

ADEPTICON 2009

ADEPTICON 2009 WARHAMMER 40K
GLADIATOR TOURNAMENT



NOTE: Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

AdeptiCon 2009 Warhammer 40K Gladiator Tournament

Welcome to the AdeptiCon 2009 Warhammer 40K Gladiator Tournament! We hope you will have fun playing some exciting games of Warhammer 40K.

The first rule of the 40K Gladiator is **"No Whining!"**

Life is not fair and neither is the AdeptiCon 2009 Gladiator! A word of warning: Gladiator scenarios are among the most complicated scenarios on the tournament scene. Only a skilled General using a well-balanced force will have the resources available to accomplish all of their objectives and claim the title of Gladiator Champion.

All missions have an identical structure: a Primary Objective, a Secondary Objective, a Tertiary Objective, and two Bonus Objectives. Each round, you will have a chance to earn up to 32 battle points, for a total possible of 128 points for the day.

We've put together a few notes below to help make sure that everyone can enjoy the day:

#1 - READ THE MISSIONS CAREFULLY!

Even missions that seem familiar may have some Gladiator-style twists and turns, so make sure that you read and understand the missions.

#2 - SLOW PLAY WILL NOT BE TOLERATED!

Enough said.

#3 - THE SCHEDULE IS THE SCHEDULE!

With 100+ players, we MUST keep to the schedule posted below. Time remaining in each round will be announced periodically, and when the round is declared over, you must immediately stop playing and figure out the results. Please be courteous to your opponent and do not start a game turn that you cannot finish.

That should be everything! Good luck and good hunting.

Bill Kim & Greg Sparks
AdeptiCon 2009 Gladiator Organizers

Tournament Schedule

9:00 AM – 10:00 AM	Registration and Table Assignments
10:00 AM – 12:30 PM	Game #1
12:30 PM – 1:00 PM	Break
1:00 PM – 3:30 PM	Game #2
3:30PM – 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
9:30 PM – 10:00 PM	Break
10:00 PM	Awards



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Scenario 1: Dancing in the Dark

*** Read the entire scenario before setting up (Night Fight!!!!) ***

Overview

The high command wants your force to pull in its horns and has forbidden you from engaging in large-scale maneuvers. But you know the situation on the ground better than some rear-area planner, so it's time to do a little recon - with your entire command.

Deployment

Both players roll off, and the winner chooses whether to go first or second. The player that will go first chooses a corner of the table. They may deploy their forces within a triangle formed by that corner, and 18" away from the two adjacent corners. The opposing player gets a triangle on the opposite corner. Deploy units as normal.

Special Rules

Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Night Fighting

Night Fighting - The entire game happens at night. Use the Night Fighting rules from the main rulebook (p. 95) for the entire game.

Objectives

Primary (Control the Battlefield): For every full player turn that a scoring unit holds the center of the table (at least one model from a scoring unit within 3" of the center of the table, without any enemy models within 3" of the center of the table), that player gains one (1) objective point.

The player with the most objective points at the end of the game wins this objective.

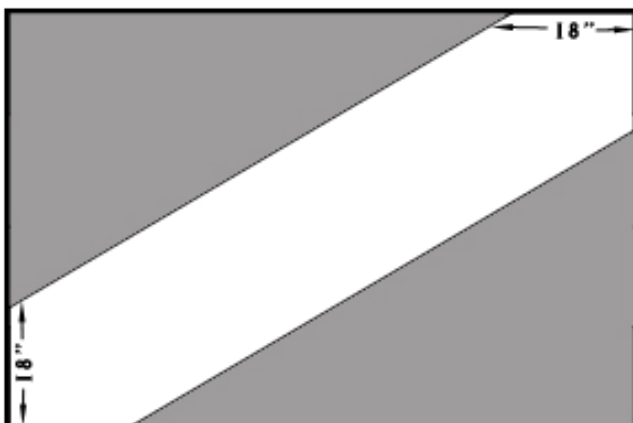
Secondary (Find the Enemy, Fix the Enemy...): Victory points, as per the 40K rulebook (p 108). If both players are within 225 VPs of each other, the game is a draw.

