

ADEPTICON 2011

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



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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 TEAM TOURNAMENT

GLORY AWAITS!

THE SPIRIT OF THE TEAM TOURNAMENT

For the past eight 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.

In the Team Tournament, four players combine forces to compete against opposing teams in a day full of gaming and comradery. While all tournaments are competitive by nature, the Team Tournament encompasses much more than the tournament games played throughout the day. In many cases the day of the tournament is a culmination of months of planning, writing, building, converting and painting. The tournament format challenges and rewards generals, tacticians, hobbyists, fluff-bunnies and casual gamers alike. Additionally, the format enables players to visually realize the immense theme and flavor of the Warhammer 40,000 universe on the tabletop.

This year the thematic elements of the event have been refined in order to encourage more collaborative Team construction. While previous tournaments have strongly favored single codex teams, the current rules have been adapted to encourage Teams to explore the background stories and allegiances that are present in the Warhammer 40,000 universe. Examples might include; a mixture of Imperial Guard, Salamanders and Black Templar from the Armageddon Campaign, or perhaps a mixture of Chaos Marines, Chaos Daemons and Renegades as presented in the Sabbat Worlds Crusade. It is our hope that this event transcends the fixed boundaries of the convention weekend. That you and your team are able to plan, prepare, and construct something unique and exciting in your quest for glory!

To Glory or Death!

AdeptiCon 2011 Team Tournament Staff

HALL OF CHAMPIONS

2010	Sons of Shatner
2009	Recurring Nightmare
2008	Daboyz
2007	Checkmate Hobbies

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

ADEPTICON 2010 WARHAMMER 40K TEAM TOURNAMENT SPONSOR

Command Tokens provided by:



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WARHAMMER 40K TEAM TOURNAMENT

RULES ADDENDUM

COMMANDER'S HEADS, TOURNAMENT SCHEDULE,
COMMAND COUNTERS, AND WIPEOUTS!

COMMANDER'S HEADS

During the AdeptiCon Warhammer 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 fleeing 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	Appearance and Theme/Spirit Judging
9:00 am	Team Tournament Quiz
9:30 am - 12:00 pm	Game #1
12:00 pm - 1:00 pm	Lunch / Additional 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	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 will also be referred to as Imperial, Heretical, Xenos or Hybrid.

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.

Brothers in Arms: For the purposes of the AdeptiCon Warhammer 40K Team Tournament, units purchased from the **EXACT SAME CODEX** are considered 'Brothers in Arms' and may receive additional benefits as outlined below. The term 'Brothers in Arms' should be used to replace references to 'friendly units' in various codices. See the Brothers in Arms section below for more information.

Note: It is important to have your armies clearly labeled with your Team Name during all Appearance and Theme/Spirit 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 Appearance and Theme/Spirit judging. Once you have received this ticket bearing both Appearance and Theme/Spirit marks, you are free from the tyrannical chains of the judges!



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WARHAMMER 40K TEAM TOURNAMENT

COMMAND TOKENS

Each **Team Member** receives one "Command Token" **each game** which he may apply only to his own units. A Team Member uses a Command Token by designating it at the beginning of the game after deployment, but before the first turn is played.

The token 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 token 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 token may be assigned to a unit in reserves. The token never counts as a model for any purpose.

The token is placed in coherency on the table with any eligible unit listed within that Team Member's army list. The Team Member placing the token must **CLEARLY** state which unit is carrying the token and make sure that the opposing Coalition is aware of it. **The token may not be placed with Swarms.** Again, be absolutely sure that you know which of your units and your opponents' units are carrying command tokens (if any). Write it down on scratch paper if you need to. **It is the responsibility of the Team Members to read each scenario carefully to ensure they're using their command tokens wisely.**

Each mission will specify something special that the token-carrying units can do. For example: "Units that have been assigned a Command Token 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 Token. 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 Token to achieve, the bonus is scored only if the Coalition has the relevant one or more Commanders/Command Tokens still on the table at the end of the game (regardless of table position).

COMMAND TOKEN SCORING

- If a Team Member uses a token and the unit carrying it is destroyed then the opposing Coalition gets one Command Token point.
- If a Team Member chooses **NOT** to use the token then his own Coalition gets one Command Token point.
- If a Team Member uses a token and the unit carrying it is alive at the end of the game then his own Coalition gets one Command Token point.

So if in every tournament round all 4 Team Members on a Team decided not to use their Command Tokens the Team would have scored 16 points (4 Team Members x 4 rounds.) If all of that same Team's opposing players used a token 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 Token points if you feel that you can accomplish the missions without the extra perks.

