

FRIDAY  
APRIL 20

9:00AM  
10:00PM



# WARHAMMER 40K CHAMPIONSHIPS

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 2012

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 (v5.1, updated 02.23.2012).
- Forge World/Imperial Armor units are **NOT** allowed in the Warhammer 40K Championships; however players may still use their Forge World models to represent codex units.
- Special/Unique/Named Characters may be fielded, provided they are allowed 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.
- Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn. This grace period will extend into the break periods. The judges reserve the right to end any game that is taking too long to resolve.
- 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.

### 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

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).

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 (By This Axe I Rule!) 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 3 (Dig Me No Grave) a player that has suffered a 'Wipeout!' can still achieve the Marked for Termination mission objective, even though the game is considered a loss.

### TOURNAMENT SCHEDULE

9:00AM – 10:30AM	Check-in, Setup & Paint Judging
10:30AM – 12:45PM	Game #1
12:45PM – 1:45PM	Lunch Break, Player's Choice Voting & Paint Judging
1:45PM – 4:00PM	Game #2
4:00PM – 4:30PM	Break
4:30PM – 6:45PM	Game #3
6:45PM – 7:45PM	Dinner Break, Player's Choice Voting & Paint Judging

### TURN IN PLAYER'S CHOICE VOTING SHEET

7:45PM – 10:00PM	Game #4
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### TURN IN FAVORITE OPPONENT VOTING SHEET

10:00PM	Friday Awards
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### 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).



# ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS

## MISSION I: THE MOON OF SKULLS

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP (TURN 1 NIGHT FIGHT) \*\*\*

### GAME LENGTH

Random Game Length - Ending the Game (pg 90)

Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn.

### 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 in his/her own half of the table.
- 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.

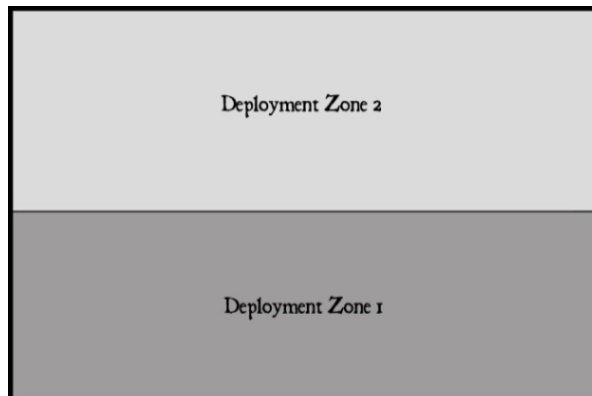
Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

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

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. Lastly, players make any scout moves.

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).



### MISSION SPECIAL RULES

**Night Fight (Turn 1 Only), Tactical Markers (see Deployment) 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.

**Hold the Line:** 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.

**Tiebreak:** 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.

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



# ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS

## MISSION 2: BY THIS AXE I RULE!

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

### GAME LENGTH

Random Game Length - Ending the Game (pg 90)

Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn.

### 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 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).

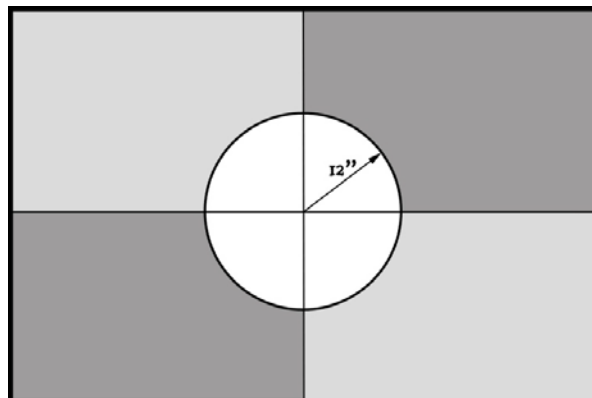
**At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).**

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).

### MISSION SPECIAL RULES

**Tactical Marker (see Deployment)**  
**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 that table quarter at the end of the game and the quarter must not be contested by enemy units (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 3" of the tactical marker at the center of the table when the game ends. 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.

**Tiebreak:** 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.

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



# ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS

## MISSION 3: DIG ME NØ GRAVE

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

### GAME LENGTH

Random Game Length - Ending the Game (pg 90)

Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn.

### 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**. This selection happens prior to any special rules that may alter the unit's makeup before the battle. Additionally, units that split from, combine with or are permanently added to a Marked unit throughout the course of the game will also be considered Marked and 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.

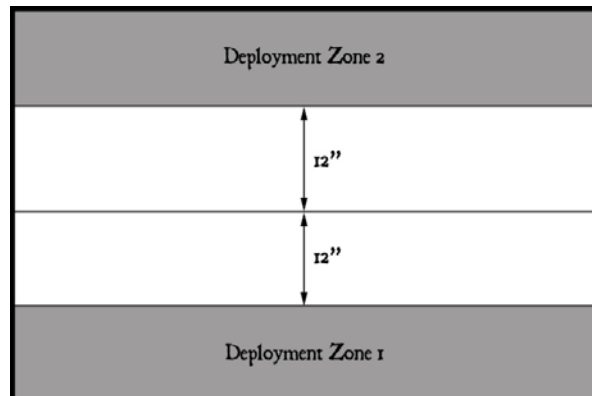
Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone').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



### MISSION SPECIAL RULES

**Tactical Markers, Marked for Termination (see Deployment) 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	
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### 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.

