

ADEPTICON 2010

WARHAMMER 40K 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

GLORY AWAITS!

THE SPIRIT OF THE TEAM TOURNAMENT

For the past seven years, the Warhammer 40K Team Tournament has been the flagship event at AdeptiCon. Originally conceived as an alternative event to the standard Grand Tournaments of old, the team event was designed to be an all-inclusive, hobby competition that created a purposely different way to play the game with your friends. Over the years, the event has grown by leaps and bounds as teams continually raise the bar in terms of thematic approach, generalship, modeling expertise and team spirit – creating a unique and memorable experience for all.

It is our hope that this event transcends the fixed boundaries of the convention weekend. That you, and your team, were able to plan, prepare and construct something unique and exciting in your quest for glory.

To the veterans, you honor us with your return! We look forward to seeing what you have in store for us this year!

To the newly initiated, you are in for a ride. The scope and magnitude of the Team Tournament can be a bit overwhelming at first, so take some time to study the missions, ask questions and above all else – have fun!

AdeptiCon has always been, and always will be, a social celebration of the hobby and the Team Tournament exemplifies everything this convention stands for. So relax, have some fun and start planning for 2011!

To Glory or Death!

AdeptiCon 2010 Team Tournament Staff

HALL OF CHAMPIONS

2010	???
2009	Recurring Nightmare
2008	Daboyz
2007	Checkmate Hobbies

2006	So. Cal GW League
2005	Saim Heinous
2004	Casus Belli
2003	Team TnA

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ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

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, your most expensive (points value) Special/Unique/Named Character HQ model **must always** be chosen as the Commander first. If you are fielding an HQ selection without a Special/Unique/Named Character HQ model, then the most expensive (points value) **model** in the unit counts as your Commander. In the case of units containing no Special/Unique/Named Character(s) and multiple models with identical point values, nominate one specific model as your Commander and make this choice known to your opponents at the beginning of the game.

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 (SAT)

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 - 4:15 pm	Break
4:15 pm - 6:45 pm	Game #3
6:45 pm - 7:30 pm	Break
7:30 pm - 10:00 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!



ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

COMMAND COUNTERS

Each **Team Member** gets one "Command Counter" **each game** which he may apply only to his own units unless otherwise stated in the mission Special Rules (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 counter never counts as a model for any purpose.

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: "Units that have been assigned a Command Counter count as Scoring Units regardless of what force organization category they belong to."

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!' 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). When this happens, the game ends immediately.

Unless specified otherwise in the mission rules, a side which achieves a 'Wipeout!' automatically receives maximum score for all Mission Objectives (25 points). Tactical Bonuses are scored as normal for both Coalitions. In the case of Tactical Bonuses that require a Commander or Command Counter to achieve, the bonus is scored only if the Coalition has the relevant one or more Commanders/Command Counters still on the table at the end of the game (regardless of table position).

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 rulebook (pg 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.



ADEPTICON 2010

TEAM TOURNAMENT 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:

OPPONENTS		ARMY:		ARMY:	
BATTLE POINTS		NOTES:			
COMMANDER'S HEADS					
COMMAND COUNTERS					

MISSION 2:

OPPONENTS		ARMY:		ARMY:	
BATTLE POINTS		NOTES:			
COMMANDER'S HEADS					
COMMAND COUNTERS					

MISSION 3:

OPPONENTS		ARMY:		ARMY:	
BATTLE POINTS		NOTES:			
COMMANDER'S HEADS					
COMMAND COUNTERS					

MISSION 4:

OPPONENTS		ARMY:		ARMY:	
BATTLE POINTS		NOTES:			
COMMANDER'S HEADS					
COMMAND COUNTERS					

TOURNAMENT TOTALS

BATTLE POINTS	COMMANDER'S HEADS	COMMAND COUNTERS



ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

SCENARIO I: VITAL DELIVERY

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

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 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)

Before deployment zones are determined, both Team Members from each Coalition must declare which Scoring Unit in their army is bearing the vital equipment (See Secondary Objective). Mark these units using the supplied Vital Equipment tokens.

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, following all the same restrictions.

