

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!



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WARHAMMER 40K CHAMPIONSHIPS

SCENARIO I: 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 own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

At the end of game turn 5, roll a d6. On a 3+ game turn 6 is played.

At the end of game turn 6, roll a d6. On a 4+ game turn 7 is played.

At the end of game turn 7, the game ends automatically.

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)

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.

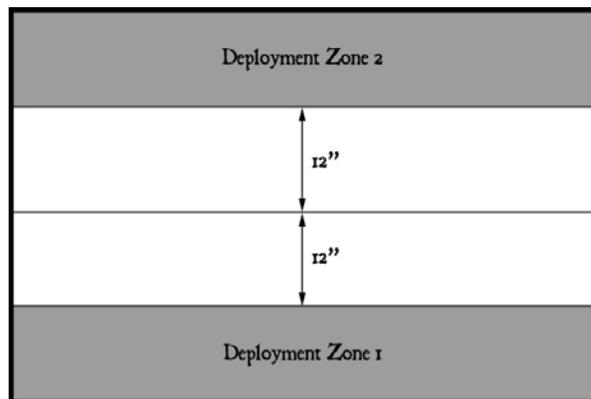
Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half, following the same restrictions.

Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player 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 player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 5th edition rules (pg 92).



SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

OBJECTIVES

Primary (Annihilation): The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) wins the primary objective. (Scoring: Win = 21, Draw = 10, Loss = 0)

Secondary (Elimination): Eliminate all of your opponent's Troop choices while having at least one of your own Troop choices alive at the end of the game. If both players have at least one Troop choice still alive at the end of the game then score this objective as a draw. If both players have no Troop choices left alive at the end of the game then score this objective as a loss for both players. Note that Dedicated Transports attached to Troop choices do not count for this objective. (Scoring: Win = 14, Draw = 7, Loss = 0)

Tertiary (Victory Points): The player must score at least 250 more Victory Points than their opponent as described in the Warhammer 40,000 rulebook (pg 300). If the Victory Point total is within 250 points, the players draw this objective. (Scoring: Win = 7, Draw = 3, 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 at the end of the game.

+1: If your opponent has no surviving Heavy Support Choices at the end of the game.

+1: If your opponent has no surviving Elite Choices at the end game.



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SCENARIO 2: LAY OF THE LAND

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP (TURN 1 WILL USE NIGHT FIGHT RULES!) ***

OVERVIEW

Throughout history, battles have been won despite overwhelming odds...especially when the underdog has held the advantageous terrain. Your mission is to gain the upper hand by taking and holding this advantageous terrain.

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

At the end of game turn 5, roll a d6. On a 3+ game turn 6 is played.

At the end of game turn 6, roll a d6. On a 4+ game turn 7 is played.

At the end of game turn 7, the game ends automatically.

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 (MOD. DAWN OF WAR)

The table is divided lengthways into two halves.

The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then can deploy up to two units from his Troops selections and up to one unit from his HQ selections in his half of the table more than 6" away from the table's middle line (this is his 'deployment zone'). His opponent then does the same in the opposite half, following the same restrictions.

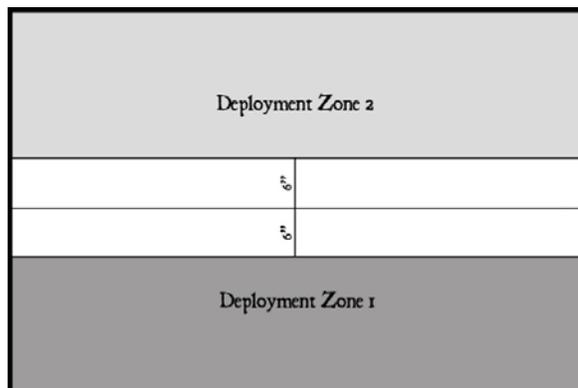
Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

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. Troops and HQ units that can infiltrate, can do so, as long as at the end of deployment the player still has a maximum of one HQ and two Troops on the table.

