

ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



WWW.ADEPTICON.ORG

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!



ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

RULES ADDENDUM

BASIC RULES OVERVIEW

- Armies will consist of **1850 points** or less, using a standard force organization chart.
- Players **MUST** use the same army list throughout the tournament.
- Each player **MUST** bring a total of THREE (3) tactical markers based on 40mm circular bases.
- The Warhammer 40,000 5th Edition Rules and all relevant Games Workshop Errata and FAQs will be used.
- The INAT FAQ will be used to resolve additional rules disputes (updated 02.09.2011).
- Forge World/Imperial Armor units are **NOT** allowed in the Warhammer 40K Championships; however players may still use their Forge World models to represent a unit from their codex.
- Special/Unique/Named Characters may be fielded, provided their individual rules allow them to be used in armies of 1,850 pts or less.
- You must provide access to your own rules (which include the actual Codex used for your army), dice, templates, pen/pencil, calculator, or anything else you'll need during the course of regular play.
- In order to keep the tournament running on schedule, a final 15 minute warning will be announced. Because of this, please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the AdeptiCon 2011 website to ask any questions you or your club may have regarding rules issues or legal units in advance!

BASIC GAMES OVERVIEW

- All players will play 4 two-hour rounds on Friday and are eligible to win any of the Friday night awards. The top 16 players will advance to the finals on Sunday.
- All missions will use the Random Game Length rule. All missions will define 3 mission objectives. Mission objectives are your path to victory. Note that some mission objectives will be achievable by both players.
- The first round qualifier pairings will be randomly determined. Subsequent qualifier rounds will be seeded by W/L/D record first, then by total number of mission objectives achieved throughout all games played, and then randomly within those divisions.

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.

WIPEOUTS!

A 'Wipeout!' in the Warhammer 40K Championships immediately occurs when one player has had all of his models destroyed and there is no chance that any of his models will return to play later. When this happens, the game ends immediately.

The player who achieves a 'Wipeout!' automatically wins the game. Mission objectives are awarded as normal to both players. Some mission objectives can only be scored if you still have the relevant units on the table that are normally required to achieve those mission objectives.

Example 1: Mission 2 (Cleansing Siege!) requires at least one Scoring Unit still alive to achieve Battlefield Control and one model from an HQ unit still alive to achieve Lead by Example.

Example 2: In Mission 2 (Of Iron and Blood!) a player that has suffered a 'Wipeout!' can still achieve 2 mission objectives (even though the game is considered a loss). The Sum of Parts and Marked for Termination can both be achieved before the 'Wipeout!' conditions are met.

TOURNAMENT SCHEDULE

10:00AM – 11:30AM	Check-in, Setup & Paint Judging
11:00AM – 11:15AM	Quiz
11:30AM – 1:30PM	Game #1
1:30PM – 2:30PM	Lunch Break, Player's Choice Voting & Paint Judging
2:30PM – 4:30PM	Game #2
4:30PM – 5:00PM	Break
5:00PM – 7:00PM	Game #3
7:00PM – 8:00PM	Dinner Break, Player's Choice Voting & Paint Judging

TURN IN PLAYER'S CHOICE VOTING SHEET

8:00PM – 10:00PM	Game #4
10:00PM	Friday Awards

SUNDAY'S FINALS

- Players who win all 4 games on Friday automatically qualify for Sunday's finals.
- All remaining wildcard qualification spots will then be awarded to the players with the strongest W/L/D record (total mission objectives achieved followed by Strength of Schedule followed by the Victory Points result of Game #4 will be used to break ties if necessary).



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WARHAMMER 40K CHAMPIONSHIPS

MISSION I: CLEANSING SIEGE!

*** 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. Place one tactical marker in the exact center of the table.

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 choose 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).

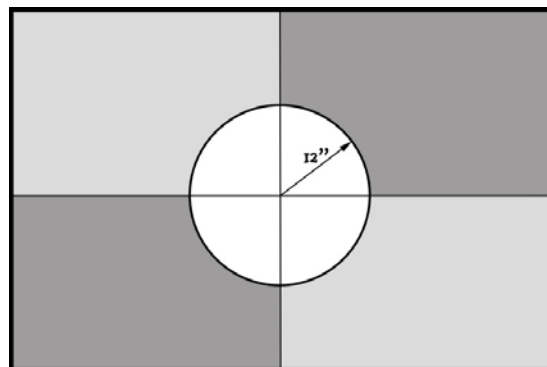
Finally, alternate deploying any infiltrators and making any scout moves.

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

Tactical Marker (see Deployment)

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



MISSION 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 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.

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.

VICTORY CONDITIONS

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

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

Wipeout: The player that achieves a 'Wipeout!' automatically wins the game. Mission objectives are scored as normal for both players (see Rules Addendum).

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.



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WARHAMMER 40K CHAMPIONSHIPS

MISSION 2: 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 tactical marker in the exact center of the 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 another tactical marker wholly within his opponent's deployment zone at least 6" from all table edges and 18" from the tactical marker in the center of the table. The opposing player then does the same. **There should be a total of three (3) tactical markers on the table at this point.**

The player that goes first then deploys his, 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).

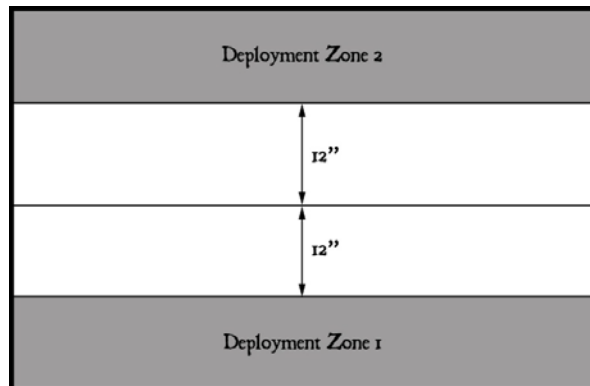
At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

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

Tactical Markers (see Deployment)
Infiltrate, Reserves, Deep Strike (pg 94-95)



MISSION OBJECTIVES

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: 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.