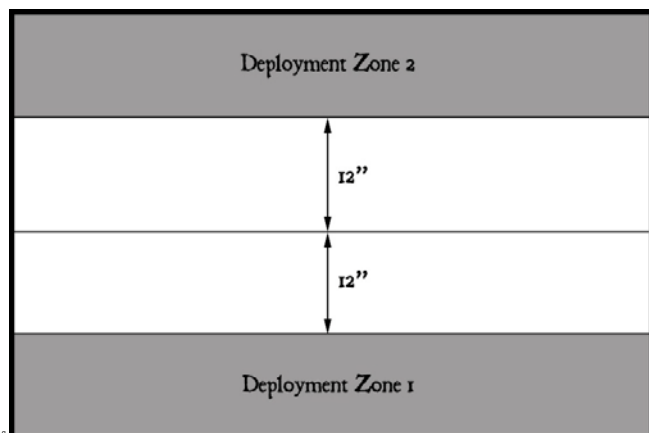
Each Coalition may also choose to place units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, each Coalition must declare which units, if any, are bearing Command Counters (see Special Rules).

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 rulebook (pg 92).



SPECIAL RULES

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

Command Counters: Any unit bearing a Command Counter **AND** within their starting deployment zone receives the Established Defenses special rule.

Established Defenses: Any enemy unit that moves onto the table from Reserves (e.g. Deep Strike, Behind Enemy Lines, Outflank, etc) and ends its movement with any part of the unit inside the opposing Coalition's deployment zone, automatically suffers the following wounds based on the number of Command Counters present (armour saves as normal):

	1 CC	2 CCs
Infantry	1d6 Wounds	2d6 choose highest
Monstrous Creature	1d3 Wounds	2d3 choose highest
Vehicle	Glancing Hit	AP1 Glancing Hit

Line of sight to the enemy unit is not required, as these wounds are considered to be inflicted during the enemy's approach. Units that remain embarked at the end of their movement phase do not suffer wounds from Established Defenses.

See the Command Counter Rules in your Team Tournament Rules Packet for additional information regarding their use.

OBJECTIVES

Primary (Hold the Center): To control the field of battle, each Coalition must have at least one Scoring Unit (from either Team Member) within 3" of the center of the table and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game. Units that are broken or falling back do not count towards achieving this objective. If the center of the table is contested at the end of the game, then score this objective as a draw. (Scoring: Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Deliver Vital Equipment): Your forward forces are carrying vital equipment deep into enemy lines. To win this objective, your Coalition must have more Scoring Units bearing vital equipment (See Deployment) wholly within the opposing Coalition's deployment zone at the end of the game. Units that are broken or falling back do not count towards achieving this objective. If both Coalitions have no units bearing vital equipment in the opposing deployment zone at the end of the game, then score this objective as a draw for both Coalitions. (Scoring: Win = 7, Draw = 3, Loss = 0)

Tertiary (Victory Points): The Coalition must score at least 200 more Victory Points than their opponents as described in the Warhammer 40,000 rulebook (pg 300). If the Victory Point total is within 200 points, then score this objective as a draw. (Scoring: Win = 3, Draw = 1, Loss = 0)

TACTICAL BONUSES

Each Tactical Bonus can only be scored one time, regardless of how many times you might fulfill the requirements.

+2	Repel Them: If you destroyed both enemy Coalition units bearing vital equipment during the game.
+2*	Our Defenses Hold: If you have a unit bearing a Command Counter still alive in your starting deployment zone at the end of the game.
+1*	Lead by Example: Have either Coalition Commander within 3" of the center of the table at the end of the game. You can score this bonus even if the center of the table is contested.

**If applicable, see 'Wipeouts!' note in Rules Addendum.*



ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

SCENARIO 2: MY SOUL FOR DOMINANCE!

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

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

Before deployment zones are determined, both Coalitions must declare their Most Expensive Unit (See Tertiary Objective).

The table is divided into two equal diagonal deployment zones (18" from opposite corners) as shown in the deployment diagram below. 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 and deploys their forces within the corresponding deployment zone. Their opponents then deploy in the opposite deployment zone.

