



# WARHAMMER 40K: THE FRIENDLY 2012 (THE EMPEROR ABIDES...)

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: THE FRIENDLY 2012 (THE EMPEROR ABIDES...)

**In the grim darkness of the 41st millennium, there is only taking it easy!**

## 999.M41 The Appearance of "The Dude"

During the ending days of the 13th Crusade, reports spread across Imperial space of the appearance of an extremely relaxed prophet. Calling himself the Dude and hailing from the fringe, this strange man was known for preaching to the Empire of Man to simply "abide." Initial reports were sporadic, with long periods of silence. In and of itself, this was not uncommon for that sector of space, for in this Age of Man...word travels slowly. Still, The Dude quickly gained the critical eye of the Ordo Hereticus. Just how many Inquisitors were dispatched to deal with this new threat is unknown, but what is known is that The Dude would have long periods of inactivity, where he would literally drop off the radar.

At the greatest expense, it has recently been confirmed that The Dude has simultaneously appeared in several different sectors at the same time. The exact explanation for these appearances remains a mystery, yet the reports hint at the unthinkable...either additional prophets have sprung up bearing the message of The Dude...or The Dude can exist in multiple locations at the same time. Whatever the case, the path of these appearances are on a course of convergence, and other than reports of his obsession with finding some long lost piece of archeotech, his exact purpose remains a mystery. It is vital that The Dude be secured for study, and even more importantly, that he be denied to our enemies!

## THE DUDE

"The DUDE" model is assigned to and deployed with any non-vehicle/non-swarm unit in your army.

"The DUDE" takes up one transport spot, and moves at the same speed as the unit it is assigned to. He acts just like any other infantry model in the game with a few exceptions:

- "The DUDE" **NEVER** fights in close combat. If "The DUDE" is in base-to-base contact with an enemy model during close combat, treat him as a member of the unit for the purposes of determining how many models may attack.
- Wounds may never be allocated to him any reason and he may never be removed as a casualty. Such is "The DUDE".
- If the unit accompanying the "The DUDE" is wiped out for any reason, the "The DUDE" will simply abide where he is until claimed by another unit. Likewise, "The DUDE" will leave any unit that falls back and should be left exactly where he is until claimed by another unit. If the "The DUDE" is ever by himself, he may not be targeted or affected in any way. If any unit ends its movement phase within 2" of "The DUDE", he is immediately claimed. Any non-vehicle/non-swarm unit, friendly or enemy can claim "The DUDE".
- During the assault phase, if you control "The DUDE" model from your opponent, or have reclaimed your own "The DUDE" model, you may terminate him in a most extreme manner. To do so, you must shout out something appropriate and family-friendly so that all players can hear you! "Death to the false prophets!", "The bums will always lose!" or anything else in a similar vein - showing your vengeance has been claimed! If your exclamation veers from family-friendly, you will automatically forfeit points from your overall score and earn the scorn of your team!!! If you successful terminate "The DUDE" with a catchy phrase, you will earn 5 bonus points for your team. No shouting, no points. Trust us.



# ADEPTICON 2012

WARHAMMER 40K: THE FRIENDLY 2012

## MISSION I: THAT RUG REALLY TIED THE ROOM TOGETHER!

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

"ALL THE DUDE EVER WANTED WAS HIS ARCHOTECH BACK..."

### 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.

Place one objective marker in the center of the table, then players roll off and alternate placing 4 more objectives. All objectives must be at least 12" away from another marker and more than 6" away from all table edges.

After placing objectives, 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 can deploy up to two units from his Troops selections and up to one unit from his HQ selections and his "DUDE" 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 and "DUDE" 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.