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.

VICTORY CONDITIONS

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

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

Wipeout: The player that achieves a 'Wipeout!' automatically wins the game. Mission objectives are scored as normal for both players (see Rules Addendum).

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.



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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 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.

Next, the players roll-off and the winner places a tactical marker on the table. Then his opponent does the same and the players alternate placing tactical markers **until five (5) tactical markers** have been placed. These markers may not be placed in impassable terrain, or within 12" of a table edge or another marker.

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

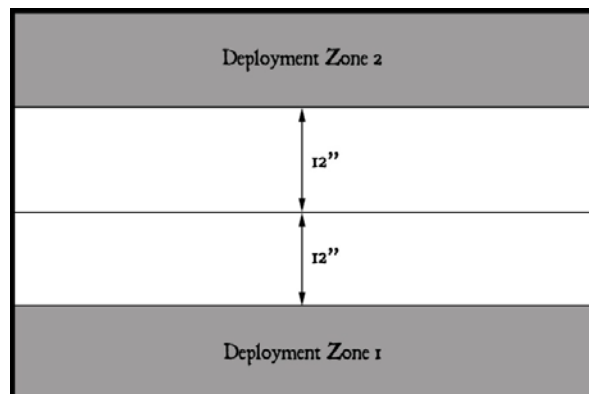
Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone').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

Tactical Markers, Marked for Termination (see Deployment) Infiltrate, Reserves, Deep Strike (pg 94-95)

MISSION 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 mission objective.

Seize Ground: 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.

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.

Unit Marked for Termination

VICTORY CONDITIONS

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

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

Wipeout: The player that achieves a 'Wipeout!' automatically wins the game. Mission objectives are scored as normal for both players (see Rules Addendum).

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.



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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 tactical marker. Players then take turns placing their tactical markers until a total of 6 markers (3 per player) are on the table. Tactical markers must be placed according to the following rules:

- The first tactical marker a player places **MUST** be placed in his/her own deployment zone.
- The remaining two tactical markers **MUST** be placed in their opponent's half of the table.
- All tactical markers **MUST** be at least 12" away from other tactical markers and at least 6" from all table edges.
- Tactical 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.

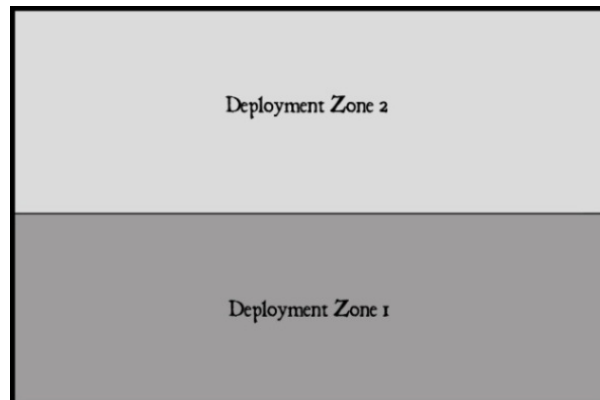
Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

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

Turn 1 Night Fighting, Tactical Markers (see Deployment) Infiltrate, Reserves, Deep Strike (pg 94-95)

MISSION 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 mission objective.

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.

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.

VICTORY CONDITIONS

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

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

Wipeout: The player that achieves a 'Wipeout!' automatically wins the game. Mission objectives are scored as normal for both players (see Rules Addendum).

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

PLAYER'S CHOICE

Fill this section out during Player's Choice Voting.

Please turn this sheet into the tournament judges before the start of Game #4.

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: _____





ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR MISSION 4: AT DAWN WITH VICTORIOUS WEAPONS

YOUR NAME		TABLE NO		
Victory Condition Circle One	WIN	DRAW		LOSS
Total Objectives Achieved Circle One	0	1	2	3

Victory Points (REQUIRED) VP results are required even if the game did not end in a tiebreak! Victory Points (185 points) – winner should record victory margin in VP.	
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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	Perfectly Decent Game of Warhammer. 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	Fantastically Brilliant Game! 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	Just A Terribly Awful Game! 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 NEVER be a reflection on the final results of the game.



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WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR MISSION 3: OF IRON AND BLOOD!

YOUR NAME		TABLE NO			
Victory Condition Circle One	WIN	DRAW		LOSS	
Total Objectives Achieved Circle One	0	1	2	3	
Tiebreak Results Only required if neither player achieved victory through objectives. Victory Points (185 points) – winner should record victory margin in VP.					

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 *****

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ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR MISSION 2: WHERE BLOOD WILL SOON BE SHED...

YOUR NAME		TABLE NO		
Victory Condition Circle One	WIN	DRAW		LOSS
Total Objectives Achieved Circle One	0	1	2	3
Tiebreak Results Only required if neither player achieved victory through objectives. Victory Points (185 points) – winner should record victory margin in VP.				

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
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ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR MISSION I: CLEANSING SIEGE!

YOUR NAME		TABLE N°			
Victory Condition Circle One	WIN	DRAW		LOSS	
Total Objectives Achieved Circle One	0	1	2	3	
Tiebreak Results Only required if neither player achieved victory through objectives. Victory Points (185 points) – winner should record victory margin in VP.					

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
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