**Tiebreak:** 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.

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





# ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS

## MISSION 4: WOLVES BEYOND THE BORDER

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

### GAME LENGTH

Random Game Length - Ending the Game (pg 90)

Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn.

### 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).**

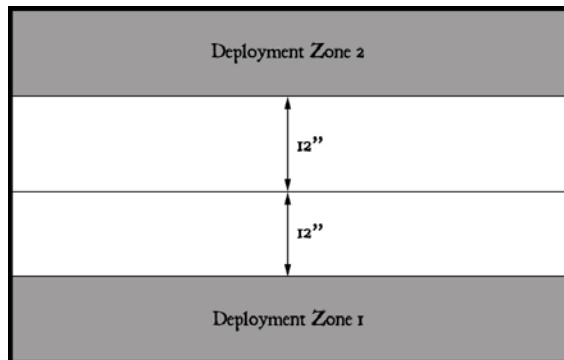
Finally, alternate deploying any infiltrators and making any scout moves.

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).

### MISSION SPECIAL RULES

**Tactical Markers** (see Deployment)

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



### MISSION OBJECTIVES

**The Sum of Parts:** A player achieves this mission objective by destroying half or more (rounding up) of his opponent's available Kill Points as **calculated from his opponent's army list prior to the start of the game**. Both players can achieve this mission objective.

This is the 'target number' required to achieve this mission objective. This 'target number' cannot be altered by events that increase or decrease the number of units/Kill Points on the table throughout the game.

**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) **entirely 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.

**Tiebreak:** 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.

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



# ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS

## FAVORITE OPPONENT VOTING

After the 4th game, in tandem with the results for that game, players will have an opportunity to vote for their Favorite Opponent of the tournament. This vote should be awarded to the player that best exemplifies the Warhammer 40K hobby and provided a truly enjoyable game. This vote is mandatory and must be turned in with your Mission 4 Results Sheet.

In order to help you better remember your opponents after a series of long games, use the table below to record your opponent from each mission:

MISSION	OPPONENT'S NAME
1	
2	
3	
4	

### FAVORITE OPPONENT

Player's Name: \_\_\_\_\_



# ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS

## RESULTS FOR MISSION 4: WOLVES BEYOND THE BORDER

YOUR NAME		TABLE N°			
<b>Victory Condition</b> Circle One	<b>WIN</b>	<b>DRAW</b>		<b>LOSS</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) – winner should record victory margin in VP.				<b>Finish Game?*</b> <input type="checkbox"/> Yes <input type="checkbox"/> No	

\* Finished games are those that are ended by a Random Game Length die roll (page 90) or where all 7 game turns were fully played out.

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. Remember to record your opponent's name on the sheet provided.

SPORTSMANSHIP MARK	
 <b>Positive</b>	<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.
 <b>Average</b>	<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.
 <b>Negative</b>	<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.

**\*\*\* MAKE SURE TO TURN IN YOUR FAVORITE OPPONENT VOTING SHEET WITH THESE RESULTS \*\*\***





# ADEPTICON 2012

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 2012

WARHAMMER 40K CHAMPIONSHIPS

## RESULTS FOR MISSION 3: DIG ME NO GRAVE

YOUR NAME		TABLE NO			
<b>Victory Condition</b> Circle One	<b>WIN</b>	<b>DRAW</b>		<b>LOSS</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) – winner should record victory margin in VP.				<b>Finish Game?*</b> <input type="checkbox"/> Yes <input type="checkbox"/> No	

\* Finished games are those that are ended by a Random Game Length die roll (page 90) or where all 7 game turns were fully played out.

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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 <b>Negative</b>	<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 2012

WARHAMMER 40K CHAMPIONSHIPS

## RESULTS FOR MISSION 2: BY THIS AXE I RULE!

YOUR NAME		TABLE NO		
<b>Victory Condition</b> Circle One	<b>WIN</b>	<b>DRAW</b>	<b>LOSS</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) – winner should record victory margin in VP.		<b>Finish Game?*</b>	
		<input type="checkbox"/> Yes	<input type="checkbox"/> No

\* Finished games are those that are ended by a Random Game Length die roll (page 90) or where all 7 game turns were fully played out.

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. Remember to record your opponent's name on the sheet provided.

SPORTSMANSHIP MARK	
 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.
 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.
 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 2012

WARHAMMER 40K CHAMPIONSHIPS

## RESULTS FOR MISSION 1: THE MOON OF SKULLS

YOUR NAME		TABLE NO		
<b>Victory Condition</b> Circle One	<b>WIN</b>	<b>DRAW</b>	<b>LOSS</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) – winner should record victory margin in VP.		<b>Finish Game?*</b> <input type="checkbox"/> Yes <input type="checkbox"/> No		

\* Finished games are those that are ended by a Random Game Length die roll (page 90) or where all 7 game turns were fully played out.

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. Remember to record your opponent's name on the sheet provided.

SPORTSMANSHIP MARK	
 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.
 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.
 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.