Members. A Coalition is treated as a single entity comprised of two individual 1000-point forces.

**Team Member:** An individual member of a Team and their 1000-point list.

**Note:** It is important to have your armies clearly labeled with your Team Name during all Paint and Theme Judging breaks. Additionally at least one member of your Team should be available during judging periods to answer questions and present the overall theme of your Team to the judge.

A "You Have Been Judged!" ticket will be left with your army showing the status of Paint and Theme judging. Once you have received this ticket bearing both Painting and Theme marks, you are free from the tyrannical chains of the judges!

## Command Counters

Each **Team Member** gets one "Command Counter" **each game** which he may apply only to his own units (see below).

A Team Member uses a Command Counter by assigning it at the beginning of the game after deployment but before the first turn is played.

**The counter may only be assigned to a unit at the beginning of the game. If you forget to assign it before the dice roll for the first turn then it is TOO LATE.**

The counter is placed in coherency on the table with any eligible unit (as per the mission's special rules) from that Team Member's army list. Alternatively the counter may be assigned to a unit in reserves.

The Team Member placing the counter must **CLEARLY** state which unit is carrying the counter and make sure that the opposing Coalition is aware of it. **The counter may not be placed with Swarms.**

Again, be absolutely sure that you know which units (your units and your opponents' units) are carrying Command Counters (if any). Write it down on scratch paper if you need to. **It is the responsibility of the players to read each scenario carefully to ensure they're using their Command Counters wisely.**

Each mission will specify something special that the counter-carrying units can do. For example: "A unit carrying a Command Counter counts as scoring even if it is not a Troops unit."

You will have to read the mission description to discover what special ability is given to a unit with a Command Counter. In all cases the ability will make the mission objectives somewhat easier to accomplish.

## Wipeouts!

A 'Wipeout!' at AdeptiCon immediately occurs when one side has had all of its models destroyed and there is no chance that any of their models will return to play later (such as with St. Celestine, Gaunts that are 'Without Number', etc). When this happens, the game ends immediately.

Unless specified otherwise in the mission rules, a side which achieves a 'Wipeout!' automatically gets a maximum score for that game, including all mission objectives, bonus points, etc. Conversely, unless specified otherwise in the mission rules, a side which suffers a 'Wipeout!' still retains any points they managed to achieve during the game.

## Command Counter Scoring

If a Team Member uses a counter and the unit carrying it is destroyed then the opposing Coalition gets one Command Counter point.

If a Team Member chooses **NOT** to use the counter then his own Coalition gets one Command Counter point.

If a Team Member uses a counter and the unit carrying it is alive at the end of the game then his own Coalition gets one Command Counter point.

So if in every tournament round all 4 Team Members on a Team decided not to use their Command Counters the Team would have scored 16 points (4 Team Members x 4 rounds.) If all of that same Team's opposing players used a Counter and the carrying units were all destroyed then an additional 16 points could be earned for a total of 32. You can play it safe and protect your 16 Command Counter points if you feel that you can accomplish the missions without the extra perks.

## Command Counter Clarifications

Independent Characters who (either during gameplay or deployment) attach themselves a unit carrying a Command Counter **DO NOT** benefit from the perks associated with the Counter (and vice versa). In addition, if the unit (with an Independent Character attached) bearing a Command Counter is destroyed the Command Counter does not transfer to the Independent Character (and vice versa). This also applies to Independent Characters with retinues who were purchased together.

In the case of units who are assigned a Command Counter while in reserves and enter the game from reserves as a split unit (Space Marine combat squads, Death Cult assassins, etc), the Command Counter and its associated perks must be assigned to ONE portion of the split unit (owning player's choice).

Units bearing a Command Counter that never enter play (e.g. Deep Strike mishap) count as being destroyed and award your opponent the Command Counter point.

## A Note on Units Falling Back

As per the Warhammer 40,000 5<sup>th</sup> Edition Rulebook (page 90), as soon as the game ends and before working out victory conditions, all units that are falling back are removed from the game and count as destroyed.

Commanders that are falling back at the end of the game are considered to have lost their "head". Units bearing Command Counters that are falling back are considered destroyed and give up the Command Counter point.

# RECORD OF BATTLE

This sheet is strictly for your Team's use to record the results of each mission and is purely optional. It does not need to be turned into the tournament judges.

