

SUNDAY
APRIL 22

7:00AM
5:00PM



WARHAMMER 40K GLADIATOR TOURNAMENT

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 GLADIATOR TOURNAMENT

Welcome to the AdeptiCon 2012 Warhammer 40K Gladiator Tournament! We hope you will have fun playing some exciting games of Warhammer 40K.

The first rule of the Warhammer 40K Gladiator is **"No Whining!"**

Life is not fair and neither is the AdeptiCon 2012 Gladiator! A word of warning: Gladiator scenarios are among the most complicated scenarios on the tournament scene. Only a skilled General using a well-balanced force will have the resources available to accomplish all of their objectives and claim the title of Gladiator Champion.

All missions have an identical structure: an End Game Objective, a Progressive Objective and three Tactical Bonuses. Each round, you will have a chance to earn up to 70 battle points, for a total possible of 210 points for the day.

We've put together a few notes below to help make sure that everyone can enjoy the day:

#1 - READ THE MISSIONS CAREFULLY!

Even missions that seem familiar may have some Gladiator-style twists and turns, so make sure that you read and understand the missions.

#2 - SLOW PLAY WILL NOT BE TOLERATED!

Enough said.

#3 - THE SCHEDULE IS THE SCHEDULE!

With 100+ players, we **MUST** keep to the schedule posted below. Time remaining in each round will be announced periodically, and when the round is declared over, you must immediately stop playing and figure out the results. Please be courteous to your opponent and do not start a game turn that you cannot finish.

#4 - APPEARANCE SCORES IN THE GLADIATOR?!

While the Overall Gladiator winner is strictly about achieving the most battle points, we have best of show awards for the following models that are participating in the AdeptiCon 2012 Warhammer 40K Gladiator Tournament:

1. Best Titan / Super Heavy
2. Best Flyer (Super Heavy Flyers will be considered for the Best Titan / Super Heavy category)
3. Best Gargantuan Creature
4. Best Little One (a unit that is not a Titan / Super Heavy, Flyer, or Gargantuan Creature)

These awards are completely separate from the Overall Gladiator winner and results will not calculate into the final Overall Gladiator Winner score. **Each player can enter only one unit per category.**

That should be everything! Good luck and good hunting.

Bill Kim & Greg Sparks

AdeptiCon 2012 Warhammer 40K Gladiator Organizers

TOURNAMENT SCHEDULE

7:00 AM – 8:00 AM	Check-in and Setup
8:00 AM – 10:30 AM	Game #1
10:30 AM – 11:00 AM	Break
11:00 AM – 1:30 PM	Game #2
1:30 PM – 2:00 PM	Lunch Break
2:00 PM – 4:30 PM	Game #3
4:30 PM – 5:00 PM	Awards

Tokens provided by:



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WARHAMMER 40K GLADIATOR TOURNAMENT

SCENARIO I: SPECIALIST SURVIVAL

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

OVERVIEW

Your forces have been given specialized equipment to destroy/scan for projected warp breaches. Find the area of potential warp breach with your specialists and contain it.

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)

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 a single objective marker wholly within his opponent's deployment zone. The opposing player then does the same. Objective markers must be at least 6" from all table edges.

The player that goes first then deploys his force in his deployment zone. His opponent then deploys in the opposite deployment zone, following the same restrictions. 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

Reserves, Deep Strike (pg 94-95)

Specialists

Before deployment zones are determined and vortex grenades are distributed, each player nominates one unit in their force. This unit is known as the Specialists and becomes a Scoring Unit even if it is a vehicle or gargantuan creature. The Specialists are used to earn points in the Progressive Objective. Note for Chaos Daemons – This unit always comes in the first wave of deployment in addition to the wave that is rolled.

Vortex Grenade

Before deployment zones are determined, select one non-vehicular/non-gargantuan model in your army and inform your opponent of this selection. This model carries a Vortex Grenade. Once per game, the Vortex Grenade can be thrown 12" in the shooting phase instead of firing a weapon. The grenade uses the 3" blast marker template and scatters normally (reduced by the BS of the thrower as normal).

After resolving scatter, remove any models touched by the template (flyers are not affected unless they move as a skimmer for that turn). No saves of any kind are allowed. Leave the Vortex template on the table. Gargantuan creatures and super-heavy vehicles are not removed, but suffer d6 wounds with no saves possible or lose d3 structure points.

At the beginning of every following player turn (both sides) the vortex moves, disappearing and reappearing 2d6" away in a random direction. (If a hit is rolled, use the little arrow for direction). If a double is rolled for the distance moved, remove the Vortex immediately.