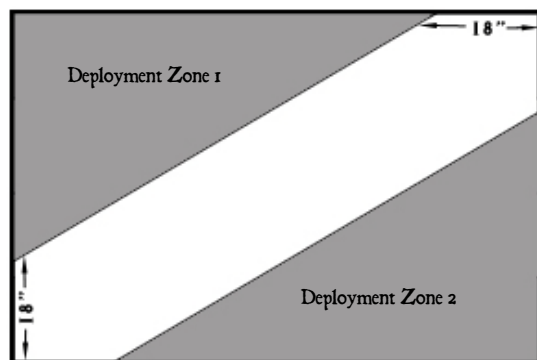
Each Coalition may also choose to place units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, each Coalition must declare which units, if any, are bearing Command Counters (see Special Rules).

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 rulebook (pg 92).



Vengeful Spirits Unsaved Wounds Tracker (See Tactical Bonuses)

□□□□□	□□□□□	□□□□□
+1 Point	+2 Points	+3 Points

SPECIAL RULES

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

Vengeful Spirits: Once per game, during any Movement Phase, your Coalition may return up to 10 infantry models from any single completely destroyed Troops unit to the table using the Deep Strike rules (pg 95). The unit may assault the turn it arrives. The models are considered 'Vengeful Spirits' and have the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	4	1	4	2	10	Inv 5+

Special Abilities: Fearless

Mark this unit using the supplied Vengeful Spirit token. Vengeful Spirits **DO NOT** retain the special abilities or wargear from their original unit. They **DO NOT** count as Scoring Units or as a Kill Point and cannot control or contest table quarters in the Primary Objective.

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 and non-Walker Vehicles **CANNOT** be assigned a Command Counter in this mission.

See the Command Counter Rules in your Team Tournament Rules Packet for additional information regarding their use.

OBJECTIVES

Primary (Allied 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 (any unit, whether scoring or not) 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: Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Priority Targets): The Coalition with the most Kill Points from **non-Troop** enemy units wins this objective. (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 Coalition's most expensive units are either destroyed/fleeing **OR** both still alive at the end of the game, then score this objective as a draw. (Scoring: Win = 3, Draw = 1, Loss = 0)

TACTICAL BONUSES

Each Tactical Bonus can only be scored one time, regardless of how many times you might fulfill the requirements.

Varies (Max: +3)	Vengeance of the Dead: Score a number of points based on the total number of unsaved Wounds inflicted by your Vengeful Spirits unit: 1-5 Wounds = 1 point; 6-10 Wounds = 2 points; 11+ Wounds = 3 points. (Use tracker to the left).
+2*	Orders Issued: If you control (not contest) a table quarter with a unit bearing a Command Counter at the end of the game.

* If applicable, see 'Wipeouts!' note in Rules Addendum.



ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

SCENARIO 3: FORWARD TO DEATH!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP (TURN 1 NIGHT FIGHT) ***

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 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 (DAWN OF WAR)

The table is divided lengthways into two halves.

The Coalitions roll-off, and the winning Coalition 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 places the first objective marker. Coalitions then 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 wholly within their own starting deployment zone. Objective markers must be at least 12" away from other objective markers and at least 12" from all table edges.

Starting with the Coalition going first, each Team Member then can deploy up to one unit from his Troops selections and up to one unit from his HQ selections in their half of the table (this is their 'deployment zone'). The opposing Coalition then does the same in the opposite half, but must position their units more than 18" away from enemy units.

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

After deployment, each Coalition must declare which units, if any, are bearing Command Counters (see Special Rules).

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 each Team Member still has a maximum of one HQ and one Troop 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 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 rulebook (pg 92).

SPECIAL RULES

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

Night Fight: Turn 1 is played using the Night Fight Rules (pg 95)

Command Counters: Command Counters may be assigned to any Scoring Unit, making them eligible to score points for contested objective markers (see Primary Objective below). Additionally, units bearing a Command Counter are eligible to achieve the third Tactical Bonus (see Tactical Bonuses below).

See the Command Counter Rules in your Team Tournament Rules Packet for additional information regarding their use.

OBJECTIVES

Primary (Control Objective Markers): At the end of the game, Coalitions score 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 (any unit, whether scoring or not) within 3" of it at the end of the game.

