



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

## MISSION I: WHERE BLOOD WILL SOON BE SHED...

\*\*\* 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

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

### DEPLOYMENT (PITCHED BATTLE)

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

Place one objective marker in the center of the exact table. 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 and places a single objective marker wholly within his opponent's deployment zone. The opposing player then does the same. Objective markers must be at least 18" from other objective markers and 6" from all table edges.

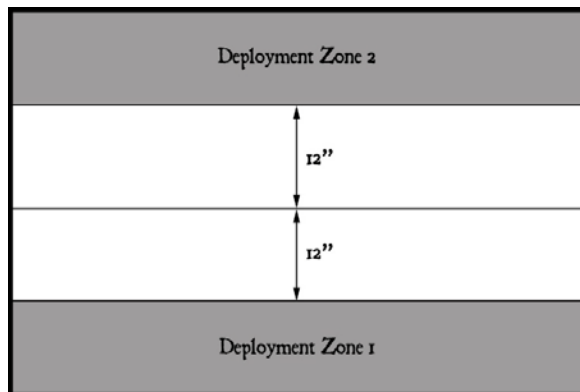
The player that goes first then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half, following the same restrictions.

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 rulebook (pg 92).



### SPECIAL RULES

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

### OBJECTIVES

**Annihilation:** The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this objective.

**Objective Markers:** The player that controls the most objective markers at end of the game achieves this objective. 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.

**Costly Unit:** A player achieves this objective by destroying the opposing player's most expensive unit. If two or more units costing equal points qualify for 'Most Costly Unit' then randomly determine which unit is the 'target' for this objective at the beginning of the game. Both players can achieve this objective.

### VICTORY CONDITIONS

The player that has successfully achieved more objectives at the end of the game wins.

If neither player has achieved victory through objectives, then the game ends in a tiebreak.

**Wipeout:** The player that achieves a 'Wipeout!' automatically wins the game. Objectives are scored as normal for both players.

### TIEBREAK

**Victory Points:** You must score at least 185 more Victory Points than your opponent as described in the Warhammer 40,000 rulebook (pg 300). If the Victory Point total is within 185 points, then score this game as a draw.



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

## MISSION 2: CLEANSING SEIGE!

\*\*\* 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

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

### DEPLOYMENT (SPEARHEAD)

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).

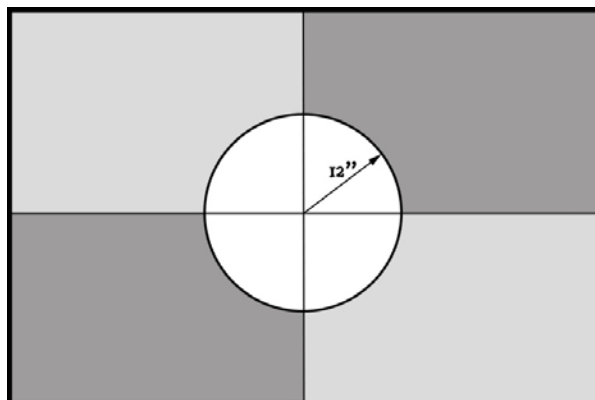
**At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).**

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 rulebook (pg 92).

### SPECIAL RULES

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



### OBJECTIVES

**Priority Targets:** The player with the most Kill Points from **non-Troop enemy units** at the end of the game achieves this objective.

**Battlefield Control:** The player that controls the most table quarters at the end of the game achieves this objective. To control a table quarter there must be a Scoring Unit in the table quarter at the end of the game and the quarter must not be contested. A table quarter is contested if there are enemy units present (any unit, whether scoring or not). A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters at the end of the game, then randomly determine which quarter that unit is controlling or contesting.

**Led by Example:** A player achieves this objective by being the **ONLY** player with a model from an HQ Unit within 3" of the center of the table at the end of the game. The model/unit is not required to be a Scoring Unit.

### VICTORY CONDITIONS

The player that has successfully achieved the most objectives at the end of the game wins.

If neither player has achieved victory through objectives, then the game ends in a tiebreak.