Instead of throwing it, a player may detonate the grenade in the assault phase. The model doing so may charge into assault, or already be in assault on that turn. When the model carrying the Vortex Grenade could normally attack, it may instead choose to detonate the grenade. The Vortex Grenade goes off with the effect described above, but will not scatter. Note that if the model carrying the grenade is killed before its initiative step arrives, the Vortex Grenade will not go off. Obviously, the model carrying the Vortex Grenade is removed as a casualty if detonated in assault.

OBJECTIVES

End Game Objective: At the end of the game each objective is worth 15 points if controlled. 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. Each objective is worth 7 points if contested.

Progressive Objective: Keep the Specialists Alive – At the end of each game turn that the Specialists are on the table, each player can earn the following points.

Turn 2	4 points
Turn 3	6 points
Turn 4	8 points
Turn 5	12 points

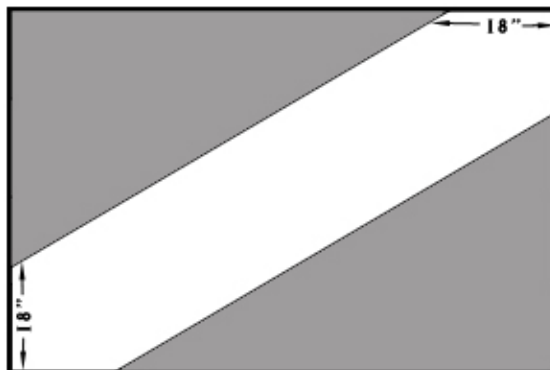
TACTICAL BONUS OBJECTIVES

Both players may achieve the following Tactical Bonus Objectives:

+4 points: Keep your Specialists unit alive through the end of Turn 4.

+2 points: Destroy your opponent's highest point unit. If two or more units costing equal points qualify for highest point unit, then either unit will satisfy this Tactical Bonus Objective.

+4 points: Control your opponent's objective marker with your Specialists unit.



WIPEOUT!

Players earn 100% of the End Game Objective and all of the possible remaining points that could be earned in the Progressive Objectives and Bonus Objectives.



ADEPTICON 2012

WARHAMMER 40K GLADIATOR TOURNAMENT

SCENARIO 2: ELDRAD'S UNFINISHED WORK

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

OVERVIEW

Eldrad's spirit pulses through the warp from the heart of a Blackstone fortress. His work is not complete in the universe and he pushes through realities to assist in guiding the Eldar through this tumultuous period in Eldar history.

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)

Place one objective 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.

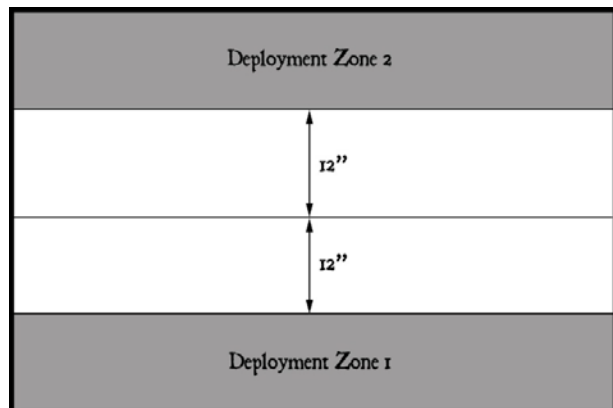
The player that goes first then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half, following the same restrictions.

Both players may also 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).

WIPEOUT!

Players earn 100% of the End Game Objective and all of the possible remaining points that could be earned in the Progressive Objectives and Bonus Objectives.



SPECIAL RULES

Reserves, Deep Strike (pg 94-95)

Eldrad's Disciple: Prior to deployment – each player selects a non-vehicle model in their force. This model is a disciple of Eldrad's teaching, becomes an independent character and scoring unit with the following stat line:

WS	BS	S	T	I	W	A	LD	SV
5	5	4	4	5	3	1	10	4+ Inv

Each turn the selected model may cast one of the following psychic powers.

- Doom:** At the start of the casting player's turn, select an enemy unit within 24". All hits caused upon the enemy unit gain a reroll to wound until the start of the casting player's next turn.
- Catalyst:** The psychic power is used during your movement phase. If successful a single friendly unit within 12" of the psyker gains the Feel No Pain special rule until the beginning of the casting player's next turn.
- Gate of Infinity:** The power is used at the beginning of the casting player's movement phase. The unit is removed from the table top and immediately placed back together within 24" using the deep strike special rules. If the deep strike scatters and a double is rolled, one member of the unit, chosen by the controlling player is claimed by the warp and removed as a casualty.
- Lash of Submission:** Range = 24". Pick any enemy non-vehicle unit. The target is moved 2D6" by the casting player. The move is not affected by difficult terrain, but dangerous terrain tests are taken as normal. Victims may not be moved off the table, into impassable terrain or within 1" of enemy models. After this, the affected unit must take a pinning test.