Contested objective markers **DO NOT** score any points **UNLESS** they are contested by a Scoring Unit bearing a Command Counter. Objective markers contested in this manner are worth half points (4 points for contesting an enemy objective marker and 1 point for contesting your own objective marker). (Scoring: As above - possible max of 20)

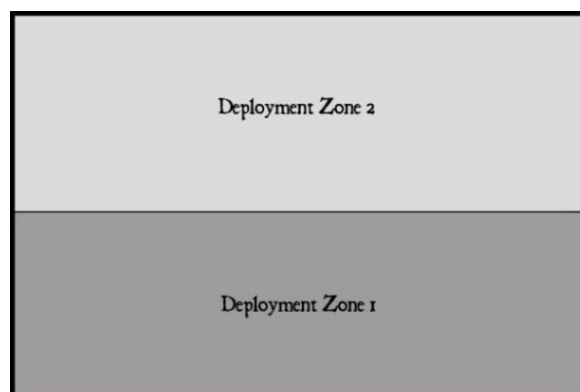
Secondary (Kill Points): The Coalition with the most Kill Points as defined in the Warhammer 40,000 rulebook (pg 91) wins this objective. (Scoring: Win = 5, Draw = 2, Loss = 0)

TACTICAL BONUSES

Each Tactical Bonus can only be scored one time, regardless of how many times you might fulfill the requirements.

+2	Area Secured: If your Coalition controls BOTH of your own objective markers at the end of the game.
+2*	Inspiring Presence: Have either Coalition Commander within 3" of an enemy objective marker at the end of the game. You can score this bonus even if the objective marker is contested.
+1*	Overwhelming Control: If your Coalition controls one or more objective markers with a unit bearing a Command Counter at the end of the game.

**If applicable, see 'Wipeouts!' note in Rules Addendum.*





ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

SCENARIO 4: OUTNUMBERED, OUTFLANKED & MARKED!

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

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 zones are determined, each Coalition must nominate one opposing Team Member's 1000-point force to be Marked for Death (see Special Rules).

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

The Coalitions roll-off, and the winning Coalition 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 forces 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'). The opposing Coalition then deploys in the diagonally opposite quarter, following the same restrictions. The remaining table quarters are considered "neutral" at the start of the game.

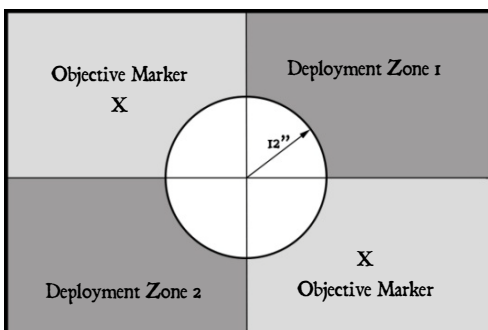
Each Coalition may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning Team Member must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, place an objective marker in the exact center of each "neutral" table quarter. Additionally, each Coalition must declare which units, if any, are bearing Command Counters (see Special Rules).

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 rulebook (pg 92).



SPECIAL RULES

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

Marked for Death! At the beginning of the game, each Coalition must nominate one opposing Team Member's 1000-point force to be Marked for Death. Only this Team Member's force awards Kill Points throughout the game towards the Primary Objective.

ALL units in this Team Member's 1000-point force are considered to be Marked for Death.

Command Counters: You may only assign Command Counters to units that have **NOT** been Marked for Death (that is, the Team Member's 1000-point force that was **NOT** chosen by your opponents prior to deployment). You may assign **BOTH** Command Counters to the same force. 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.

See the Command Counter Rules in your Team Tournament Rules Packet for additional information regarding their use.

OBJECTIVES

Primary (Kill Points/Marked for Death): Only the opposing 1000-point force that has been Marked for Death (see Special Rules) awards Kill Points towards this objective. The Coalition with the most Kill Points as defined in the Warhammer 40,000 rulebook (pg 91) wins this objective. (Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Breakthrough): Have more Scoring Units entirely within the opposing Coalition's deployment zone (table quarter) at the end of the game than they have in yours. Units that are broken or falling back do not count towards achieving this objective. If both Coalitions have no Scoring Units in the opposing deployment zones at the end of the game, then score this objective as a draw for both Coalitions. (Scoring: Win = 7, Draw = 3, Loss = 0)

Tertiary (Objective Markers): At the end of the game, the Coalition who controls more objective markers in the "neutral" table quarters wins. To control an objective marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game. If both objective markers are absent of any Scoring Units from both Coalitions at the end of the game, then score this objective as a draw for both Coalitions. (Scoring: Win = 3, Draw = 1, Loss = 0)

TACTICAL BONUSES

+3	Outflanked*: If your Coalition controls both "neutral" table quarters at the end of the game. Individual Scoring Units may control/contest both this Tactical Bonus and the Tertiary Objective.
+2	Outnumbered*: If your Coalition controls the enemy's deployment zone (table quarter) at the end of the game. Individual Scoring Units may control/contest this Tactical Bonus as well as count towards the Secondary Objective.

