

ADEPTICON 2010

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!



ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT PRIMER

RULES ADDENDUM

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

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.

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.

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.

TOURNAMENT SCHEDULE

| | |
|---------------------|----------------------------------|
| 10:00 am – 10:30 am | Registration & Table Assignments |
| 10:30 am – 1:00 pm | Game #1 |
| 1:00 pm – 2:00 pm | Lunch Break |
| 2:00 pm – 4:30 pm | Game #2 |
| 4:30 pm – 5:00 pm | Break |
| 5:00 pm – 7:30 pm | Game #3 |
| 7:30 pm – 8:00 pm | Results |



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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.

** Note: Since only 3 games are being played in the Primer, the scoring example is specific to this event. In the actual AdeptiCon 2010 Warhammer 40K National Team Tournament there will be a total of 4 games.*

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 retainues 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 5th 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.

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.





ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT PRIMER

SCENARIO I: BREAK THEIR BACKS!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

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)

Before deployment, each Coalition must determine which unit is considered their "Most Costly Unit" unit in regards to the Tertiary Objective (see Objectives).

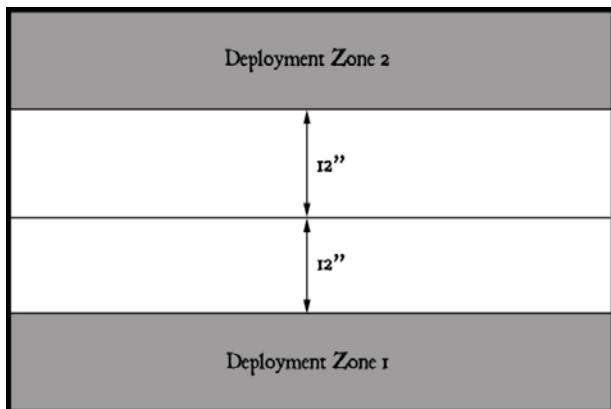
The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. The Coalitions roll-off, and the winner chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge. They then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

Each Coalition may also chose to place units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

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

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)

Command Counters: Intelligence Recon: You may assign non-vehicle unit(s) to gather critical enemy intelligence. See the Tactical Bonuses section for details.

See Command Counter Rules in your Team Tournament Rules Packet

OBJECTIVES

Primary (Team Kill Points): Each unit destroyed is worth one kill point. **Each Team Member must keep track of how many kill points his/her own units have scored.** At the end of the game compare the kill point scores for each Team Member on a Coalition. The **LOWER** number of the two is the Coalitions Team Kill Point Total. For example if Team Member A scored 4 kill points and Team Member B scored 3 kill points then their Team Kill Point Total for the primary objective would be 3. The Coalition that scores the most Team Kill Points wins this objective. (Scoring: Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Hold the Center!): To control the field of battle a Coalition (from either Team Member) must have a scoring unit within 3" of the center of the table and no enemy units within 3" of it at the end of the game. (Scoring: Win = 7, Draw = 3, Loss = 0)

Tertiary (Costly Unit): Destroy the opposing Coalition's most expensive unit. If a Coalition has two or more units costing equal points that qualify for 'Most Costly Unit' then randomly determine which unit is the 'target' for this objective at the beginning of the game. If both opposing units are destroyed, fleeing or still alive at the end of the game, this objective is considered a draw. (Scoring: Win = 3, Draw = 1, Loss = 0)

TACTICAL BONUSES

+5 Points: If a non-vehicle Coalition unit carrying a Command Counter is alive at the end of the game and wholly within the enemies' deployment zone.

WIPEOUT!

If the "Wipeout" criteria have been fulfilled as described on p90 of the Warhammer 40,000 5th edition rules then the winning Coalition scores points for the primary and secondary objectives. The tertiary objective can still result in a draw so score it as described above. The 5 point tactical bonus is awarded as long as the winning Coalition has at least 1 Command Counter in play or in reserve at the time the game ends.