Units suffer *Perils of the Warp* if two of the same number on any d6 used in the psychic test. Wounds caused by Perils of the Warp are allocated by the casting player.

OBJECTIVES

End Game Objective (Assassinate Eldrad's Disciple): Player's earn this objective by destroying the enemy unit that was selected as Eldrad's Disciple. Win = 30 points, Draw = 15 points, Loss = 0 points. A draw is earned if neither player nor both players destroy Eldrad's Disciple.

Progressive Objective (Take the Battlefield): Objective points are earned by controlling the most terrain pieces using any friendly unit in contact with a piece of terrain at the end of each of the following game turns:

Turn 2	5 points
Turn 3	7 points
Turn 4	9 points
Turn 5	11 points

TACTICAL BONUS OBJECTIVES

Both players may achieve the following Tactical Bonus Objectives:

+3 points: If you successfully cast at least three powers with Eldrad's Disciple unit.

+2 points: If you control at least three terrain pieces at the end of the game.

+3 points: If you control a terrain piece at the end of the game with Eldrad's Disciple unit without being attached to another unit.



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WARHAMMER 40K GLADIATOR

SCENARIO 3: WARP GATE CONTROL

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

OVERVIEW

Eldrad's spirit works to guide the Eldar through hit and run attacks. He has spawned several warp gates on the field to allow for quick deployment of Ulthwe forces. Your forces are required to investigate mysterious Warp Gates that have appeared on the battlefield in order to contain further Eldar deployments.

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.

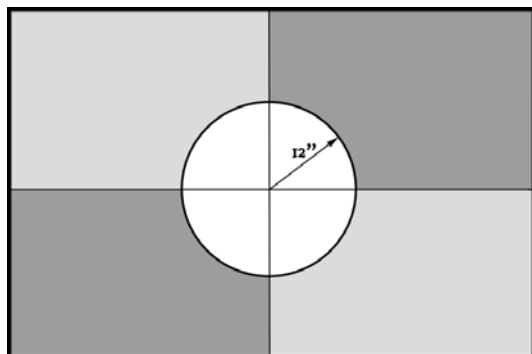
DEPLOYMENT (SPEARHEAD)

Before deployment but after deployment zones have been chosen, alternate placing a total of 4 Warp Gate markers on the table. These markers must be placed at least 12" apart and at least 12" from any table edge.

The player that goes first then deploys his force in his deployment zone, 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

Reserves, Deep Strike (pg 94-95)

Warp Gates

Units comprised entirely of infantry models may move through Warp Gates as if the Warp Gate is an extension of their normal move. Each model within the unit must move to within 2" of the Warp Gate and are then removed from the table to be redeployed as noted below.

Models that redeploy through a Warp Gate are placed within 2" of another Warp Gate on the battle field. Units arriving by Warp Gates may not assault on the turn they arrive, but they may shoot, and/or run as normal.

OBJECTIVES

End Game Objective (Control the Warp Gates): Each Warp Gate Marker is worth 7 points. To control a Warp Gate 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. Each Warp Gate is worth 3 points if contested.

Progressive Objective (Investigate That Gate): Total the number of Scoring Units entirely within your opponent's deployment zone at the end of each game turn. Units that are broken or falling back do not count towards achieving this objective. The player with the most scoring units entirely within the opponent's deployment zone at the end of each game turn earns the following points.

Turn 2	2 points per unit (8 points max)
Turn 3	2 points per unit (8 points max)
Turn 4	2 points per unit (8 points max)
Turn 5	2 points per unit (8 points max)

TACTICAL BONUS OBJECTIVES

+4 points: Control the most Warp Gates at the end of Turn 3. A draw equals zero points. To control a Warp Gate marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of the Warp Gate marker.

+3 points: Control two Warp Gate markers with the same scoring unit at any point during the game. To control a Warp Gate marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of the Warp Gate marker. Both players may score this objective.

+3 points: Destroy all of your opponents scoring units. Both players may score this objective.

WIPEOUT!

Players earn 100% of the End Game Objective and all of the possible remaining points that could be earned in the Progressive Objectives and Bonus Objectives.



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RESULTS FOR SCENARIO 3: WARP GATE CONTROL

After the game, both you and your opponent will fill out a copy of this form and return it to the scorer's table. Make sure that your point totals agree!

Circle the scores below for you and your opponent, and total them up in the space provided.