COMMAND TOKEN CLARIFICATIONS

Independent Characters who (either during gameplay or deployment) attach themselves a unit carrying a Command Token **DO NOT** benefit from the perks associated with the token (and vice versa). In addition, if the unit (with an Independent Character attached) bearing a Command Token is destroyed the Command Token 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 Token while in reserves and enter the game from reserves as a split unit (Space Marine combat squads, Death Cult assassins, etc.), the Command Token and its associated perks must be assigned to **ONE** portion of the split unit (owning player's choice).

Units bearing a Command Token that never enter play (e.g. Deep Strike mishap) count as being destroyed and award your opponent the Command Token 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 Tokens that are falling back are considered destroyed and give up the Command Token point.



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WARHAMMER 40K TEAM TOURNAMENT

SCENARIO I: THE ACCLAMATION OF BONDS!

*** 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 then divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. 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 their objective marker wholly within their own starting deployment zone. Their opponents then place their objective marker wholly within the opposite deployment zone. These objective markers may not be placed in impassable terrain or within 18" of another objective.

The Coalition going first then deploys 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 instructions and restrictions.

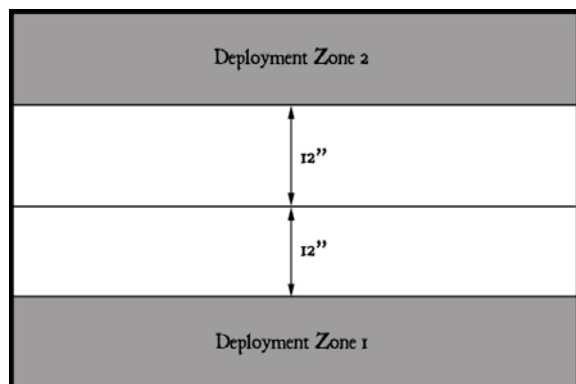
Each Coalition may also chose to place units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, each Team Member must declare if their Commander is bearing a Command Token (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 Tokens: You may assign a Command Token to your Commander (same model declared for Commander's Head scoring) at the beginning of the game. Once per game, at the beginning of one of your player (Coalition) turns, you may use your Command Token to invoke one of the following abilities on any unit in your Coalition with at least one model within 12" of your Commander. Measure after declaring. If the unit is not within range, the ability is lost and the Command Token is considered destroyed for the purposes of scoring. The unit will gain the ability chosen until the beginning of your next player turn. An individual unit can only ever receive a single Command Token ability in any given player turn. Units already possessing one of the following Universal Special Rules do not benefit from the same ability twice.

Fearless
Fleet
Furious Charge

Relentless
Stealth
Tank Hunters

Once the Command Token is invoked, the Command Token remains in play with your Commander for the remainder of the game, but may not be used again. If your Commander is destroyed or broken at the end of the game, then your Command Token is considered lost for the purposes of scoring.

See the Warhammer 40,000 rulebook (pg 74-76) for descriptions of these abilities.

OBJECTIVES

Primary (Hold the Center): At the end of the game, the Coalition that controls the center of the table wins. Control is determined by totaling up the Victory Point values (pg 300) of all units that have a **MAJORITY** of their models within 6" of the center of the table. If the Victory Point total is within 150 points, then score this objective as a draw. Units that are broken or falling back do not count towards achieving this objective. (Scoring: Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Capture and Control): At the end of the game, the Coalition that controls most objective markers 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. (Scoring: Win = 10, Draw = 5, Loss = 0)

TACTICAL BONUSES

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

+2	Forward to Death: Achieve the Secondary Objective by controlling the objective marker in the opposing Coalition's deployment zone.
+3*	Lead by Example: Have either Coalition Commander within 6" of the center of the table at the end of the game. You can score this bonus regardless of the Primary Objective result.

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



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WARHAMMER 40K TEAM TOURNAMENT

SCENARIO 2: THOSE TREASURES WILL NEVER BEFALL YOU!

*** 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 (CLEANSE)

Before deployment zones are determined, both Coalitions must declare their 'Most Costly 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.

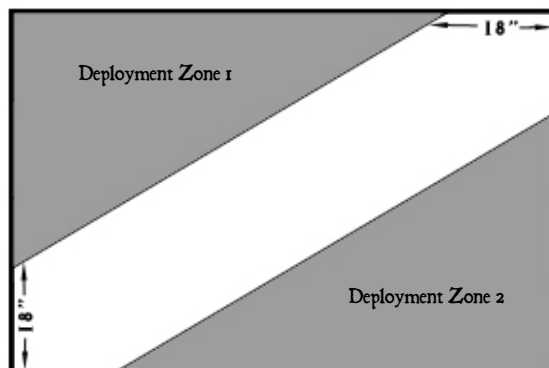
Each Coalition may also choose to place units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, each Coalition must declare which unit, if any, is bearing Command Tokens (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 Tokens Command Tokens may be assigned to any Scoring Unit. A Scoring Unit bearing a Command Token may control or contest a table quarter without its normal Coalition counterpart (See Primary Objective).

