



ADEPTICON 2011

WARHAMMER 40K YOUNGBLOODS TOURNAMENT

MISSION I: SECURE THE MACHINE SPIRIT!

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

The Adeptus Mechanicus Cruiser Onimishha has crash landed on the planet Davon - 3, scattering precious machine spirits across the landscape in the process. Your mission is to locate and secure these machine spirits before the enemy is able to locate them.

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

Games will last a full 6 turns, with a 7th turn being played on a die roll of 4+.

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)

Before deployment zones are determined, both players will roll off to place the first of 4 Machine Spirit objective markers. The winner places the first objective marker, with both players alternating objective placement thereafter. No objective may be placed within 12" of one another, or a table edge.

Next, determine each player's target for the Secondary Objective.

Finally, roll for deployment as normal and deploy via the **Dawn of War** mission (pg 93).

SPECIAL RULES

Infiltrate, Reserves, Deep Strike, Night Fight (Turn 1 Only) (pg 94-95)

OBJECTIVES

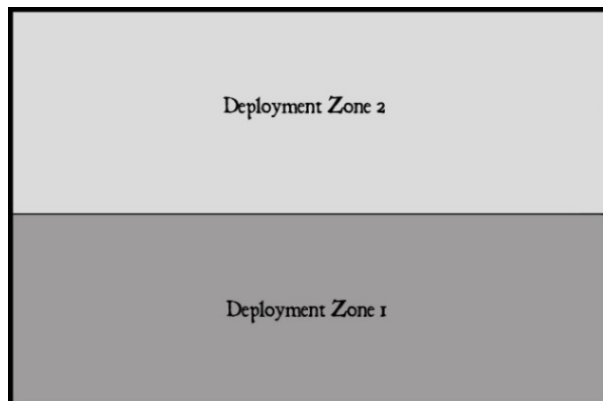
Primary Objective (Secure the Machine Spirit): Control more objectives than your opponent at the end of the game. To control an objective, a scoring unit must have a model within 3" of an uncontested objective marker. Individual scoring units may control or contest multiple objectives. (Scoring: Win = 10, Draw = 5, Loss = 0)

Secondary Objective (Assassination): Kill your opponent's most expensive HQ selection. If 2 or more HQ units are the same points value, have your opponent choose one for this objective at the beginning of the game. Both players can win this objective. (Scoring: Win = 5, Loss = 0)

TACTICAL BONUSES

+1 Point: If you control 1 Machine Spirit objective at the end of the game.

+1 Point: If you control 2 or more Machine Spirit objectives at the end of the game.





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MISSION 2: SECURE THE AMMO CRATES!

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

With the Machine Spirits secured, your scouts have uncovered locked ammo crates amidst the cruiser wreckage. If the Machine Spirits can be loaded into the ammo crates, the crates can be unlocked, allowing your forces to use the additional firepower in the battles to come.

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

Games will last a full 6 turns, with a 7th turn being played on a die roll of 4+.

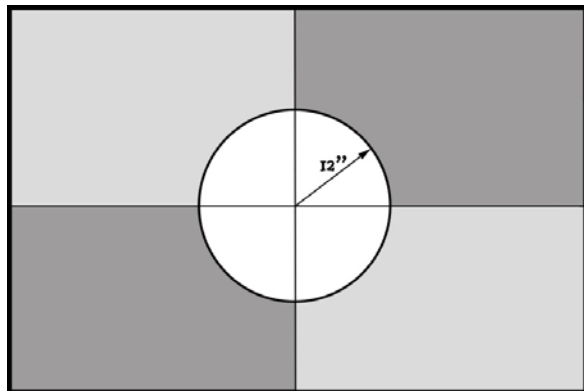
A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT (SPEARHEAD)

Roll for deployment as normal and deploy via the **Spearhead** mission (pg 93).

If you captured any Machine Spirit objectives in the first mission, assign each one to any non-vehicle unit. This unit then becomes scoring for the purposes of this mission.

Once both players have deployed, but before scout moves, place 1 ammo crate objective in the center of the unoccupied table quarters, as well as 1 ammo crate objective in the center of the board. For each ammo crate objective, roll a scatter die and 1d6 and move it as normal. If a hit is rolled, use the small arrow on the hit die and move the objective in that direction.



SPECIAL RULES

Infiltrate, Reserves, Deep Strike

Ammo Crates: Any non-falling back scoring unit that ends their movement within 2" of an ammo crate will 'pick it up'. A unit carrying an ammo crate will only move as standard infantry, and the ammo crate counts as 2 models for transport capacity. If the unit is forced to fall back for any reason, the ammo crate will not be carried and will instead remain in place. Before rolling for your fallback move, move the ammo crate to the position of the unit member furthest from your table edge.