SCORING NOTE

Team Kill points are awarded as follows: The coalition member that inflicts the final unsaved Wound/Damage Result or removes a unit from play earns the kill point for that unit. In the case of a combat where both coalition members inflict wounds at the same initiative resulting in the destruction of a unit or a unit being destroyed by combat res or Fallback Massacre, the kill point will be awarded to the Coalition member who inflicted the most Wounds/Damage results that combat round. In the case of units destroyed by Deep Strike mishap, Dangerous Terrain, or other similar circumstance, the opposing Coalition may assign the Kill Point to either player at the time it is removed from play.



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

SCENARIO 2: CONQUER AND DESPOIL!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

LINE OF RETREAT

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

GAME LENGTH

After turn 6 roll a d6. On a 3+ 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 (SPEARHEAD)

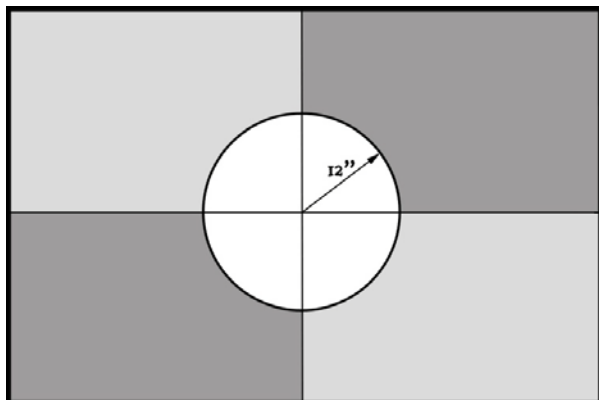
The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point. The Coalitions then roll-off, and the winner chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge and declares one of the table quarters as their Coalition deployment zone. The opposing Coalition will deploy in the diagonally opposite quarter. The remaining table quarters are considered "neutral" at the start of the game. After deployment zones have been chosen, but before any forces have been deployed, each Coalition places an objective marker in their deployment zone 12" away from all table edges starting with the Coalition that is going first. The Coalition that is going first then deploys their force in their chosen table quarter, more than 12" away from the center of the table. Their opponents then deploy in the diagonally opposite quarter more than 12" away from the center of the table.

Each Coalition may also choose to place units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

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

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)

Command Counters: A non-vehicle unit carrying a Command Counter counts as a scoring unit even if it is not considered a Troops selection. A unit carrying a Command Counter is also worth zero kill points (this refers only to the unit carrying the counter, a dedicated transport scores kill points as normal).

See Command Counter Rules in your Team Tournament Rules Packet.

OBJECTIVES

NOTE: There are no Primary, Secondary or Tertiary objectives in this mission. All Objectives are scored/weighted equally.

Control Table Quarters: To control a table quarter a Coalition must have a scoring unit (from either 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 a Coalition (from either Team Member) in the table quarter. Each table quarter controlled is worth 2 points. A unit may only control or contest or control **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: As above – possible max of 8)

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 3 battle points. Control of the enemy's objective marker is worth 5 battle points. A single unit may control or contest multiple objectives. (Scoring: As above - possible max of 8)

Kill Points: The Coalition that scores the most Kill Points wins this objective. (Scoring: Win = 8, Draw = 4, Loss = 0)

TACTICAL BONUSES

+3 points: If your Coalition's most expensive unit is still alive at the end of the game. If more than one unit qualifies for this due to costing the same amount of points then determine randomly which one will be used.

+3 points: If a scoring unit holding a Command Counter is within 3" of the enemy's objective marker at the end of the game and there are no enemy units within 3" of the marker.

WIPEOUT!

If the "Wipeout" criteria have been fulfilled as described on p90 of the Warhammer 40,000 5th edition rules then the winning coalition scores 27 Battle points. The first tactical bonus is scored as described.

SCORING NOTE

While no unit may hold multiple table quarters, it is possible for a unit to capture an objective and also capture the table quarter which the objective is located. This is provided all of the criteria for both objectives are met.



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

SCENARIO 3: MY LORD, I'VE REACHED THE MAIN POWER GENERATORS...

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP (TURNS 6 & 7 WILL USE NIGHT FIGHT RULES!) ***

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 (MOD. DAWN OF WAR)

The table is divided lengthwise into two halves.