## Mission 1: A Breakfast of Shrapnel

Opponents:		Army:		Army:	
Battle Points		Notes:			
Commander's Heads					
Command Counters					

## Mission 2: The Process of Denial

Opponents:		Army:		Army:	
Battle Points		Notes:			
Commander's Heads					
Command Counters					

## Mission 3: A Flood of Skulls

Opponents:		Army:		Army:	
Battle Points		Notes:			
Commander's Heads					
Command Counters					

## Mission 4: A Twilight of Ash and Ruin

Opponents:		Army:		Army:	
Battle Points		Notes:			
Commander's Heads					
Command Counters					

	Battle Points	Commander's Heads	Command Counters
<b>Tournament Totals</b>			



# AdeptiCon 2009 Warhammer 40K National Team Tournament

## Mission 1: A Breakfast of Shrapnel

**\*\* Read the entire scenario before setting up (Turn 1 will use Night Fight Rules!) \*\***

### Overview

"Let me tell you about the last time I saw the Sun," began the old man. He would have looked dignified in his planetary defense uniform if not for the thick layer of ash that gave everything on the planet a deathly pallor. "Just before dawn the ground shook us out of our bunks and the defense sirens went off. It was hard to make it out at first but as the sky got lighter we could see the landing craft descending from the clouds. That wasn't what got us scared though...the craft were all different types...as if the entire galaxy was coming for us. We saw some loyalists in there of course, but they seemed too far and too few. From our observation satellites we could see most of 'em fighting each other to secure deployment waypoints. None of us said it, but we knew we were in for the longest day of our lives...and maybe the last."

### Line of Retreat

Units that fall back do so toward their table edge via the shortest route possible.

### Game Length

After turn 5 roll a d6. On a 3+ the game continues to turn 6.

After turn 6 roll a d6. On a 4+ the game continues to turn 7.

After turn 7 the game ends.

Alternatively, the game ends immediately when the tournament judge declares that time has elapsed. The time remaining in the round will be displayed in the tournament hall. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

### Deployment (Modified Dawn of War)

The table is divided lengthwise into two halves. The Coalitions then roll-off, and the winning Coalition chooses to go first or second. The Coalition that goes first then chooses one of the halves of the table to be their deployment zone. Coalitions take turns placing their Team's objective markers until a total of 4 markers (TWO from each Coalition) are on the table. Each Coalition must place both objective markers in their deployment zone. Objective markers must be at least 12" away from other objective markers and at least 12" from the table edges. Starting with the Coalition going first **each Team Member** may choose to deploy **one** unit from his Troops selections and **one** unit from his HQ selections in his Coalition's deployment zone. The opposing Coalition then does the same in the opposite half, but must position their units more than 18" from all enemy units. Infiltrating units count toward these selections but must deploy after all other units according to the Infiltrators Universal Special Rule. **Chaos Daemons must deploy according to the special rules specific to that army.**

Team Members may declare any of their undeployed units to be in reserve. This does **NOT** apply to Chaos Daemons. They place units in reserves according to the rules outlined in the Chaos Daemons codex.

After scout moves are made the game begins. The Coalition that deployed first takes the first turn. The other Coalition may attempt to seize the initiative as described in the Warhammer 40,000 5th edition rules (page 92 - Main Rulebook).

**Turn 1 is played using Night Fight Rules** (page 95 – Main Rulebook).

All undeployed units that were not held in reserve enter the game on turn 1 by moving onto the board from the owning Coalition's long board edge.

### Special Rules

**Standard Mission** (Infiltrate, Reserves, Deep Strike, Outflank)

**Night Fight:** Turn 1 is played using the Night Fight Rules (page 95 – Main Rulebook).

**Command Counters:** Units who are allowed to run and are carrying a Command Counter may roll 2 dice and pick the highest when rolling for run distance. Vehicles that are not walkers that are carrying a Command Counter may re-roll difficult terrain tests.