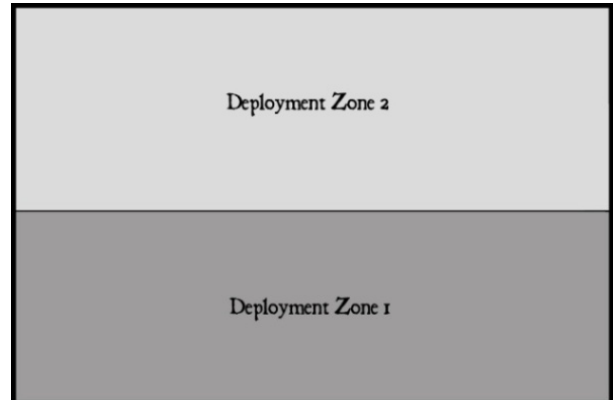
The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

### SPECIAL RULES

"The DUDE" (see addendum)

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

Turn 1 Night Fighting



### MISSION OBJECTIVES

**Capture the "DUDE"!**: Control your opponents "Dude" model at the end of the game. Both players can accomplish this objective. If you execute your opponents "DUDE", than you may not accomplish this objective, but you retain the 5 bonus points.

**Objectives:** The player that controls the most objective markers at end of the game achieves this mission objective. To control a 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.

#### Bonus Points (for Gits)

+3	If you have more units in your opponent's half of the table than they have in yours.
+3	If your "DUDE" is within 3" of the center objective at the end of the game. Both players can claim this point and it cannot be contested.

### VICTORY CONDITIONS

**Wipeout:** The player that achieves a 'Wipeout!' automatically wins the game and is encouraged to buy the next round of beverages.

### SAY WHAT?!?!?!?

**Unexpected Objectives:** At the Judge's discretion other random, fun, or goofy objectives may be added to your game, but don't worry applicable bounty/loot will be offered.





# ADEPTICON 2012

WARHAMMER 40K: THE FRIENDLY 2012

## MISSION 2: MARK IT A ZERO

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

I'M SORRY, SMOKEY. YOU WERE OVER THE LINE, THAT'S A FOUL.

### 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.

After Deployment, each player places a single marker. This marker must be placed 12" from the long and short edges of the their deployment zone. This is their "Home Base"

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).**

Both players now alternate deploying their "DUDE".

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

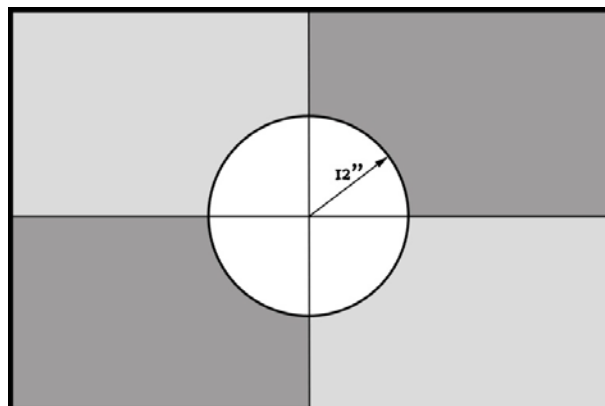
The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

### SPECIAL RULES

"The DUDE" see addendum

Home Base (see Deployment)

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



### MISSION OBJECTIVES

**Get "The Dude" Home!:** Finish the game with your "DUDE" model within 3" of your opponent's "Home Base". Both Players can achieve this objective unless their "DUDE" has been executed.

**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.

### Bonus Points (for Gits)

<b>+2</b>	If your opponent has no units in your deployment zone
<b>+1 to +4</b>	1 point for each table quarter you control. To control a table quarter you must have a scoring unit <b>wholly</b> within the table quarter and your opponent cannot have any units in that quarter.

### WIPEOUT???

**Wipeout:** The player that achieves a 'Wipeout!' automatically wins the game and is encouraged to take the vanquished player to the snack cart.

### WHERE DID THAT COME FROM?

**Unexpected Objectives:** At the Judge's whim you may be ordered to achieve certain unique objectives with your toy soldiers. Failure will be mocked, success rewarded.