* To control a table quarter a player must have a Scoring Unit entirely in the table quarter at the end of the game and the table quarter must not be contested by an enemy unit (any unit, whether scoring or not). Units that are broken or falling back do not count towards achieving these tactical bonuses.



ADEPTICON 2010

TEAM TOURNAMENT POST-BATTLE SURVEY

TEAM TOURNAMENT QUESTIONS

Please take some time to answer the following questions by circling the appropriate response to the right (1 = Strongly Disagree with the statement, 5 = Strongly Agree with the statement). Each packet contains two copies of this survey, so each Team Member can fill out their own.

We highly value your input and will take all constructive criticism into account when planning for AdeptiCon 2011. Additional questions/concerns/comments can be directed to info@adepticon.org or posted on the Adeptus Windy City forums at www.adeptuswindycity.com.

Please return the completed survey to the 40K Judge's table after you finish scoring Round 4.

	Strongly Disagree	Moderately Disagree	Undecided	Moderately Agree	Strongly Agree
I enjoyed the Team Tournament as a whole (including rules, missions, opponents, registration process, rules/painting judge interaction, etc).	1	2	3	4	5
My team spent a substantial amount of time preparing for the event (modeling, painting, list-building, practice games, display base, Team Spirit items, etc).	1	2	3	4	5
I found the missions to be overly complicated and difficult to understand.	1	2	3	4	5
I enjoyed the added Command Counter mechanic.	1	2	3	4	5
I found the interaction between special rules, Command Counters, objectives and tactical bonuses forced us to make some difficult decisions and work as a team.	1	2	3	4	5
I found the Floor Judges to be knowledgeable and prompt in resolving issues.	1	2	3	4	5
Even with 110 teams/440 players, the event ran smoothly and on time.	1	2	3	4	5
I enjoy the limited inclusion of some Forge World units in the Team Tournament.	1	2	3	4	5
I would prefer 2-person Teams for the Team Tournament.	1	2	3	4	5

GENERAL WARHAMMER 40K AND CONVENTION QUESTIONS

I think Composition scoring should be included in most Warhammer 40K events.	1	2	3	4	5
I think Sportsmanship scoring should be included in most Warhammer 40K events.	1	2	3	4	5
I feel that cheating (rules abuse, abuse of soft scoring, weighted dice, etc) is rampant within the Warhammer 40K tournament community and something needs to be done to remedy it.	1	2	3	4	5
I would be willing to pay an additional \$2-\$5 for my Weekend Badge if AdeptiCon provided a brick of approved standardized dice to all attendees and required them to be used in all tournaments.	1	2	3	4	5
I am in favor of an Overall award that is based on total points earned across all categories.	1	2	3	4	5
I found the Warhammer 40K terrain to be playable and of high quality.	1	2	3	4	5
I am in favor of a document like the INAT FAQ being in use at AdeptiCon, even though I may not agree with some of the rulings contained therein.	1	2	3	4	5
I would like to see the Gladiator Tournament become a standard Apocalypse-style event.	1	2	3	4	5
I would like to see a more purely competitive-oriented event at AdeptiCon (no soft scores, no Imperial Armour rules, standard missions, etc) to replace the Gladiator Tournament.	1	2	3	4	5

OTHER COMMENTS



ADEPTICON 2010

TEAM TOURNAMENT POST-BATTLE SURVEY

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GENERAL WARHAMMER 40K AND CONVENTION QUESTIONS

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I would like to see a more purely competitive-oriented event at AdeptiCon (no soft scores, no Imperial Armour rules, standard missions, etc) to replace the Gladiator Tournament.	1	2	3	4	5

OTHER COMMENTS



ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

RESULTS FOR SCENARIO 4: OUTNUMBERED, OUTFLANKED & MARKED!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Primary (Kill Points/Marked for Death)	15	7	0
Secondary (Breakthrough)	7	3	0
Tertiary (Objective Markers)	3	1	0

TOTAL

OBJECTIVE POINTS

(add the 3 objectives from the left)

MAX: 25

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+3	Outflanked: If your Coalition controls both "neutral" table quarters at the end of the game.
+2	Outnumbered: If your Coalition controls the enemy's deployment zone (table quarter) at the end of the game.

