

# ADEPTICON 2010

WARHAMMER 40K CHAMPIONSHIPS



**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 2010

WARHAMMER 40K CHAMPIONSHIPS PRIMER

## SCENARIO 1: ANNIHILATION!

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

### OVERVIEW

The plan is simple, find the enemy and destroy them! Leave no stone unturned! Leave no survivors!

#### LINE OF RETREAT

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

#### GAME LENGTH

Random Game Length: At the end of turn 5 roll a die: on a 3+ a 6th turn is played.

At the end of turn 6 roll a die: on a 4+ a 7th turn is played.

In all instances, games will end after turn 7, or when time is called – whichever comes first. 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)

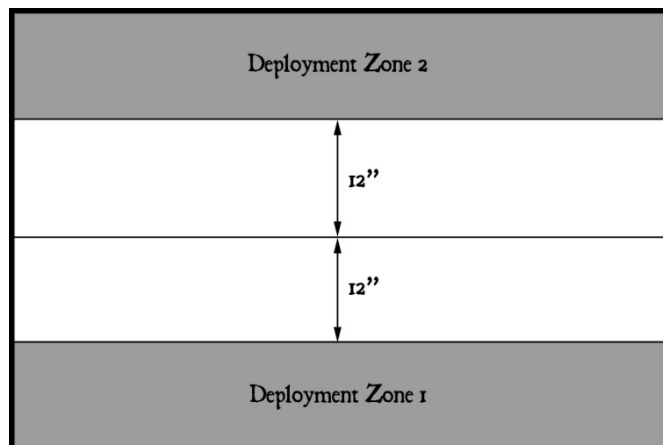
Both players roll a D6 to see who will have the first turn, re-rolling in case of a tie. The winner of the roll chooses to go first or second. The player with the first turn then deploys their force along one long table edge, staying more than 12" from the centerline of the playing surface. They must then declare any and all units entering the game using the Reserves special rule.

The player with the second turn then deploys their force along the opposite long table edge, once again staying more than 12" from the centerline of the playing surface. They must then declare any and all units entering the game using the Reserves special rule. In this way, no enemy units will be deployed within 24" of each other.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

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



#### SPECIAL RULES

Standard Mission (Infiltrate, Reserves, Deep Strike)

#### OBJECTIVES

**Primary (Annihilation):** The player with the most kill points as defined in the 5th Edition 40k rulebook (pg. 91) wins the primary. (Scoring: Win = 21, Draw = 10, Loss = 0)

**Secondary:** Eliminate all of the opponent's Troop choices. This includes any dedicated transports taken as part of a Troops selection. Note that both players can achieve this objective and there are no draws. (Scoring: Win = 14, Loss = 0)

**Tertiary (Victory Points):** The player must score at least 250 more victory points than their opponent. See the 5th Edition 40K rulebook (pg. 300)/Mini-Rulebook (pg.108). If neither player achieves this result then it is a loss for both players. (Scoring: Win = 7, Loss = 0)

#### TACTICAL BONUSES

**Note:** These points are automatic if your opponent has no choices from that Force Organizational slot.

- +1 If your opponent has no surviving Fast attack Choices
- +1 If your opponent has no surviving Heavy Support Choices
- +1 If your opponent has no surviving Elite Choices







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## Results for Scenario 3 Capture and Control

<b>Your Name:</b>		<b>Table No:</b>	
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	Main	Other	Contest	Total Points
<b>Your Primary Objective Battle Result:</b> <i>NOTE: The Main Objective is worth 11 points. All other Objectives are worth 5 points each. Contested Objectives are worth 1 point each. Maximum available points are 21.</i>	11	_____ x 5	_____ x 1	
	Win	Draw	Loss	
<b>Your Secondary Objective Battle Result: (circle one)</b>	+14 Points		+0 Points	
<b>Your Tertiary Objective Battle Result: (circle one)</b> Both Players can complete this Objective.	+7 Points		+0 Points <small>Did not complete this objective.</small>	
<b>Tactical Bonus Points Earned (+0, +1, +2, or +3)</b>				
<b>Total Battle Points Earned</b> (Add up totals from previous 4 lines):				

Have your opponent double check your results above.  
Have them sign below and acknowledge that the results circled above are accurate and correct.

**Opponent's Signature:** \_\_\_\_\_

**\*\*\* STOP \*\*\***

Now, in private, rate your Opponent's Composition and Sportsmanship by checking the appropriate choices below.  
Do **NOT** share these results with your opponent.

<b>Sportsmanship</b> (Circle the number on the left for <i>all</i> choices that apply)	
1	My opponent was prompt to report for the start of the round.
1	My opponent shared his/her army list with me before the game.
1	My opponent came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.).
1	My opponent was consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes.
1	My opponent appeared to measure movement and assault distances accurately.
2	My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
1	Rules issues that may have arose during the game were handled amicably by my opponent.
1	My opponent's army was easy to understand with clear conversions and/or completely WYSWIG.
1	My opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background).
2	I would voluntarily play this person again.
<b> </b>	<b>Total Sportsmanship (Maximum of 12)</b>

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



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## Results for Scenario 2: Lay of the Land

<b>Your Name:</b>		<b>Table No:</b>	
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	Win	Draw	Loss
<b>Your Primary Objective Battle Result: (circle one)</b>	+21 Points	+10 Points	+0 Points
<b>Your Secondary Objective Battle Result: (circle one)</b>	+14 Points		+0 Points
<b>Your Tertiary Objective Battle Result: (circle one)</b> Both Players can complete this Objective.	+7 Points		+0 Points Did not complete this objective.
<b>Tactical Bonus Points Earned (+0, +1, +2, or +3)</b>			
<b>Total Battle Points Earned</b> (Add up totals from previous 4 lines):			

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

**Opponent's Signature:** \_\_\_\_\_

**\*\*\* STOP \*\*\***

Now, in private, rate your Opponent's Composition and Sportsmanship by checking the appropriate choices below.  
Do **NOT** share these results with your opponent.

<b>Sportsmanship</b> (Circle the number on the left for <i>all</i> choices that apply)	
1	My opponent was prompt to report for the start of the round.
1	My opponent shared his/her army list with me before the game.
1	My opponent came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.).
1	My opponent was consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes.
1	My opponent appeared to measure movement and assault distances accurately.
2	My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
1	Rules issues that may have arose during the game were handled amicably by my opponent.
1	My opponent's army was easy to understand with clear conversions and/or completely WYSWIG.
1	My opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background).
2	I would voluntarily play this person again.
<b>12</b>	<b>Total Sportsmanship (Maximum of 12)</b>

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

