

SUNDAY  
APRIL 22

8:00AM  
4:00PM



# WARHAMMER 40K YOUNGBLOODS 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 YOUNGBLOODS TOURNAMENT

## MISSION I: OBJECTIVES SIGHTED!

\*\*\* 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

Games will last a full 6 turns, with a 7th turn being played on a die roll of 4+.

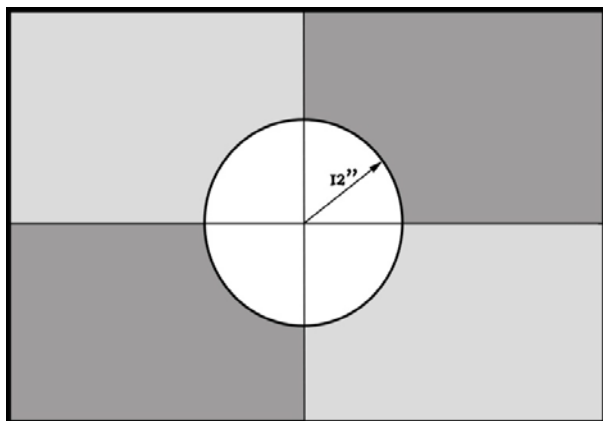
A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

### DEPLOYMENT (SPEARHEAD)

Before deployment zones are determined, both players will roll off to place the first of 4 objective markers. The winner places the first objective marker, with both players alternating objective placement thereafter. No objective may be placed within 12" of one another, or a table edge.

Next, determine each player's target for the Secondary Objective.

Finally, roll for deployment as normal and deploy via the **Spearhead** mission (page 93).



### SPECIAL RULES

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

### OBJECTIVES

**Primary Objective (Control Objective Markers):**

Control more objectives than your opponent at the end of the game. To control an objective, a scoring unit must have a model within 3" of an uncontested objective marker. Individual scoring units may control or contest multiple objectives. (Scoring: Win = 10, Draw = 5, Loss = 0)

**Secondary Objective (Assassination):** Kill your opponent's most expensive HQ selection. If 2 or more HQ units are the same points value, have your opponent choose one for this objective at the beginning of the game. Both players can win this objective. (Scoring: Win = 5, Loss = 0)

### TACTICAL BONUSES

**+1 Point:** For killing your opponent's most expensive unit (including any dedicated transport chosen for said unit). If this unit also happens to be your target for the Secondary Objective, then killing this unit will satisfy both the Secondary Objective and this Tactical Bonus.

**+1 Point:** If you control 2 or more objective markers at the end of the game.





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## MISSION 2: ANNIHILATION!

\*\*\* 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

Games will last a full 6 turns, with a 7th turn being played on a die roll of 4+.

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)

Determine each player's most expensive HQ Unit for the second Tactical Bonus.

Roll for deployment as normal and deploy via the **Dawn of War** mission (page 93).

### SPECIAL RULES

**Reserves, Deep Strike, Night Fight (Turn 1 Only)** (pg 94-95)

### OBJECTIVES

**Primary Objective (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 objective. (Scoring: Win = 10, Draw = 5, Loss = 0)

**Secondary Objective (Battlefield Control):** Hold more terrain features than your opponent. Any non-vehicle unit may hold a terrain feature as long as 50% or more of the unit is touching the terrain. A unit may only hold 1 terrain feature at a time. No draws allowed for this objective. (Scoring: Win = 5, Loss = 0)

### TACTICAL BONUSES

**+1 Point:** If all of your opponent's Scoring Units are destroyed or fleeing at the end of the game.

**+1 Point:** If your most expensive HQ is alive at the end of the game. If 2 or more of your HQ units are the same points value, have your opponent choose one for this tactical bonus at the beginning of the game.

Deployment Zone 2

Deployment Zone 1





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## MISSION 3: CAPTURE AND CONTROL!

\*\*\* 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

Games will last a full 6 turns, with a 7th turn being played on a die roll of 4+.