TOTAL

TACTICAL BONUS

(add the points from the left)

MAX: 5

OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

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)

☐ ☐

Destroyed Enemy Units Bearing Command Counters (Max: 2)

☐ ☐

TOTAL COUNTERS

OPPONENT'S 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.

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

** 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 2010

WARHAMMER 40K TEAM TOURNAMENT

RESULTS FOR SCENARIO 3: FORWARD TO DEATH!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

(circle the correct result for the final state of all 4 objective markers)

Primary (Objective Markers, Max: 20)	Controlled / Contesting Unit Bearing CC / None		
Your Objective Markers	2 / 1 / 0	2 / 1 / 0	
Enemy Objective Markers	8 / 4 / 0	8 / 4 / 0	
OBJECTIVE	WIN	DRAW	LOSS
Secondary (Kill Points)	5	2	0

**TOTAL
OBJECTIVE POINTS**
(add the objectives from the left)

MAX: 25

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+2	Overwhelming Control: If your Coalition controls BOTH of your own objective markers at the end of the game.
+2*	Inspiring Presence: Have either Coalition Commander within 3" of an enemy objective marker at the end of the game. You can score this bonus even if the objective marker is contested.
+1*	Area Secured: If your Coalition controls one or more objective markers with a unit bearing a Command Counter at the end of the game.

**TOTAL
TACTICAL BONUS**
(add the points from the left)

MAX: 5

* If applicable, see 'Wipeouts!' note in Rules Addendum.

OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

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)

☐ ☐

Destroyed Enemy Units Bearing Command Counters (Max: 2)

☐ ☐

TOTAL COUNTERS

OPPONENT'S 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 **

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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

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ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

RESULTS FOR SCENARIO 2: MY SOUL FOR DOMINANCE!

YOUR TEAM NAME:

TABLE N^o.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Primary (Allied Table Quarters)	15	7	0
Secondary (Priority Targets)	7	3	0
Tertiary (Costly Unit)	3	1	0

TOTAL

OBJECTIVE POINTS

(add the 3 objectives from the left)

MAX: 25

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+1	Vengeance of the Dead (circle one): Score a number of points based on the total number of unsaved Wounds inflicted by your Vengeful Spirits unit: 1-5 Wounds = 1 point; 6-10 Wounds = 2 points; 11+ Wounds = 3 points.
+2	
+3	
+2*	Orders Issued: If you control (not contest) a table quarter with a unit bearing a Command Counter at the end of the game.

TOTAL

TACTICAL BONUS

(add the points from the left)

MAX: 5

* If applicable, see 'Wipeouts!' note in Rules Addendum.

OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

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 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.

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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.
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1	We had fun playing our opponents.
1	We would voluntarily play this team again.

TOTAL SPORTSMANSHIP SCORE

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ADEPTICON 2010

WARHAMMER 40K TEAM TOURNAMENT

RESULTS FOR SCENARIO I: VITAL DELIVERY

YOUR TEAM NAME:

TABLE N°.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Primary (Hold the Center)	15	7	0
Secondary (Deliver Vital Equipment)	7	3	0
Tertiary (Victory Points)	3	1	0

TOTAL OBJECTIVE POINTS

(add the 3 objectives from the left)

MAX: 25

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+2	Repel Them: If you destroyed an enemy Coalition unit bearing vital equipment within your deployment zone at any point during the game.
+2*	Our Defenses Hold: If you have a unit bearing a Command Counter still alive in your starting deployment zone at the end of the game.
+1*	Lead by Example: Have either Coalition Commander within 3" of the center of the table at the end of the game. You can score this bonus even if the center of the table is contested.

TOTAL TACTICAL BONUS

(add the points from the left)

MAX: 5

* If applicable, see 'Wipeouts!' note in Rules Addendum.

OPPONENT'S INITIALS:
(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:
(Total Objective Points and Total Tactical Bonus)

MAX: 30

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 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.

OPPONENT'S SPORTSMANSHIP SCORE

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