TABLE NO

YOUR NAME					
END GAME OBJECTIVE RESULTS (Circle ALL that apply)					
Objectives Controlled	7	7	7	7	
Objective Contested	3	3	3	3	
PROGRESSIVE OBJECTIVE RESULTS (Circle ALL that apply)					
Turn 2	0	2	4	6	8
Turn 3	0	2	4	6	8
Turn 4	0	2	4	6	8
Turn 5	0	2	4	6	8
TACTICAL BONUSES (Circle ALL that apply)					
First Tactical Bonus	4				
Second Tactical Bonus	3				
Third Tactical Bonus	3				
TOTAL BATTLE POINTS (Double-check Your Math!)					

OPPONENT'S NAME					
PRIMARY OBJECTIVE RESULTS (Circle ALL that apply)					
Objectives Controlled	7	7	7	7	
Objective Contested	3	3	3	3	
SECONDARY OBJECTIVE RESULTS (Circle ALL that apply)					
Turn 2	0	2	4	6	8
Turn 3	0	2	4	6	8
Turn 4	0	2	4	6	8
Turn 5	0	2	4	6	8
TACTICAL BONUSES (Circle ALL that apply)					
First Tactical Bonus	4				
Second Tactical Bonus	3				
Third Tactical Bonus	3				
TOTAL BATTLE POINTS (Double-check Your Math!)					

ADDITIONAL GAME INFORMATION (CHECK BOX IF APPLICABLE)	
<input type="checkbox"/>	We did not finish the game - the game was not played through until the random game length roll ended the game.
<input type="checkbox"/>	I need to speak to a judge about my opponent. This game was horrible and not at all enjoyable due to my opponent's actions.

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



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WARHAMMER 40K GLADIATOR TOURNAMENT

RESULTS FOR SCENARIO 2: ELDRAD'S UNFINISHED WORK

After the game, both you and your opponent will fill out a copy of this form and return it to the scorer's table. Make sure that your point totals agree!

Circle the scores below for you and your opponent, and total them up in the space provided.

TABLE NO

YOUR NAME	
END GAME OBJECTIVE RESULTS (Circle ONE)	
Win	30
Draw	15
Loss	0
PROGRESSIVE OBJECTIVE RESULTS (Circle ALL that apply)	
Turn 2	5
Turn 3	7
Turn 4	9
Turn 5	11
TACTICAL BONUSES (Circle ALL that apply)	
First Tactical Bonus	3
Second Tactical Bonus	2
Third Tactical Bonus	3
TOTAL BATTLE POINTS (Double-check Your Math!)	

OPPONENT'S NAME	
PRIMARY OBJECTIVE RESULTS (Circle ONE)	
Win	30
Draw	15
Loss	0
SECONDARY OBJECTIVE RESULTS (Circle ALL that apply)	
Turn 2	5
Turn 3	7
Turn 4	9
Turn 5	11
TACTICAL BONUSES (Circle ALL that apply)	
First Tactical Bonus	3
Second Tactical Bonus	2
Third Tactical Bonus	3
TOTAL BATTLE POINTS (Double-check Your Math!)	

ADDITIONAL GAME INFORMATION (CHECK BOX IF APPLICABLE)	
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RESULTS FOR SCENARIO I: SPECILIAST SURVIVAL

After the game, both you and your opponent will fill out a copy of this form and return it to the scorer's table. Make sure that your point totals agree!

Circle the scores below for you and your opponent, and total them up in the space provided.

TABLE NO

YOUR NAME	
END GAME OBJECTIVE RESULTS (Circle ONE)	
2 Controlled	30
1 Controlled/1 Contested	22
1 Controlled	15
2 Contested	14
1 Contested	7
0 Controlled or Contested	0
PROGRESSIVE OBJECTIVE RESULTS (Circle ALL that apply)	
Turn 2	4
Turn 3	6
Turn 4	8
Turn 5	12
TACTICAL BONUSES (Circle ALL that apply)	
First Tactical Bonus	4
Second Tactical Bonus	2
Third Tactical Bonus	4
TOTAL BATTLE POINTS (Double-check Your Math!)	

OPPONENT'S NAME	
PRIMARY OBJECTIVE RESULTS (Circle ONE)	
2 Controlled	30
1 Controlled/1 Contested	22
1 Controlled	15
2 Contested	14
1 Contested	7
0 Controlled or Contested	0
SECONDARY OBJECTIVE RESULTS (Circle ALL that apply)	
Turn 2	4
Turn 3	6
Turn 4	8
Turn 5	12
TACTICAL BONUSES (Circle ALL that apply)	
First Tactical Bonus	4
Second Tactical Bonus	2
Third Tactical Bonus	4
TOTAL BATTLE POINTS (Double-check Your Math!)	

ADDITIONAL GAME INFORMATION (CHECK BOX IF APPLICABLE)	
<input type="checkbox"/>	We did not finish the game - the game was not played through until the random game length roll ended the game.
<input type="checkbox"/>	I need to speak to a judge about my opponent. This game was horrible and not at all enjoyable due to my opponent's actions.

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