### Objectives

**Primary (Control Objective Markers):** At the end of the game each Coalition scores 8 points for each enemy objective marker they control and 2 points for each of their own objective markers that they control. To control an objective marker there must be a scoring unit within 3" of it and no enemy units within 3" of it at the end of the game. (Scoring: As above - possible max of 20)

**Secondary (Kill Points):** Score more kill points than your opponent. (Scoring: Win = 5, Draw = 2, Loss = 0)

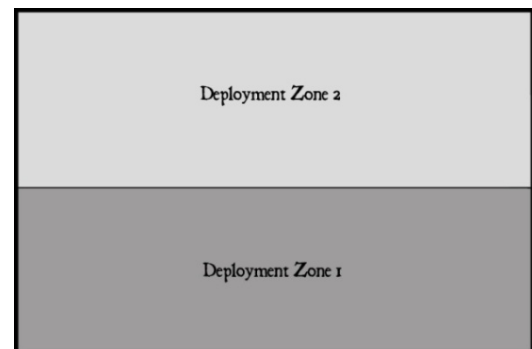
### Tactical Bonuses

**+2 points:** If your Coalition controls any objective marker by having a scoring unit from **each** Coalition Team Member within 3" of it and no enemy units within 3" of it. This bonus can only be scored once.

**+3 points:** At the end of the game your Coalition has 3 or more scoring units fully within the enemy deployment zone. Units that are falling back do not count. This objective cannot be contested.

### Wipeout!

If the "Wipeout" criteria have been fulfilled as described in the Rules Addendum, then the winning Coalition is awarded full battle points for all objectives and bonuses (30 points).





# AdeptiCon 2009 Warhammer 40K National Team Tournament

## Mission 2: The Process of Denial

**\*\* Read the entire scenario before setting up \*\***

### Overview

The old man adjusted his eye patch and continued, "By noon our garrison was smashed by orbital strikes and had been overrun by all sorts of alien things. We were holed up in a hardened command bunker that they somehow missed. Our satellites were still working so the monitors were alive with images of armies landing in great force and forming battle lines. The ground was still shaking as more and more landing craft hit the planetary surface. The battle lines held for a short period before all hell broke loose and many forces quickly found themselves outflanked. I guess they were trying to secure areas of control, but it was tough to cut through all the noise and chaos..."

### Line of Retreat

Units that fall back do so toward their table edge via the shortest route possible.

### Game Length

After turn 5 roll a d6. On a 3+ the game moves to turn 6.

After turn 6 roll a d6. On a 4+ the game moves to turn 7.

After turn 7 the game ends.

Alternatively the game ends immediately when the tournament judge says that time has elapsed. The time remaining in the round will be displayed in the tournament hall. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

### Deployment (Pitched Battle)

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. The Coalitions roll-off, and the winner chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge. They then deploy their force in their half of the table, with all models more than 12" away from the table's middle line (this is their 'deployment zone'). Their opponent then deploys in the opposite half (again, with all models more than 12" away from the middle line).

Finally, alternate deploying any infiltrators and making any scout moves.

**Regarding the Secondary Objective:** If multiple units qualify due to costing equal points, randomly determine which unit is the target. (see Objectives to the right).

The Coalition that chose their deployment zone first starts game Turn 1 with their first player turn. The opposing Coalition may attempt to seize the initiative as described in the Warhammer 40,000 5th edition rules (page 92 - Main Rulebook).

### Special Rules

**Standard Mission** (Infiltrate, Reserves, Deep Strike, Outflank)

**Command Counters:** Units that have been assigned a Command Counter count as scoring units regardless of what force organization category they belong to. Independent Characters cannot be assigned a Command Counter in this mission.

### Objectives

**Primary (Capture Table Quarters):** To control a table quarter there must be a scoring unit from **each Coalition Team Member** in the table quarter at the end of the game and the quarter must not be contested. To contest a table quarter there must be at least one unit belonging to **each Coalition Team Member** in the table quarter. Therefore a minimum of 2 units are needed to control or contest a quarter. The Coalition that controls the most table quarters at the end of the game is the winner of this objective. A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters then randomly determine which quarter that unit is controlling or contesting. (Scoring: Win = 15, Draw = 7, Loss = 0)

**Secondary (Costly Units):** Destroy the most expensive units in each enemy Team Members' list (each Coalition has two "most expensive" units; one from each Team Member's army list). If a Team Member has two or more units costing equal points that qualify for "most expensive" then randomly determine which unit is the "target" for this objective. The Coalition that has destroyed the most such units at the end of the game is the winner of this objective. (Scoring: Win = 7, Draw = 3, Loss = 0)

**Tertiary (Kill Points):** The Coalition that scores the most kill points wins this objective. (Scoring: Win = 3, Draw = 1, Loss = 0)