Tertiary (Disrupt Enemy Command & Control): Kill the enemy commander (the most expensive HQ model). This model cannot be a dedicated transport. If you have two or more models that are equally expensive, nominate one model as the commander before the game begins. If both players achieve this objective, the result is a draw.

Tactical Bonuses

+2: Have at least one model in your opponent's deployment zone without your opponent having any models in your deployment zone.

+1: Hold more terrain features than your opponent (Have a scoring unit with 3" of a terrain feature and no enemy units within 3" of that feature)





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Scenario 2: The Shortest Distance Between Two Points

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

Overview

The battlefield is drenched in the energy of the Warp, twisting the very fabric of reality itself. On this world, "near" and "far" are merely constructs of your imagination and can be adjusted at will...

Deployment

Both players roll off, and begin placing objectives, high roll first. Objectives must be placed 12" away from a table edge and 12" away from each other (See Primary Objective).

Both players roll off again, and the winner chooses whether to go first or second.

The player that will go first chooses a short table edge, and deploys within 24" of that table edge. The opposing player gets the opposite short table edge. Deploy units as normal.

Reserves enter from the short table edges, while units outflank onto the long table edges. Units fall back towards the player's chosen short table edge.

Special Rules

Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Warp Flux

Warp Flux - Each player, at the beginning of their own movement phase, may select one friendly non-vehicle unit or non-gargantuan creature and redeploy that unit anywhere on the table using the Deep Strike rules. If the 2d6 result is doubles, the unit is removed from play and counts as destroyed. No method of preventing deviation will work - i.e. icons, teleport homers, locator beacons, etc.

Units redeployed in this fashion MAY assault on the same turn. Units inside transports may be redeployed in this fashion, but vehicles themselves may not. Units locked in assault cannot be redeployed.

(continued in next column)

Special Rules Continued

Note that if a unit suffers a Deep Strike mishap and is placed in reserve, it may not assault on the turn it finally arrives. It also may not benefit from any means of reducing/eliminating scatter when it does arrive.

Objectives

Primary (Seize Ground): As per the 40K Rulebook (p91) but use five (5) objectives - do not roll for the number of objectives.

The player who controls the most objectives at the end of the game wins this objective.

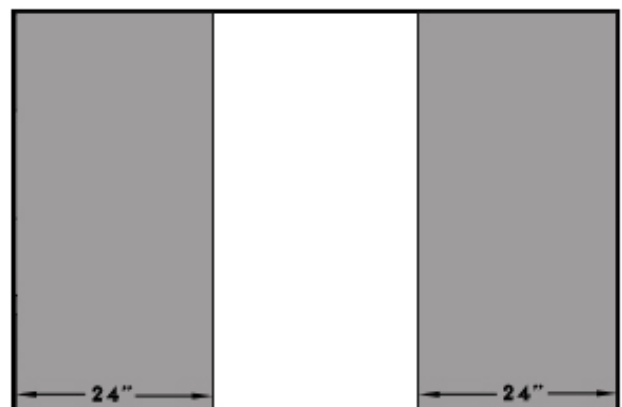
Secondary (Recon): The player with the most units, of any type, in the enemy deployment zone wins this objective. Independent characters and units that "cannot claim objectives" (or any variation thereof) do not count for this objective.

Tertiary (The Biggest Target): Kill the most expensive enemy unit. If more than one enemy unit is equally most expensive, killing any one of them will achieve this objective. If both sides achieve this objective, the result is a draw.

Tactical Bonuses

+2: There are no friendly models in your deployment zone at the end of the game.

+1: You redeployed (successfully or not) at least one unit using the Warp Flux rule.