Before choosing deployment zones place an objective marker 12" from each short board edge along the center line of the table and an additional objective marker in the center of the table. It doesn't matter which Coalition's objective markers are used. Each objective marker represents a "Field Generator" (see diagram).

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. 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).

Each Coalition may also chose to place undeployed units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Following deployment, but before the first turn is played, randomly (use a d3) determine which Field Generator objective is the Control Node. Place an easily recognizable marker next to it to indicate the presence of the Control Node.

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).

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)

Command Counters: See Objectives below.

Night Fight: If the game enters a 6th turn, that turn and all further turns, will be played using the Night Fight Rules (page 95 - Main Rulebook).

OBJECTIVES

Primary (Field Generator Control): To control a **Field Generator**, a Coalition (from either Team Member) must have a scoring unit within 3" of it and no enemy units within 3" of it at the end of the game. Each Field Generator counts as one objective.

To control the **Control Node** there must be a scoring unit from **each Coalition Team Member** within 3" of the objective at the end of the game and the Control Node must not be contested. To contest the Control Node there must be at least one unit belonging to a Coalition (from either Team Member) within 3" of the objective. If the Control Node is controlled and one of the two scoring units is carrying a Command Counter then the control node is scored as **TWO** objectives. If BOTH of these scoring units are carrying Command Counters then the control node counts as **THREE** objectives! (Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Table Quarters): To control a table quarter a Coalition must have a scoring unit (from either 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 a Coalition (from either Team Member) in the table 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 **ONE** table quarter at a time. If a unit is spread between multiple table quarters then randomly determine which quarter that unit is controlling. Units controlling a Field Generator may control or contest a table quarter. (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)

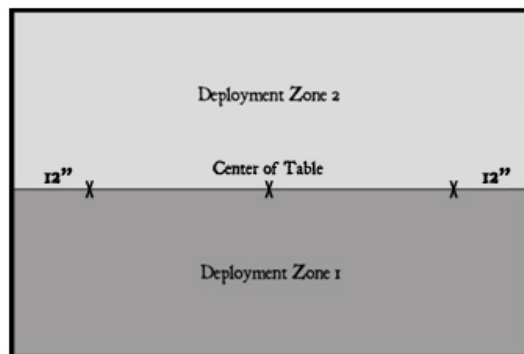
TACTICAL BONUSES

+3 points: If more than half of your Coalition's troop units are still alive at the end of the game. Dedicated Transports and units that are falling back are not counted when scoring this bonus.

+2 points: If your Coalition's most expensive HQ is within 3" of the objective at the exact center of the table at the end of the game.

WIPEOUT!

If the "Wipeout" criteria have been fulfilled as described on p90 of the Warhammer 40,000 5th edition rules then the winning coalition scores points for all the non-bonus objectives. The 3 point bonus is scored as described. The 2 point bonus is awarded if the most expensive HQ is alive at the end of the game.





AdeptiCon 2010 Warhammer 40K Team Tournament Primer

Mission 3: My Lord, I've Reached the Main Power Generators...

| | | | |
|-------------------|--|------------------|--|
| Team Name: | | Table No. | |
|-------------------|--|------------------|--|

| Objective Points | | | |
|---|-----|------|------|
| (circle or check the correct result for each objective) | | | |
| Objective | Win | Draw | Loss |
| Primary (Field Generator Control) | 15 | 7 | 0 |
| Secondary (Table Quarters) | 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) | |
| +3 | If more than half of your Coalition's troop units are still alive at the end of the game. Dedicated Transports and units that are falling back are not counted when scoring this bonus. |
| +2 | If your Coalition's most expensive HQ is within 3" of the objective at the exact center of the table at the end of the game. |



| Total Tactical Bonus |
|--------------------------------|
| (add the points from the left) |
| |

+

=

=

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

| |
|--|
| |
|--|

| 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.

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



AdeptiCon 2010 Warhammer 40K Team Tournament Primer

Mission 2: Conquer & Despoil!