### Tactical Bonuses

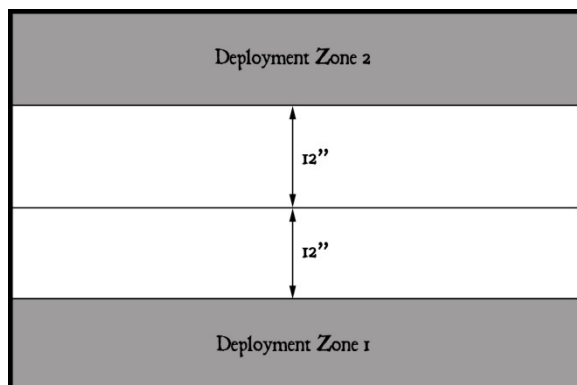
**+2 points:** If at the end of the game a Coalition controls the center of the table by having any unit within 6" of it and no enemy units within 6" of it.

**+2 points:** If your Coalition controls at least 2 terrain pieces by having a scoring unit touching them and no enemy units touching them at the end of the game. A single unit may control multiple terrain pieces.

**+1 point:** If all enemy troops units (including units counting as troops) have been destroyed by the end of the game. If a dedicated transport was included with a troops unit it need not also be destroyed to qualify for this bonus.

### Wipeout!

If the "Wipeout" criteria have been fulfilled as described in the Rules Addendum, then the winning Coalition is considered to have won the primary and tertiary objectives as well as all three tactical bonuses (23 points), however it is possible for the secondary objective to end in a draw. The third tactical bonus can still be scored by a Coalition even if it has been wiped out.







# AdeptiCon 2009 Warhammer 40K National Team Tournament

## Mission 3: A Flood of Skulls

**\*\* Read the entire scenario before setting up \*\***

### Overview

Most of the old man's audience had never been told what happened to the planet. After all, a planetary defense force survivor from those days is virtually unheard of. The old man was in the midst of a coughing fit but he soon replaced his dust mask and resumed his story: "With each passing hour things started to make a little sense. The satellite kept identifying apparent objectives around which most of the fighting was centered. Some of the points looked like old half-buried relics...some looked like old tech like we'd never seen...some were completely alien to us. As a boy I'd been told that a great battle took place on this planet a couple thousand years ago. We used to find old bolter casings buried in the dirt and sometimes we found even stranger things. From the looks of it, they're all out there finishing what they started..."

### Line of Retreat

Units that fall back do so toward their table edge via the shortest route possible.

### Game Length

After turn 5 roll a d6. On a roll of 3+ the game proceeds to turn 6.

After turn 6 roll a d6. On a 4+ the game proceeds to turn 7.

After turn 7 the game ends.

Alternatively, the game ends immediately when the tournament judge declares that time has elapsed. The time remaining in the round will be displayed in the tournament hall. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

### Deployment (Pitched Battle)

Before deciding deployment zones, the players must determine the position of **five** objectives. The winners of a roll-off choose a point on the table to be an objective (by placing one of their objective markers on it.) Then the opposing Coalition does the same. The Coalitions then 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. Don't worry that one Coalition has more of "their" objective markers on the table. That detail will not have any effect on the scoring in this scenario.

The table is then divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. The Coalitions then roll-off, and the winner chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge. They then deploy their force in their half of the table, with all models more than 12" away from the table's middle line (this is their 'deployment zone'). Their opponent then deploys in the opposite half (again, with all models more than 12" away from the middle line.)

Finally, each Coalition chooses an enemy unit that is "Marked for Death." Write it down so you don't forget which units were picked. This decision will affect the secondary objective.

After infiltrators are deployed and scout moves are made the game begins. The Coalition that deployed first takes the first turn. The other coalition may attempt to seize the initiative as described in the Warhammer 40,000 5th edition rules (page 92 - Main Rulebook).

### Special Rules

**Standard Mission** (Infiltrate, Reserves, Deep Strike, Outflank)

**Command Counters:** A unit carrying a Command Counter counts as a scoring unit regardless of what force organization category it belongs to. Vehicles and monstrous creatures may not be assigned Command Counters in this scenario.