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Scenario 3: The Gift That Keeps On Giving

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

Overview

It's a miracle! The Supply and Logistics department has actually opened up its reserve stocks to equip you for the battle ahead. You do wonder what could possibly have motivated this generosity...

Deployment

Dawn of War deployment, as per the 40K Rulebook (p. 93). Deploy objectives as per Capture and Control (p. 91) once deployment zones are determined.

Special Rules

Deep Strike, Infiltrate, Reserves, Outflank, Random Game Length, Vortex Grenade

Vortex Grenade - Each player may give a vortex grenade to one model in their army. This model must have a WS and may not be a gargantuan creature or super-heavy. Write down which specific model is carrying the vortex grenade...you do *not* need to inform your opponent which model is carrying the grenade.

Once per game, the vortex grenade can be thrown 6" in the shooting phase instead of firing a weapon. The grenade uses the 3" blast marker, and scatters normally (reduced by the BS of the thrower, as normal).

Once the final position of the marker has been determined, any models touched by the template are removed from the game (flyers are not affected). No saves of any kind are allowed. Leave the vortex template on the table. Gargantuan creatures are not removed, but suffer d6 wounds, with no saves possible. Super-heavy vehicles are not removed, but lose d3 structure points instead.

At the beginning of every following player turn (both sides) the vortex moves, disappearing and reappearing 2d6" away in a random direction. (If a hit is rolled, use the little arrow for direction). If a double is rolled for the distance moved, remove the vortex immediately.

Models that move onto the vortex for any reason (i.e. deep strike scatter, fallback) suffer the results above.

Objectives

Primary (Modified Annihilation): Modified Kill Points (mKP) are awarded for each selection on the Force Org chart, not per unit.

- Troops: 1 mKP
- Elites, Fast Attack, Heavy Support: 2 mKP
- HQ: 3 mKP
- Flyers: +2 mKP
- War Machines/Gargantuan Creatures: +4 mKP

All models from a force org selection must be killed to receive the kill point(s) for that selection. Note that the points for flyers and war machines/gargantuan creatures are additional bonus points to the normal force org slot, so a gargantuan creature taken as a HS choice will award 6 mKPs if the creature is killed.

The side with the most mKPs wins this objective.

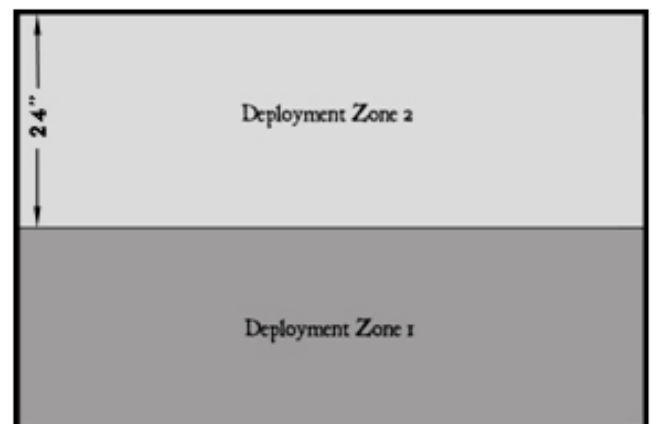
Secondary (Capture and Control): As per the 40K Rulebook (p. 91)

Tertiary (Hold the Field): The player with the most units (of any type) at least partially within 6" of the center of the table at the end of the game wins this objective.

Tactical Bonuses

+2: If you destroy all of your enemy's HQ units, including dedicated transports.

+1: Kill the least expensive enemy unit. If multiple units are equally inexpensive, killing any of them will achieve this objective.





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Scenario 4: The Final Battle

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

Overview

It all comes down to this - the decisive battle that commanders seek. Now if only the High Command will leave you alone without their demands or "helpful suggestions"...

Deployment

Spearhead deployment, as per the 40K Rulebook (p. 93)

Mark one enemy unit for death (see Tertiary Objective).