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, 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. (Scoring: Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Annihilation): The Coalition with the most Kill Points as defined in the Warhammer 40,000 rulebook (pg 91) wins this objective. (Scoring: Win = 7, Draw = 3, Loss = 0)

Tertiary (Most Costly Unit): Destroy the opposing Coalition's Most Costly Unit. If a Coalition has two or more units costing equal points that qualify for 'Most Costly Unit' then the owning Coalition must declare which unit is the 'target' for this objective at the beginning of the game. If both Coalition's Most Costly 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

+1 or +2*

Across Enemy Lines: Score +1 tactical bonus point (to a maximum of +2) for each HQ unit entirely within the opposing Coalition's Deployment Zone at the end of the game.

+3*

Orders Issued: If you control (not contest) a table quarter with a unit bearing a Command Token at the end of the game. This tactical bonus may only be scored once per Coalition.

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



ADEPTICON 2011

WARHAMMER 40K TEAM TOURNAMENT

SCENARIO 3: OF STEEL AND BLOOD

*** 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 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 Tokens (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 Tokens (Priority Control): Independent Characters and non-Walker Vehicles **CANNOT** be assigned a Command Token in this mission. Units that have been assigned a Command Token count as Scoring Units regardless of what force organization category they belong to and can claim *Priority Control* over an objective marker. Objective markers under *Priority Control* can only be contested by an opposing unit bearing a Command Token.

OBJECTIVES

Primary (Control Objective Markers): At the end of the game, Coalitions score 6 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.

Note: The use of Command Tokens and *Priority Control* (see above) will alter the requirements for contesting an objective marker. (Scoring: As above - possible max of 16)

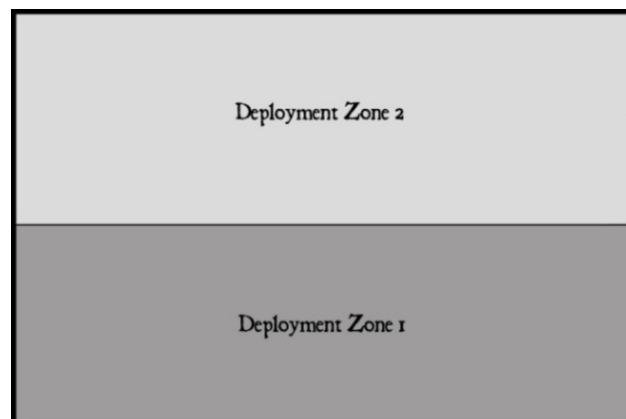
Secondary (Annihilation): The Coalition with the most Kill Points as defined in the Warhammer 40,000 rulebook (pg 91) wins this objective. (Scoring: Win = 9, Draw = 5, Loss = 0)

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.
+3*	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.

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





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WARHAMMER 40K TEAM TOURNAMENT

SCENARIO 4: A WORLD OF BONES!

*** 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)

Before rolling off to determine who goes first, each Coalition must declare 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.

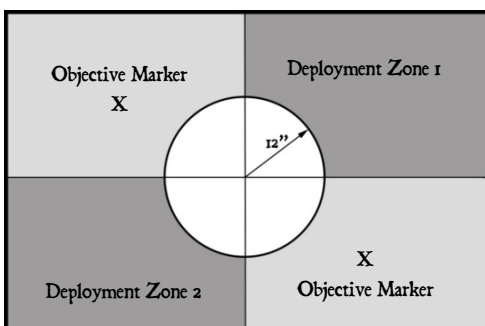
Each Coalition may also choose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning Team Member must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

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 Tokens (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. Your Coalition only receives Kill Points from this opposing Team Member's force throughout the game towards achieving your Primary Objective. **ALL** units in the opposing Team Member's 1000-point force are considered to be Marked for Death.

Command Tokens: Independent Characters and non-Walker Vehicles **CANNOT** be assigned a Command Token in this mission. Units that have been assigned a Command Token count as Scoring Units regardless of what force organization category they belong to.