### Objectives

**Primary (Objective Markers):** The Coalition that controls the most objective markers wins the primary objective. To control an objective marker there must be a scoring unit within 3" of it and no enemy units within 3" of it at the end of the game. A single unit may control or contest multiple objectives. (Scoring: Win = 15, Draw = 7, Loss = 0)

**Secondary (Marked For Death):** The Coalition that has the most "Marked for Death" units alive at the end of the game wins the secondary objective (Scoring: Win = 7, Draw = 3, Loss = 0)

**Tertiary (Recon):** The Coalition that has the most units in the enemy deployment zone at the end of the game wins the tertiary objective. The units do not have to be scoring and this objective cannot be contested. Simply count the number of units that fulfill this requirement for each Coalition. (Scoring: Win = 3, Draw = 1, Loss = 0)

### Tactical Bonuses

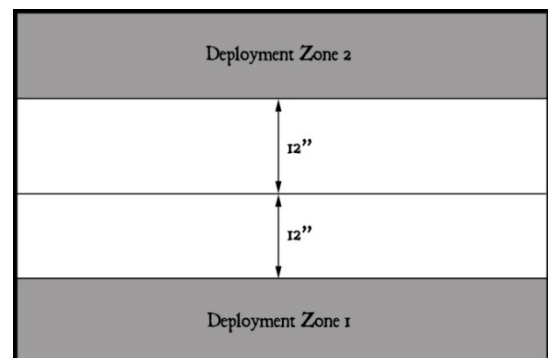
**+2 points:** If your Coalition's least expensive unit is alive at the end of the game. If multiple units qualify due to the point costs being equal then any of them can qualify for the bonus but the bonus can only be scored once.

**+2 points:** If a scoring unit from each Coalition Team Member is within 3" of the table's long center line at the end of the game.

**+1 point:** If at the end of the game your Coalition's "Marked for Death" unit has not suffered any wounds or casualties or suffered either "damaged" result (if it was a vehicle).

### Wipeout!

If the "Wipeout" criteria have been fulfilled as described in the Rules Addendum, then the winning Coalition is considered to have won the primary and tertiary objectives as well as the second tactical bonus (20 points). The secondary objective can still end in a draw. The first and third tactical bonuses are only scored if their conditions are met by the winning Coalition.





# AdeptiCon 2009 Warhammer 40K National Team Tournament

## Mission 4: A Twilight of Ash and Ruin

**\*\* Read the entire scenario before setting up (Turns 6 & 7 will use Night Fight Rules!) \*\***

### Overview

"It wasn't anywhere near dusk but the sky was getting darker. It was the middle of winter but we were all sweating through our uniforms. At this point, the entire planet was most likely on fire. Just before the satellite feed went down we saw the battle lines break down into completely random carnage. In the confusion it seemed that most of the detachments had just shifted focus to destroying the enemy. Hell, we even saw Imperial forces firing on each other. Everything was coated in ash and dust so we could barely tell who was who. Awhile after the sky went completely black and things started to settle down. In the weeks that followed we patiently waited for the dust to settle and the Sun to return...but it never did. That's all I saw...and that's all I know."

### Line of Retreat

Units that fall back do so toward their table edge via the shortest route possible.

### Game Length

After turn 5 roll a d6. On a roll of 3+ the game continues to turn 6 which is fought using the Night Fight rules.

After turn 6 roll a d6. On a roll of 4+ the game continues to turn 7 which is fought using the Night Fight rules.

After turn 7 the game ends.

Alternatively, the game ends immediately when the tournament judge declares that time has elapsed. The time remaining in the round will be displayed in the tournament hall. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

### Deployment (Spearhead)

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point. The Coalitions then roll-off, and the winner chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge. They then deploy their force in one of the two table quarters on their side of the table, more than 12" away from the center of the table (this is their 'deployment zone'). Their opponents then deploy in the diagonally opposite quarter. The remaining table quarters are considered "neutral" table quarters. After deployment the Coalition that chose their deployment zone places one objective marker in the exact center of either of the two neutral quarters and scatters it d6" (if a hit is rolled it stays put). The opposing Coalition then places one objective marker in the exact center of the other neutral quarter and scatters it d6". If an objective marker's final placement is in impassible terrain then simply place it as close to its final location as possible at the edge of the terrain piece.

Finally, alternate deploying any infiltrators and making any scout moves.

The Coalition that chose their deployment zone first starts game Turn 1 with his first player turn. The other Coalition may attempt to seize the initiative as described in the Warhammer 40,000 5th edition rules (page 92 - Main Rulebook).