**Wipeout:** The player that achieves a 'Wipeout!' automatically wins the game. Objectives are scored as normal for both players.

### TIEBREAK

**Victory Points:** You must score at least 185 more Victory Points than your opponent as described in the Warhammer 40,000 rulebook (pg 300). If the Victory Point total is within 185 points, then score this game as a draw.



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

## MISSION 3: OF IRON AND BLOOD!

\*\*\* 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

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

### DEPLOYMENT (PITCHED BATTLE)

Before deciding deployment zones, each player must designate an army Commander. This model must come from an HQ unit and must be the most expensive model in that unit (Special/Unique/Named Character HQ models must always be chosen as the Commander first). Then the players roll-off and the winner places an objective marker on the table. Then his opponent does the same and the players alternate placing objective markers until five (5) objective markers have been placed. These objectives may not be placed in impassable terrain, nor within 12" of a table edge or another objective.

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

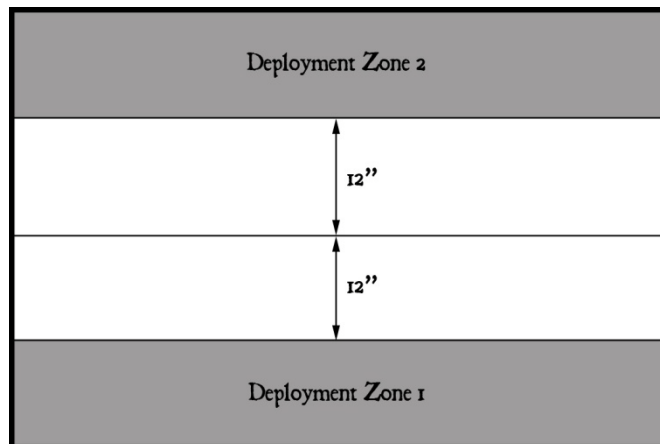
Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). 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 rulebook (pg 92).



### SPECIAL RULES

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

### OBJECTIVES

**Annihilation:** The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this objective.

**Seize Ground:** The player that controls the most objective markers at end of the game achieves this objective. 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.

**Assassinate:** A player achieves this objective by destroying the opposing player's designated Commander. Both players can achieve this objective.

### VICTORY CONDITIONS

The player that has successfully achieved the most objectives at the end of the game wins.

If neither player has achieved victory through objectives, then the game ends in a tiebreak.

**Wipeout:** The player that achieves a 'Wipeout!' automatically wins the game. Objectives are scored as normal for both players.

### TIEBREAK

**Victory Points:** You must score at least 185 more Victory Points than your opponent as described in the Warhammer 40,000 rulebook (pg 300). If the Victory Point total is within 185 points, then score this game as a draw.



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

## MISSION 4: AT DAWN WITH VICTORIOUS WEAPONS!

\*\*\* 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

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

### DEPLOYMENT (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 and places the first objective marker. Players then take turns placing their objective markers until a total of 6 markers (3 per player) are on the table. Objective markers must be placed according to the following rules:

- The first objective marker a player places **MUST** be placed in his/her own deployment zone.
- The remaining two objective markers **MUST** be placed in their opponent's half of the table.
- All objective markers **MUST** be at least 12" away from other objective markers and at least 6" from all table edges.
- Objective markers may **NEVER** be placed in impassable terrain.

The player that goes first 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 (this is his 'deployment zone'). His opponent then does the same in the opposite half, but must position his three units more than 18" from enemy units.