All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.

The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).



SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

Night Fight: Turn 1 Only (pg 95)

OBJECTIVES

Primary (Seize Ground): Capture terrain elements, to claim a terrain element you must have a unit wholly in/on an uncontested terrain element. To contest a terrain element a player must have a unit wholly in/on the element. The player with the most terrain elements wins. Wrecked vehicles do not count as terrain elements for the purposes of scoring this objective. (Scoring: Win = 21, Draw = 10, Loss = 0)

Secondary (Elimination): Eliminate all of your opponent's HQ choices while having at least one of your own HQ choices alive at the end of the game. If both players have at least one HQ choice still alive at the end of the game then score this objective as a draw. If both players have no HQ choices left alive at the end of the game then score this objective as a loss for both players. Note that Dedicated Transports attached to HQ choices do not count for this objective. (Scoring: Win = 14, Draw = 7, Loss = 0)

Tertiary (Victory Points): The player must score at least 500 more Victory Points than their opponent as described in the Warhammer 40,000 rulebook (pg 300). If the Victory Point total is within 500 points, the players draw this objective. (Scoring: Win = 7, Draw = 3, Loss = 0)

TACTICAL BONUSES

+1: If you have a model from a Scoring Unit within the 3" of the center of the table and your opponent does not.

+1: If your most expensive unit is not fleeing or dead at the end of the game. If two or more units qualify as the most expensive (same points value), then any such unit surviving will fulfill this tactical bonus.

+1: If none of your HQ choices are destroyed at the end of the game.



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SCENARIO 3: CAPTURE AND CONTROL!

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

OVERVIEW

The field of battle has several vital objectives. The enemy is trying to seize these vital objectives. You must prevent this.

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

At the end of game turn 5, roll a d6. On a 3+ game turn 6 is played.

At the end of game turn 6, roll a d6. On a 4+ game turn 7 is played.

At the end of game turn 7, the game ends automatically.

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)

Before deployment, the players roll-off and the winner chooses to either place **ALL 3** objective markers or pass. If the player passes then his opponent places **ALL 3** objective markers. No objective marker may be placed within 15" of another objective marker or within 12" of any table edge. The player who did not place the objective markers now selects one of the three markers to be the **Alpha Objective Marker** (see Primary Objective). The remaining two objective markers are considered **Beta Objective Markers** (See Primary Objective).

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point.

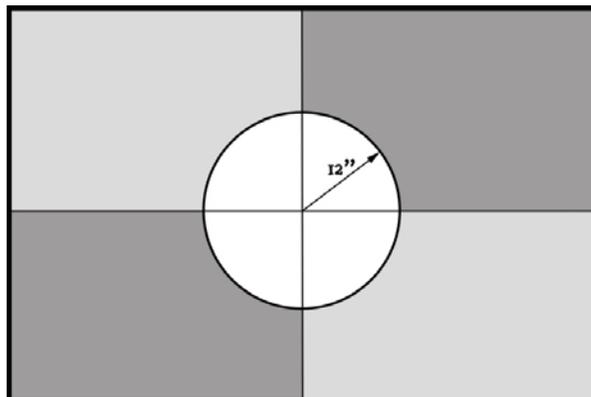
The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in one of the two table quarters on his side of the table, more than 12" away from the center of the table (this is his 'deployment zone'). His opponent then deploys in the diagonally opposite quarter, following the same restrictions. The remaining table quarters are considered "neutral" at the start of the game.

Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player 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 player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 5th edition rules (pg 92).



SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

Objective Markers: See Deployment.