### Special Rules

**Standard Mission** (Infiltrate, Reserves, Deep Strike, Outflank)

**Night Fight:** Turns 6 & 7 are played using the Night Fight Rules (page 95 - Main Rulebook).

**Command Counters:** A unit carrying a Command Counter is eligible to score the tactical bonuses (see Tactical Bonuses to the right). Independent Characters may not be assigned Command counters in this scenario.

### Objectives

**Primary (Victory Points):** Use the rules for Victory points on page 300 of the Warhammer 40,000 5th edition rulebook. The result is a draw if the VP scores for each coalition are within 200 points of each other. (Scoring: Win = 15, Draw = 7, Loss = 0)

**Secondary (Control Objective Markers):** To control an objective marker there must be a scoring unit within 3" of it and no enemy units within 3" of it at the end of the game. Control of your Coalition's objective marker is worth 2 battle points. Control of the enemy's objective marker is worth 5 battle points. (Scoring: As above - possible max of 7)

**Tertiary (Survival of the Fittest):** The Coalition with the most surviving HQ units at the end of the game wins this objective. (Scoring: Win = 3, Draw = 1, Loss = 0)

### Tactical Bonuses

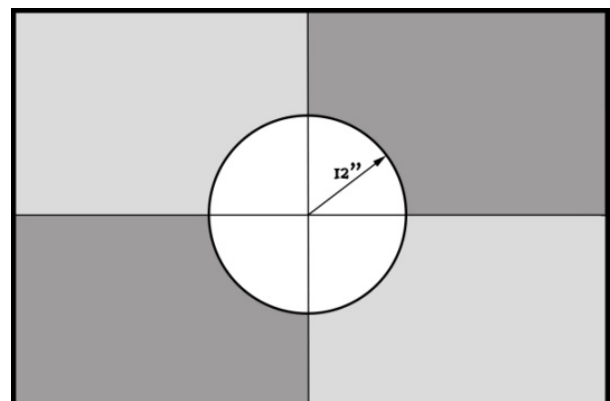
**+2 points:** If you control either objective marker in the secondary objective by having a unit carrying a Command Counter within 3" of it and no enemy units within 3" of it at the end of the game. The bonus may only be scored once even if you qualify for it at both objective markers.

**+3 points:** If any friendly unit carrying a Command Counter is within 6" of the table center at the end of the game.

A single unit may be able to score both tactical bonuses in this mission.

### Wipeout!

If the "Wipeout" criteria have been fulfilled as described in the Rules Addendum, then the winning Coalition is awarded battle points for the primary and secondary objectives (22 points). The tertiary objective may still end in a draw. In a wipeout, the tactical bonuses are only awarded if the winning Coalition has one or more command counters still on the table at the end of the game.







# AdeptiCon 2009 Warhammer 40K Team Tournament

## Mission 4: A Twilight of Ash and Ruin Results

Team Name: \_\_\_\_\_

Table No. \_\_\_\_\_

Objective Points (circle or check the correct result for each objective)			
Objective	Win	Draw	Loss
Primary (Victory Points)	15	7	0
Secondary (Control Objective Markers)	Your Objective Controlled (2 pts)		
	<input type="radio"/>		
	Enemy Objective Controlled (5 pts)		
	<input type="radio"/>		
Tertiary (Survival of the Fittest)	3	1	0



Total Objective Points (add the 3 objectives from the left)

+

Tactical Bonus Points (circle all completed Tactical Objective Points)	
+2	If you control either objective marker in the secondary objective by having a unit carrying a Command Counter within 3" of it and no enemy units within 3" of it at the end of the game. The bonus may only be scored once even if you qualify for it at both objective markers.
+3	If any friendly unit carrying a Command Counter is within 6" of the table center at the end of the game.



Total Tactical Bonus (add the points from the left)

=

<b>Opponent's Initials:</b> <small>(have opponent verify Total Battle Pts)</small>		<b>Total Battle Points:</b> <small>(Total Objective Points and Total Tactical Bonus)</small>
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Commander's Heads (each circle is worth one point)	
Your Surviving Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
Killed Enemy Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
<b>Total Heads</b>	

Command Counters	
Unused Counters and Surviving Units Bearing Command Counters (Max: 2)	<input type="radio"/> <input type="radio"/>
Destroyed Enemy Units Bearing Command Counters (Max: 2)	<input type="radio"/> <input type="radio"/>
<b>Total Counters</b>	

Opponent's Sportsmanship Score (circle all that apply and total at bottom)	
1	Our opponents were prompt to report for the start of the round.
1	Our opponents came prepared to play and brought all required items to play.
1	Our opponents appeared to measure movement and assault distances accurately
1	Our opponents put forward a good faith effort to play in a timely manner.
1	Rules issues that may have arisen during the game were handled amicably by our opponents.
1	We had fun playing our opponents.
1	We would voluntarily play this team again.