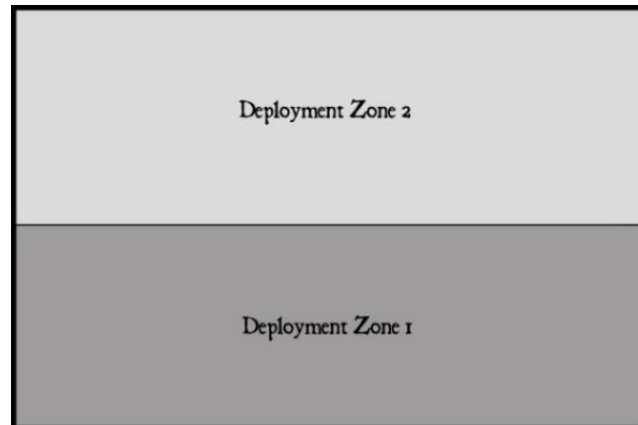
Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

**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, Turn 1 Night Fighting (pg 94-95)**

### OBJECTIVES

**The Sum of Parts:** A player achieves this objective by destroying more than half of his opponent's army. Use Victory Points as described in the Warhammer 40,000 rulebook (pg 300) to determine the extent of damage inflicted. Both players can achieve this objective.

**Defend the Flag:** You achieve this objective by controlling all three objective markers in your half of the table. 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. Both players can achieve this objective.

**Take and Hold:** You achieve this goal by capturing a total of two objective markers in your opponent's half of the table. 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. Both players can achieve this objective.

### VICTORY CONDITIONS

The player that has successfully achieved the most objectives at the end of the game wins.

If neither player has achieved victory through objectives, then the game ends in a tiebreak.

**Wipeout:** The player that achieves a 'Wipeout!' automatically wins the game. Objectives are scored as normal for both players.

### TIEBREAK

**Victory Points:** You must score at least 185 more Victory Points than your opponent as described in the Warhammer 40,000 rulebook (pg 300). If the Victory Point total is within 185 points, then score this game as a draw.



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

## RESULTS FOR MISSION 4: AT DAWN WITH VICTORIOUS WEAPONS

YOUR NAME		TABLE NO		
<b>Victory Condition</b> Circle One	<b>WIN</b>	<b>LOSS</b>	<b>DRAW</b>	
<b>Total Objectives Achieved</b> Circle One	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Tiebreak Results</b> Only required if neither player achieved victory through objectives. Victory Points (185 points)				

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: \_\_\_\_\_

**PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT  
TO THE JUDGE'S BOOTH AFTER YOUR GAME.**

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

**DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN  
DOUBLE-CHECKED AT THE JUDGE'S BOOTH**

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.  
Do **NOT** share these results with your opponent.

SPORTSMANSHIP MARK	
 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Positive	<b>Fantastically Brilliant Game!</b> Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Negative	<b>Just A Terribly Awful Game!</b> While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should <b>NEVER</b> be a reflection on the final results of the game.



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

## RESULTS FOR MISSION 3: OF IRON AND BLOOD!

YOUR NAME		TABLE NO		
<b>Victory Condition</b> Circle One	<b>WIN</b>	<b>LOSS</b>	<b>DRAW</b>	
<b>Total Objectives Achieved</b> Circle One	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Tiebreak Results</b> Only required if neither player achieved victory through objectives. Victory Points (185 points)				

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: \_\_\_\_\_

**PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT  
TO THE JUDGE'S BOOTH AFTER YOUR GAME.**

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

**DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN  
DOUBLE-CHECKED AT THE JUDGE'S BOOTH**

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.  
Do **NOT** share these results with your opponent.

SPORTSMANSHIP MARK	
 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Positive	<b>Fantastically Brilliant Game!</b> Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Negative	<b>Just A Terribly Awful Game!</b> While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should <b>NEVER</b> be a reflection on the final results of the game.



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

## RESULTS FOR MISSION 2: CLEANSING SEIGE!

YOUR NAME		TABLE NO		
<b>Victory Condition</b> Circle One	<b>WIN</b>	<b>LOSS</b>	<b>DRAW</b>	
<b>Total Objectives Achieved</b> Circle One	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Tiebreak Results</b> Only required if neither player achieved victory through objectives. Victory Points (185 points)				

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: \_\_\_\_\_

**PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT  
TO THE JUDGE'S BOOTH AFTER YOUR GAME.**

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

**DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN  
DOUBLE-CHECKED AT THE JUDGE'S BOOTH**

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.  
Do **NOT** share these results with your opponent.