# ADEPTICON 2012

WARHAMMER 40K: THE FRIENDLY 2012

## MISSION 3: I DON'T ROLL ON SHABBO!

\*\*\* 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 BAD ORDERS (UH OH...)

The players roll-off, and the winner chooses one of the long table edges to be their own table edge. They then choose a single unit from their **opponent's** army and deploy it between 6" and 18" from their **opponent's** board edge.

Players alternate until all units from both sides are deployed. Standard reserves are not available in this mission; however, **OUTFLANK**, **DEEPSTRIKE**, or **INFILTRATE** maybe selected as deployment method if available to the selected unit.

Units declared as infiltrators are placed as normal but after all normal deployments are completed. If one player is out of units to deploy, their opponent finishes deploying all remaining units.

You may also declare that a unit is using special deployment options, (i.e. combat squads)

**This overrides any and all codex deployment rules (i.e. Codex: Chaos Daemons). Owing players may still make unit allocation choices prior to deployment. (i.e. assigning wolf guard or royal court members.)**

Finally, alternate deploying each other's DUDE models.

Players then roll-off, the winner is awarded the first game turn. **SEIZE THE INITIATIVE IS NOT ALLOWED IN THIS MISSION!!!**

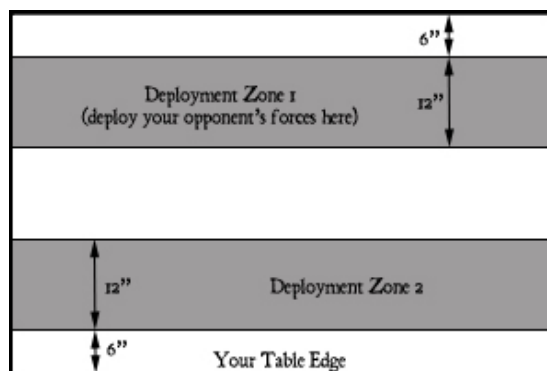
### SPECIAL RULES

**"The DUDE"** see addendum

**Bad Orders** (see deployment)

**First Turn** (see deployment)

**Infiltrate, Deep Strike, Outflank** (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.

**Serve the Head:** This objective is awarded if all of your opponent's HQ models, and The DUDE, are dead or fleeing at the end of the game.

**Break Their Backs:** This objective is awarded if all of your opponent's troop selections, including transports are dead or fleeing at the end of the game.

### Bonus Points (for Gits)

+2	All of your opponent's Elites units are destroyed/fleeing
+2	All of your opponent's Fast Attack units are destroyed/fleeing
+2	All of your opponent's Heavy Support units are destroyed/fleeing

### WIPEOUT!!!

Good Job! You took this mission seriously! There was never a moment when you wavered from the goal and your opponents are scattered at your feet. On to GLORY!

### NOMAS! NOMAS!

**Random Shenanigans:** Yup they are back, if we haven't run out of bribes yet....



# ADEPTICON 2012

WARHAMMER 40,000 FRIENDLY

## RESULTS FOR SCENARIO 3: I DON'T ROLL ON SHABBOS!

YOUR NAME:

TABLE NO.

### OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
<b>Annihilation</b>	10	5	0
<b>Sever the Head</b> both players may achieve this objective	8		0
<b>Break Their Backs</b> both players may achieve this objective	6		0



### TOTAL OBJECTIVE POINTS

(add the 3 objectives from the left)

MAX: 24

+

### TOTAL TACTICAL BONUS

(add the points from the left)

MAX: 6

=

### BONUS POINTS (FOR GIFTS)

(circle all complete Bonus Points)

<b>+2</b>	If all your opponents <b>Elites</b> units are dead/fleeing at the end of the game (automatic if your opponent took no Elites units)
<b>+2</b>	If all your opponents <b>Fast Attack</b> units are dead/fleeing at the end of the game (automatic if your opponent took no Fast Attack units)
<b>+2</b>	If all your opponents <b>Heavy Support</b> units are dead/fleeing at the end of the game (automatic if your opponent took no Heavy Support units)



OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

### EXECUTE THE DUDE BONUS POINTS

(each circle is worth one point)

Number executed (Max: 2)



DUDES EXECUTED X 5

MAX: 10

\*\*\* STOP \*\*\*

DO NOT FILL THIS OUT UNTIL YOUR GAME OPPONENT HAS INITIALED ABOVE

Now, in private, rate you're the opposing players Fun score by circling the appropriate mark below.  
Do **NOT** share these results with your opponents.