**Total Sportsmanship Score**

Opponent's Army Composition Score (circle one choice below)	
3	Our opponents' armies were a representation of a competitive tournament force.
0	Our opponents' armies were abusive, totally over the top and no fun to play against.

**\*\* Important \*\***

Please carefully read the descriptions for Opponent's Sportsmanship & Theme. Do **NOT** simply give your opponent top marks by default. Grade honestly and objectively without taking into account the results of the game. Do **NOT** show these bottom two sections to your opponents. They should be filled out after the battle is resolved and away from your opponent.

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponents.



# AdeptiCon 2009 Warhammer 40K Team Tournament

## Mission 3: A Flood of Skulls Results

Team Name:

Table No.

### Objective Points

(circle the correct result for each objective)

Objective	Win	Draw	Loss
Primary (Objective Markers)	15	7	0
Secondary (Marked for Death)	7	3	0
Tertiary (Recon)	3	1	0



### Total Objective Points

(add the 3 objectives from the left)

--

+

### Tactical Bonus Points

(circle all completed Tactical Objective Points)

+2	If your Coalition's least expensive unit is alive at the end of the game. If multiple units qualify due to the point costs being equal then any of them can qualify for the bonus but the bonus can only be scored once.
+2	If a scoring unit from each Coalition Team Member is within 3" of the table's long center line at the end of the game.
+1	If at the end of the game your Coalition's "Marked for Death" unit has not suffered any wounds or casualties or suffered either "damaged" result (if it was a vehicle).



### Total Tactical Bonus

(add the points from the left)

--

=

Opponent's Initials:

(have opponent verify Total Battle Pts)

Total Battle Points:

(Total Objective Points and Total Tactical Bonus)

--

### Commander's Heads

(each circle is worth one point)

Your Surviving Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
Killed Enemy Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>

Total Heads

### Command Counters

Unused Counters and Surviving Units Bearing Command Counters (Max: 2)	<input type="radio"/> <input type="radio"/>
Destroyed Enemy Units Bearing Command Counters (Max: 2)	<input type="radio"/> <input type="radio"/>

Total Counters

### Opponent's Sportsmanship Score

(circle all that apply and total at bottom)

1	Our opponents were prompt to report for the start of the round.
1	Our opponents came prepared to play and brought all required items to play.
1	Our opponents appeared to measure movement and assault distances accurately
1	Our opponents put forward a good faith effort to play in a timely manner.
1	Rules issues that may have arisen during the game were handled amicably by our opponents.
1	We had fun playing our opponents.
1	We would voluntarily play this team again.

Total Sportsmanship Score

### Opponent's Army Composition Score

(circle one choice below)

3	Our opponents' armies were a representation of a competitive tournament force.
0	Our opponents' armies were abusive, totally over the top and no fun to play against.

### \*\* Important \*\*

Please carefully read the descriptions for Opponent's Sportsmanship & Theme. Do **NOT** simply give your opponent top marks by default. Grade honestly and objectively without taking into account the results of the game. Do **NOT** show these bottom two sections to your opponents. They should be filled out after the battle is resolved and away from your opponent.

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# AdeptiCon 2009 Warhammer 40K Team Tournament

## Mission 2: The Process of Denial Results

**Team Name:** \_\_\_\_\_

**Table No.** \_\_\_\_\_

Objective Points (circle the correct result for each objective)			
Objective	Win	Draw	Loss
Primary (Capture Table Quarters)	15	7	0
Secondary (Costly Units)	7	3	0
Tertiary (Kill Points)	3	1	0



Total Objective Points (add the 3 objectives from the left)

Tactical Bonus Points (circle all completed Tactical Objective Points)	
<b>+2</b>	If at the end of the game a Coalition controls the center of the table by having any unit within 6" of it and no enemy units within 6" of it.
<b>+2</b>	If your Coalition controls at least 2 terrain pieces by having a scoring unit touching them and no enemy units touching them at the end of the game. A single unit may control multiple terrain pieces.
<b>+1</b>	If all enemy troops units (including units counting as troops) have been destroyed by the end of the game. If a dedicated transport was included with a troops unit it need not also be destroyed to qualify for this bonus.