OBJECTIVES

Primary (Annihilation/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, you must have a Scoring Unit inside the table quarter at the end of the game and it must not be contested by an enemy unit (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.*



ADEPTICON 2011

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 TOKENS						

MISSION 2:						
OPPONENTS			ARMY:		ARMY:	
BATTLE POINTS			NOTES:			
COMMANDER'S HEADS						
COMMAND TOKENS						

MISSION 3:						
OPPONENTS			ARMY:		ARMY:	
BATTLE POINTS			NOTES:			
COMMANDER'S HEADS						
COMMAND TOKENS						

MISSION 4:						
OPPONENTS			ARMY:		ARMY:	
BATTLE POINTS			NOTES:			
COMMANDER'S HEADS						
COMMAND TOKENS						

TOURNAMENT TOTALS		
BATTLE POINTS	COMMANDER'S HEADS	COMMAND TOKENS



ADEPTICON 2011

WARHAMMER 40K TEAM TOURNAMENT

RESULTS FOR SCENARIO 4: A WORLD OF BONES!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Primary (Annihilation/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 TOKENS

Unused Tokens and Surviving Units Bearing Command Tokens (Max: 2)

☐ ☐

Destroyed Enemy Units Bearing Command Tokens (Max: 2)

☐ ☐

TOTAL TOKENS

*** STOP ***

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

Now, in private, rate you're the opposing Coalition's Sportsmanship by circling the appropriate mark below.

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

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 opponents went well beyond the call of duty, were incredibly sporting and honestly made additional effort of provide a fantastic game. These are just the type of people you would want in your local gaming club. Teams 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.



ADEPTICON 2011

WARHAMMER 40K TEAM TOURNAMENT

RESULTS FOR SCENARIO 3: OF STEEL AND BLOOD!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

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

Primary (Objective Markers, Max: 16)	OBJECTIVES CONTROLLED		
Your Objective Markers	6		6
Enemy Objective Markers	2		2
OBJECTIVE	WIN	DRAW	LOSS
Secondary (Annihilation)	9	5	0

TOTAL
OBJECTIVE POINTS
(add the objectives from the left)

MAX: 25

+

TOTAL
TACTICAL BONUS
(add the points from the left)

MAX: 5

=

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+2	Area Secured: If your Coalition controls BOTH of your own objective markers at the end of the game.
+3*	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.

* 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)	○ ○
Killed Enemy Commanders (Max: 2)	○ ○

TOTAL HEADS

COMMAND TOKENS

Unused Tokens and Surviving Units Bearing Command Tokens (Max: 2)

○ ○

Destroyed Enemy Units Bearing Command Tokens (Max: 2)

○ ○

TOTAL TOKENS




*** STOP ***

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SPORTSMANSHIP MARK

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ADEPTICON 2011

WARHAMMER 40K TEAM TOURNAMENT

RESULTS FOR SCENARIO 2: THOSE TREASURES WILL NEVER BEFALL YOU!

YOUR TEAM NAME:

TABLE N°.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Primary (Allied Table Quarters)	15	7	0
Secondary (Annihilation)	7	3	0
Tertiary (Most 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* or +2*	Across Enemy Lines: Score +1 tactical bonus point (to a maximum of +2) for each HQ unit <u>entirely within</u> the opposing Coalition's Deployment Zone at the end of the game.
+3*	Orders Issued: If you control (not contest) a table quarter with a unit bearing a Command Counter at the end of the game. Only score once per Coalition.

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 TOKENS

Unused Tokens and Surviving Units Bearing Command Tokens (Max: 2)

☐ ☐

Destroyed Enemy Units Bearing Command Tokens (Max: 2)

☐ ☐

TOTAL TOKENS




*** STOP ***

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ADEPTICON 2011

WARHAMMER 40K TEAM TOURNAMENT

RESULTS FOR SCENARIO I: THE ACCLAMATION OF BONDS!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Primary (Hold the Center)	15	7	0
Secondary (Capture and Control)	10	5	0

TOTAL

OBJECTIVE POINTS

(add the 2 objectives from the left)

MAX: 25

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+2	Forward to Death: Achieve the Secondary Objective by controlling the objective marker in the opposing Coalition's deployment zone.
+3*	Lead by Example: Have either Coalition Commander within 6" of the center of the table at the end of the game. You can score this bonus regardless of the Primary Objective result.

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)	○ ○
Killed Enemy Commanders (Max: 2)	○ ○

TOTAL HEADS

COMMAND TOKENS

Unused Tokens and Surviving Units Bearing Command Tokens (Max: 2)

○ ○

Destroyed Enemy Units Bearing Command Tokens (Max: 2)

○ ○




TOTAL TOKENS

*** STOP ***

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