



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.