OBJECTIVES

Primary (Objective Markers): To control an objective you must have a Scoring Unit with at least 1 model within 3" of an uncontested objective marker. Individual Scoring Units may control multiple objectives if the above criteria are met. (Scoring: As table below, Maximum Total: 21 points)

	Controlled	Contested
Alpha Objective	11 points	5 points
Beta Objectives	5 points/each	3 points/each

Secondary (Battlefield Control): To secure the secondary objective you must have at least one unit wholly in every standard table quarter at the end of the game. The unit need not be scoring, nor can this objective be contested - just check to see if each player has the required unit wholly in each quarter. To win, a player must achieve this while their opponent does not. If both players achieve this, then the result is a draw. If neither player achieves this, then the result is a loss for both players. (Scoring: Win = 14, Draw = 7, Loss = 0)

Tertiary (Victory Points): The player must score at least 750 more Victory Points than their opponent as described in the Warhammer 40,000 rulebook (pg 300). If the Victory Point total is within 750 points, the players draw this objective. (Scoring: Win = 7, Draw = 3, Loss = 0)

TACTICAL BONUSES

+1: If your opponent controls no objective markers at the end of the game.

+1: If you achieved the secondary mission and all units used to control the quarters were scoring.

+1: If your opponent has fewer than 4 units left at the end of the game.



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FAVORITE ARMY

Fill this section out during Favorite Army Voting.

After looking at the displayed armies, choose the army that **YOU** think is the best painted and modeled.

You may not choose your own army!

FAVORITE ARMY

Player's Name: _____





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RESULTS FOR SCENARIO 3: CAPTURE AND CONTROL!

YOUR NAME	TABLE NO

	CONTROL	CONTEST	NOT HELD	TOTAL
Your Primary Objective Battle Result: Alpha Objective Marker (circle one)	+11 Points	+5 Points	+0 Points	 Max: 21 Points
Beta Objective Markers (fill in # of controlled/contested objectives)	___ x 5 Points	___ x 3 Points	+0 Points	

	WIN	DRAW	LOSS
Your Secondary Objective Battle Result: (circle one) Battlefield Control (Table Quarters)	+14 Points	+7 Points	+0 Points
Your Tertiary Objective Battle Result: (circle one) Victory Points (750 points)	+7 Points	+3 Points	+0 Points
Tactical Bonus Points Earned (+0, +1, +2, or +3)			
Total Battle Points Earned (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 Sportsmanship by circling the numbers on the left for *all* choices that apply.

Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
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 WYSIWIG.
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.

	TOTAL SPORTSMANSHIP (MAXIMUM OF 12)
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Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR SCENARIO 2: LAY OF THE LAND

YOUR NAME	TABLE N°		
	WIN	DRAW	LOSS
Your Primary Objective Battle Result: (circle one) Seize Ground (Terrain Elements)	+21 Points	+10 Points	+0 Points
Your Secondary Objective Battle Result: (circle one) Elimination (HQ)	+14 Points	+7 Points	+0 Points
Your Tertiary Objective Battle Result: (circle one) Victory Points (500 points)	+7 Points	+3 Points	+0 Points
Tactical Bonus Points Earned (+0, +1, +2, or +3)			
Total Battle Points Earned (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 Sportsmanship by circling the numbers on the left for *all* choices that apply.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
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.
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1	My opponent's army was easy to understand with clear conversions and/or completely WYSIWIG.
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.
<input type="text"/>	TOTAL SPORTSMANSHIP (MAXIMUM OF 12)

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



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WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR SCENARIO I: ANNIHILATION!

YOUR NAME	TABLE NO		
	WIN	DRAW	LOSS
Your Primary Objective Battle Result: (circle one) Annihilation: Kill Points	+21 Points	+10 Points	+0 Points
Your Secondary Objective Battle Result: (circle one) Elimination (Troops)	+14 Points	+7 Points	+0 Points
Your Tertiary Objective Battle Result: (circle one) Victory Points (250 points)	+7 Points	+3 Points	+0 Points
Tactical Bonus Points Earned (+0, +1, +2, or +3)			
Total Battle Points Earned (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 Sportsmanship by circling the numbers on the left for *all* choices that apply.
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SPORTSMANSHIP	
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.
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2	I would voluntarily play this person again.
<input type="text"/>	TOTAL SPORTSMANSHIP (MAXIMUM OF 12)

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