SPORTSMANSHIP MARK	
 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Positive	<b>Fantastically Brilliant Game!</b> Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Negative	<b>Just A Terribly Awful Game!</b> While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should <b>NEVER</b> be a reflection on the final results of the game.



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

## RESULTS FOR MISSION I: WHERE BLOOD WILL SOON BE SHED...

YOUR NAME	TABLE NO

Victory Condition Circle One	WIN	LOSS	DRAW
Total Objectives Achieved Circle One	0	1	2

Tiebreak Results	3
Only required if neither player achieved victory through objectives. Victory Points (185 points margin)	

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: \_\_\_\_\_

**PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT  
TO THE JUDGE'S BOOTH AFTER YOUR GAME.**

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

**DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN  
DOUBLE-CHECKED AT THE JUDGE'S BOOTH**

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.  
Do **NOT** share these results with your opponent.

SPORTSMANSHIP MARK	
 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Positive	<b>Fantastically Brilliant Game!</b> Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Negative	<b>Just A Terribly Awful Game!</b> While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should <b>NEVER</b> be a reflection on the final results of the game.





# ADEPTICON 2011

## WARHAMMER 40K CHAMPIONSHIPS

### FINAL MISSION OBJECTIVES TEASER

After the release of the [Warhammer 40K Championships Primer missions](#), we received some incredibly constructive feedback. Below you will find the final mission objectives for the AdeptiCon 2011 Warhammer 40K Championships. They are presented in alphabetical order and not in Scenario format. The exact combination of mission objectives, deployment options and any special rules will be revealed the day of the event. Additionally, at least three of the following mission objectives will be repeated throughout the day.

#### ANNIHILATION

The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this mission objective.

#### BATTLEFIELD CONTROL

The player that controls the most table quarters at the end of the game achieves this mission objective. To control a table quarter there must be a Scoring Unit in the table quarter at the end of the game and the quarter must not be contested. A table quarter is contested if there are enemy units present (any unit, whether scoring or not). A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters, the unit is considered to control or contest the table quarter containing a **MAJORITY** of that unit. If this is unclear, then randomly determine which table quarter that unit is controlling or contesting.

#### DEFEND THE FLAG

You achieve this mission objective by controlling more tactical markers in your half of the table than your opponent. To control a tactical 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.

#### LEAD BY EXAMPLE

A player achieves this mission objective by having a model from an HQ unit within 6" of the tactical marker at the center of the table at the end of the game. Both players can achieve this mission objective.

#### MARKED FOR TERMINATION

A player achieves this mission objective by destroying the opposing unit that was Marked for Termination at the start of the game (see Deployment). Both players can achieve this mission objective.

*Related Deployment Text: Before deciding deployment zones, each player must declare a single, non-dedicated transport unit in the opposing army to be 'Marked for Termination'. If this unit splits (e.g. combat squads) at any point during the game, then **BOTH** units are considered to be 'Marked for Termination' and **BOTH** units must be destroyed to achieve the mission objective. Record this unit under the mission objective.*

#### RECON

The player with the most units (scoring or otherwise) **wholly within** the enemy deployment zone at the end of the game wins this mission objective. The goal of this mission objective is not to "control" the enemy deployment zone, simply total up the number of eligible units in each deployment zone to determine the winner.

#### SEIZE GROUND (5 TACTICAL MARKERS)

The player that controls the most tactical markers at end of the game achieves this mission objective. To control a tactical 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.

#### THE SUM OF PARTS

A player achieves this mission objective by destroying half or more of his opponent's eligible Kill Points units (based on the total number of Kill Points in the army **prior to deployment**). Both players can achieve this mission objective.

Units that are spawned/created throughout the course of the game (e.g. termagants, combat squads) **DO NOT** increase the Kill Points threshold for this mission objective.

#### TACTICAL MARKERS (3 TACTICAL MARKERS)

The player that controls the most tactical markers at end of the game achieves this mission objective. To control a tactical 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.

#### TAKE AND HOLD

You achieve this mission objective by controlling more tactical markers in your opponent's half of the table than your opponent. To control a tactical 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.