Special Rules

Infiltrate, Random Game Length

NOTE: Deep Strike and Reserves are NOT used in this mission. The only exception to this rule are units that may always deep strike regardless of mission or that must start in reserve (Chaos Daemons, Drop Pods, etc).

Objectives

Primary (Cleanse): Divide the table into four quadrants. The player who controls the most table quadrants at the end of the game will win this objective.

To control a table quadrant, a player must have a scoring unit within the table quadrant, and their opponent must not have a scoring unit in that quadrant. Any unit at or above 50% of its starting number of wounds or mobile vehicle counts as a scoring unit for the purpose of this objective.

Additionally, independent characters and units that "never count as scoring" do not count as scoring units. Units may only hold one quadrant at a time – if a unit is located in more than one quadrant, randomly determine which quadrant the unit is holding.

Secondary (Fragmentary Order): The Secondary Objective will be announced forty-five minutes into this round by the event organizers.

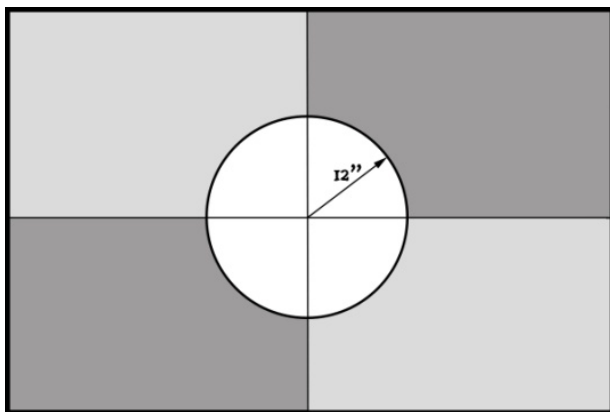
Tertiary (Attrition): Victory Points (p. 108), with a twist – nominate one enemy unit and inform your opponent that this unit is marked for death. This unit will be worth double the normal victory points if it is destroyed by the end of the game.

If the VP margin is within 450 VPs, both players will draw for this objective.

Tactical Bonuses

+2: You have no troop units remaining on the table.

+1: Your opponent has no troop units on the table at the end of the game.





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Results for Scenario 4: The Final Battle

After the game, both you and your opponent will fill out a copy of this form and return it to the scorer's table. Make sure that your point totals agree!

Circle the scores below for you and your opponent, and total them up in the space provided.

Table #

Your Name	
Primary Objective Results	
Win	15
Draw	7
Loss	0
Secondary Objective Results	
Win	9
Draw	4
Loss	0
Tertiary Objective Results	
Win	5
Draw	2
Loss	0
Tactical Bonuses	
First Bonus Objective (+2 points for achieving)	2
Second Bonus Objective (+1 point for achieving)	1

Opponent's Name	
Primary Objective Results	
Win	15
Draw	7
Loss	0
Secondary Objective Results	
Win	9
Draw	4
Loss	0
Tertiary Objective Results	
Win	5
Draw	2
Loss	0
Tactical Bonuses	
First Bonus Objective (+2 points for achieving)	2
Second Bonus Objective (+1 point for achieving)	1

Total Battle Points (Double-check Your Math!)	
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Additional Game Information (Check Box if Applicable)	
<input type="checkbox"/>	We did not finish the game - the game was not played through until the random game length roll ended the game.
<input type="checkbox"/>	I need to speak to a judge about my opponent. This game was horrible and not at all enjoyable due to my opponent's actions.

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



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Results for Scenario 3: The Gift That Keeps On Giving

After the game, both you and your opponent will fill out a copy of this form and return it to the scorer's table. Make sure that your point totals agree!

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Results for Scenario 2: The Shortest Distance Between Two Points

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Opponent's Name	
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Results for Scenario 1: Dancing in the Dark

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Table #

Your Name	
Primary Objective Results	
Win	15
Draw	7
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