Team Name:

Table No.

| Objective Points | | | |
|---------------------------|---|------|------|
| Objective | Win | Draw | Loss |
| Control Table Quarters | Table Quarters Controlled (2 pts each) ○ ○ ○ ○ | | |
| Control Objective Markers | Your Objective Controlled (3 pts) ○ | | |
| | Enemy Objective Controlled (5 pts) ○ | | |
| Kill Points | 8 | 4 | 0 |



| Total Objective Points (add the 3 objectives from the left) |
|--|
| <input style="width: 100%; height: 100%;" type="text"/> |

Scoring Note: While no unit may hold multiple table quarters, it is possible for a unit to capture an objective and also capture the table quarter which the objective is located. This is provided all of the criteria for both objectives are met.

| Tactical Bonus Points (circle all completed Tactical Objective Points) | |
|---|--|
| +3 | If your Coalition's most expensive unit is still alive at the end of the game. If more than one unit qualifies for this due to costing the same amount of points then determine randomly which one will be used. |
| +2 | If a scoring unit holding a Command Counter is within 3" of the enemy's objective marker at the end of the game and there are no enemy units within 3" of the marker. |



| Total Tactical Bonus (add the points from the left) |
|---|
| <input style="width: 100%; height: 100%;" type="text"/> |

| | | | |
|---|---|---|---|
| Opponent's Initials: (have opponent verify Total Battle Pts) | <input style="width: 100%; height: 100%;" type="text"/> | Total Battle Points: (Total Objective Points and Total Tactical Bonus) | <input style="width: 100%; height: 100%;" type="text"/> |
|---|---|---|---|

| Commander's Heads (each circle is worth one point) | |
|---|---|
| Your Surviving Commanders (Max: 2) | ○ ○ |
| Killed Enemy Commanders (Max: 2) | ○ ○ |
| Total Heads | <input style="width: 100%; height: 100%;" type="text"/> |

| Command Counters | |
|---|---|
| Unused Counters and Surviving Units Bearing Command Counters (Max: 2) | ○ ○ |
| Destroyed Enemy Units Bearing Command Counters (Max: 2) | ○ ○ |
| Total Counters | <input style="width: 100%; height: 100%;" type="text"/> |

| 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 2010 Warhammer 40K Team Tournament Primer

Mission 1: Break Their Backs!

Team Name: _____

Table No. _____

| Objective Points (circle the correct result for each objective) | | | |
|--|-----|------|------|
| Objective | Win | Draw | Loss |
| Primary (Kill Points) | 15 | 7 | 0 |
| Secondary (Hold the Center!) | 7 | 3 | 0 |
| Tertiary (Costly Unit) | 3 | 1 | 0 |



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

+

Scoring Note: Team Kill points are awarded as follows: The coalition member that inflicts the final unsaved Wound/Damage Result or removes a unit from play earns the kill point for that unit. In the case of a combat where both coalition members inflict wounds at the same initiative resulting in the destruction of a unit or a unit being destroyed by combat res or Fallback Massacre, the kill point will be awarded to the Coalition member who inflicted the most Wounds/Damage results that combat round. In the case of units destroyed by Deep Strike mishap, Dangerous Terrain, or other similar circumstance, the opposing Coalition may assign the Kill Point to either player at the time it is removed from play.

| Tactical Bonus Points (circle all completed Tactical Objective Points) | |
|---|--|
| +5 | If a non-vehicle Coalition unit carrying a Command Counter is alive at the end of the game and wholly within the enemies' deployment zone. |



| Total Tactical Bonus (add the points from the left) |
|--|
| |

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| | | |
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| Opponent's Initials: (have opponent verify Total Battle Pts) | | Total Battle Points: (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) | ○ ○ |
| Killed Enemy Commanders (Max: 2) | ○ ○ |
| Total Heads | |

| Command Counters | |
|---|-----|
| Unused Counters and Surviving Units Bearing Command Counters (Max: 2) | ○ ○ |
| Destroyed Enemy Units Bearing Command Counters (Max: 2) | ○ ○ |
| 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. |

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|--|----------------------------------|
| | 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.