OBJECTIVES

Primary Objective (Secure the Ammo Crates): At the end of the game, control more ammo crates than your opponent. (Scoring: Win = 10, Draw = 5, Loss = 0)

Secondary Objective (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. (Scoring: Win = 5, Draw = 3, Loss = 0)

TACTICAL BONUSES

+1 Point: If you control 2 or more ammo crates at the end of the game.

+1 Point: If you destroy all of your opponent's scoring units.





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MISSION 3: ANNIHILATION!

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

Having unlocked the ammo crates, you've discovered an abundance of extra ammunition to aid your forces. Using these new supplies, marshal your troops and send them forth to battle, wiping the planet free of your enemy's presence.

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

Games will last a full 6 turns, with a 7th turn being played on a die roll of 4+.

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)

Roll for deployment as normal and deploy via the **Pitched Battle** mission (pg 92).

Assign any Ammo Crates captured in the last mission to any non-vehicle unit. Once per game, utilizing the Ammo Crate, this unit may allow all weapons it carries to become twin-linked for one shooting phase. This ability can be used once per unit, per game. Once used, remove the ammo crate from the table. A unit can only carry one ammo crate.

SPECIAL RULES

Infiltrate, Reserves, Deep Strike

OBJECTIVES

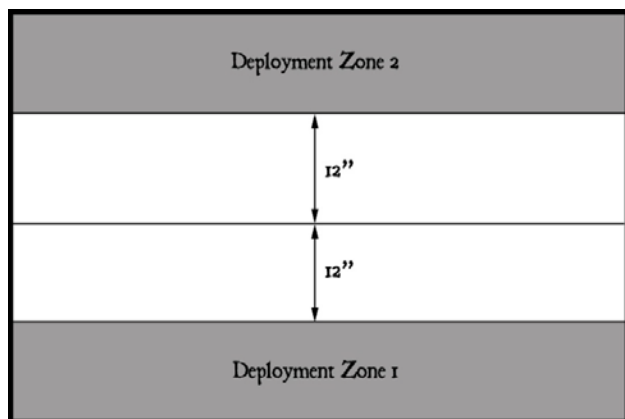
Primary Objective (Annihilation): The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this objective. (Scoring: Win = 10, Draw = 5, Loss = 0)

Secondary Objective (Battlefield Control): Hold more terrain features than your opponent. Any non-vehicle unit may hold a terrain feature as long as 50% or more of the unit is touching the terrain. A unit may only hold 1 terrain feature at a time. No draws allowed for this objective. (Scoring: Win = 5, Loss = 0)

TACTICAL BONUSES

+1 Point: Keep your most expensive HQ alive until the end of the game.

+1 Point: Kill your opponents most expensive HQ by the end of the game.





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FAVORITE ARMY/OPPONENT VOTING

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: _____

Fill this section out during Favorite Opponent Voting.

After you have played all three of your games, choose your favorite opponent from the tournament.

FAVORITE OPPONENT

Player's Name: _____



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RESULTS FOR MISSION 3: ANNIHILATION!

YOUR NAME	TABLE NO

	WIN	LOSS	DRAW
Your Primary Objective Battle Result: (circle one) Annihilation/Kill Points	+10 Points	+0 Points	+5 Points
Your Secondary Objective Battle Result: (circle one) Hold more terrain features than your opponent.	+5 Points	+0 Points	
Tactical Bonus Points Earned (+0, +1 or +2)			
Total Battle Points Earned (Add up totals from previous 3 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 appropriate choice below.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP (CIRCLE CHOICE BELOW)				
Rate your opponent on sportsmanship. 1 being it was a terrible game and 5 being the best game ever.				
1	2	3	4	5

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



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RESULTS FOR MISSION 2: SECURE THE AMMO CRATES!

YOUR NAME	TABLE NO

	WIN	LOSS	DRAW
Your Primary Objective Battle Result: (circle one) Control more ammo crates than your opponent.	+10 Points	+0 Points	+5 Points
Your Secondary Objective Battle Result: (circle one) Annihilation/Kill Points	+5 Points	+0 Points	+3 Points
Tactical Bonus Points Earned (+0, +1 or +2)			
Total Battle Points Earned (Add up totals from previous 3 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 appropriate choice below.

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

SPORTSMANSHIP (CIRCLE CHOICE BELOW)

Rate your opponent on sportsmanship.

1 being it was a terrible game and 5 being the best game ever.

1

2

3

4

5

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



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RESULTS FOR MISSION 1: SECURE THE MACHINE SPIRIT!

YOUR NAME	TABLE NO

	WIN	LOSS	DRAW
Your Primary Objective Battle Result: (circle one) Control more objective markers than your opponent.	+10 Points	+0 Points	+5 Points
Your Secondary Objective Battle Result: (circle one) Kill all of your opponent's most expensive HQ selection. Both players can win this objective.	+5 Points	+0 Points	
Tactical Bonus Points Earned (+0, +1 or +2)			
Total Battle Points Earned (Add up totals from previous 3 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 appropriate choice below.
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