Total Tactical Bonus (add the points from the left)

+

=

<b>Opponent's Initials:</b> (have opponent verify Total Battle Pts)		<b>Total Battle Points:</b> (Total Objective Points and Total Tactical Bonus)
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--

Commander's Heads (each circle is worth one point)	
Your Surviving Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
Killed Enemy Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
<b>Total Heads</b>	

Command Counters	
Unused Counters and Surviving Units Bearing Command Counters (Max: 2)	<input type="radio"/> <input type="radio"/>
Destroyed Enemy Units Bearing Command Counters (Max: 2)	<input type="radio"/> <input type="radio"/>
<b>Total Counters</b>	

Opponent's Sportsmanship Score (circle all that apply and total at bottom)	
<b>1</b>	Our opponents were prompt to report for the start of the round.
<b>1</b>	Our opponents came prepared to play and brought all required items to play.
<b>1</b>	Our opponents appeared to measure movement and assault distances accurately
<b>1</b>	Our opponents put forward a good faith effort to play in a timely manner.
<b>1</b>	Rules issues that may have arisen during the game were handled amicably by our opponents.
<b>1</b>	We had fun playing our opponents.
<b>1</b>	We would voluntarily play this team again.

	<b>Total Sportsmanship Score</b>
--	----------------------------------

Opponent's Army Composition Score (circle one choice below)	
<b>3</b>	Our opponents' armies were a representation of a competitive tournament force.
<b>0</b>	Our opponents' armies were abusive, totally over the top and no fun to play against.

**\*\* Important \*\***

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# AdeptiCon 2009 Warhammer 40K Team Tournament

## Mission 1: A Breakfast of Shrapnel Results

<b>Team Name:</b>		<b>Table No.</b>	
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<b>Objective Points</b> (circle or check the correct result for each objective)			
Objective	Objectives Controlled (Max: 20 points)		
Primary (Control Objective Markers)	Your Objectives Controlled (2 pts each) ○ ○		
	Enemy Objectives Controlled (8 pts each) ○ ○		
Objective	Win	Draw	Loss
Secondary (Kill Points)	5	2	0



<b>Total Objective Points</b> (add the objectives from the left)

+

<b>Tactical Bonus Points</b> (circle all completed Tactical Objective Points)	
+2	If your Coalition controls any objective marker by having a scoring unit from each Coalition Team Member within 3" of it and no enemy units within 3" of it. This bonus can only be scored once.
+3	At the end of the game your Coalition has 3 or more scoring units fully within the enemy deployment zone. Units that are falling back do not count. This objective cannot be contested.



<b>Total Tactical Bonus</b> (add the points from the left)

=

<b>Opponent's Initials:</b> (have opponent verify Total Battle Pts)		<b>Total Battle Points:</b> (Total Objective Points and Total Tactical Bonus)
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<b>Commander's Heads</b> (each circle is worth one point)	
Your Surviving Commanders (Max: 2)	○ ○
Killed Enemy Commanders (Max: 2)	○ ○
<b>Total Heads</b>	

<b>Command Counters</b>	
Unused Counters and Surviving Units Bearing Command Counters (Max: 2)	○ ○
Destroyed Enemy Units Bearing Command Counters (Max: 2)	○ ○
<b>Total Counters</b>	

<b>Opponent's Sportsmanship Score</b> (circle all that apply and total at bottom)	
1	Our opponents were prompt to report for the start of the round.
1	Our opponents came prepared to play and brought all required items to play.
1	Our opponents appeared to measure movement and assault distances accurately
1	Our opponents put forward a good faith effort to play in a timely manner.
1	Rules issues that may have arisen during the game were handled amicably by our opponents.
1	We had fun playing our opponents.
1	We would voluntarily play this team again.

	<b>Total Sportsmanship Score</b>
--	----------------------------------

<b>Opponent's Army Composition Score</b> (circle one choice below)	
3	Our opponents' armies were a representation of a competitive tournament force.
0	Our opponents' armies were abusive, totally over the top and no fun to play against.

**\*\* Important \*\***

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