### FUN SCORE

On a scale of 1-10, rate how fun this game and your opponent was, 1 is low 10 is High.  
Write the number in the box to the left.

Yes

No

Did you finish the game before time ran out? (circle one)



# ADEPTICON 2012

WARHAMMER 40,000 FRIENDLY

## RESULTS FOR SCENARIO 2: MARK IT A ZERO!

YOUR NAME:

TABLE NO.

### OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Get the "Dude" Home!	14	7	0
Annihilation	10	5	0

### TOTAL

### OBJECTIVE POINTS

(add the 2 objectives from the left)

MAX: 24

+

### TOTAL

### TACTICAL BONUS

(add the points from the left)

MAX: 6

=

### BONUS POINTS (FOR GIFTS)

(circle all complete Bonus Points)

+2	If your opponent has no units in your deployment zone
+1 to +4	1 point for each table quarter you control. To control a table quarter you must have a scoring unit <b>wholly</b> within the table quarter and your opponent cannot have any units in that quarter.

### OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

### TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

### EXECUTE THE DUDE BONUS POINTS

(each circle is worth one point)

Number executed (Max: 2)



DUDES EXECUTED X 5

MAX: 10

\*\*\* STOP \*\*\*

DO NOT FILL THIS OUT UNTIL YOUR GAME OPPONENT HAS INITIALED ABOVE

Now, in private, rate you're the opposing players Fun score by circling the appropriate mark below.

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

### FUN SCORE

On a scale of 1-10, rate how fun this game and your opponent was, 1 is low 10 is High.  
Write the number in the box to the left.

Yes

No

Did you finish the game before time ran out? (circle one)



# ADEPTICON 2012

WARHAMMER 40,000 FRIENDLY

RESULTS FOR SCENARIO I: THAT RUG REALLY TIED THE ROOM TOGETHER!

YOUR NAME:

TABLE NO.

### OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
<b>Capture the "Dude"</b> Both players can achieve this objective.	14		0
<b>Objectives</b>	10	5	0



**TOTAL OBJECTIVE POINTS**  
(add the 2 objectives from the left)

MAX: 24

+

**TOTAL TACTICAL BONUS**  
(add the points from the left)

MAX: 6

=

### BONUS POINTS (FOR GIFTS)

(circle all complete Tactical Bonus points)

<b>+3</b>	If you have more units in your opponent's half of the table than they have in yours.
<b>+3</b>	If your "DUDE" is within 3" of the center objective at the end of the game. Both players can claim this point and it cannot be contested.



**OPPONENT'S INITIALS:**

(have opponent verify Total Battle Pts)

**TOTAL BATTLE POINTS:**

(Total Objective Points and Total Tactical Bonus)

MAX: 30

### EXECUTE THE DUDE BONUS POINTS

(each circle is worth one point)

Number executed (Max: 2)



**DUDE'S EXECUTED X 5**

MAX: 10

\*\*\* **STOP** \*\*\*

DO NOT FILL THIS OUT UNTIL YOUR GAME OPPONENT HAS INITIALED ABOVE

Now, in private, rate you're the opposing players Fun score by circling the appropriate mark below.  
Do **NOT** share these results with your opponents.

### FUN SCORE

On a scale of 1-10, rate how fun this game and your opponent was, 1 is low 10 is High.  
Write the number in the box to the left.

Yes

No

Did you finish the game before time ran out? (circle one)