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

### DEPLOYMENT (PITCHED BATTLE)

Before deployment zones are determined, place an objective marker in the exact center of the table. Then both players will roll off, with the winner placing one objective marker wholly within his own deployment zone, his opponent then does the same. No objective may be placed in impassable terrain or within 24" of one another.

Determine each player's most expensive HQ Unit for the Tactical Bonuses.

Roll for deployment as normal and deploy via the **Pitched Battle** mission (page 92).

### SPECIAL RULES

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

### OBJECTIVES

**Primary Objective (Control Objective Markers):**

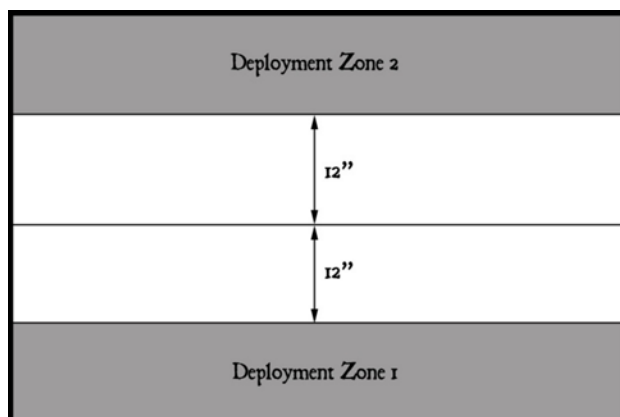
Control more objectives than your opponent at the end of the game. To control an objective, a scoring unit must have a model within 3" of an uncontested objective marker. Individual scoring units may control or contest multiple objectives. (Scoring: Win = 10, Draw = 5, Loss = 0)

**Secondary Objective (Kill Them All!):** The player that destroys the most Scoring Units at the end of the game achieves this objective. (Scoring: Win = 5, Draw = 3, Loss = 0)

### TACTICAL BONUSES

**+1 Point:** For destroying your opponent's most expensive HQ unit. If 2 or more of your opponent's HQ units are the same points value, choose one to be the target of this tactical bonus at the beginning of the game.

**+1 Point:** If your most expensive HQ unit is alive at the end of the game. If 2 or more of your HQ units are the same points value, have your opponent choose one for this tactical bonus at the beginning of the game.





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## FAVORITE ARMY/OPPONENT VOTING

**Fill this section out during Favorite Army Voting.**

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: \_\_\_\_\_

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**Fill this section out during Favorite Opponent Voting.**

After you have played all three of your games, choose your favorite opponent from the tournament.

### FAVORITE OPPONENT

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



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## RESULTS FOR MISSION 3: CAPTURE AND CONTROL!

YOUR NAME	TABLE NO

	WIN	LOSS	DRAW
<b>Your Primary Objective Battle Result: (circle one)</b> Control more objective markers than your opponent.	+10 Points	+0 Points	+5 Points
<b>Your Secondary Objective Battle Result: (circle one)</b> Kill more Scoring Units than your opponent.	+5 Points	+0 Points	+3 Points
<b>Tactical Bonus Points Earned (+0, +1 or +2)</b>			
<b>Total Battle Points Earned</b> (Add up totals from previous 3 lines):			

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: \_\_\_\_\_

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

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate choice below.  
Do **NOT** share these results with your opponent.

SPORTSMANSHIP (CIRCLE CHOICE BELOW)				
Rate your opponent on sportsmanship. 1 being it was a terrible game and 5 being the best game ever.				
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

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



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## RESULTS FOR MISSION 2: ANNIHILATION!

YOUR NAME	TABLE N°

	WIN	LOSS	DRAW
<b>Your Primary Objective Battle Result: (circle one)</b> Kill Points.	+10 Points	+0 Points	+5 Points
<b>Your Secondary Objective Battle Result: (circle one)</b> Control more terrain features than your opponent. No draws.	+5 Points	+0 Points	
<b>Tactical Bonus Points Earned (+0, +1 or +2)</b>			
<b>Total Battle Points Earned</b> (Add up totals from previous 3 lines):			

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: \_\_\_\_\_

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

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate choice below.  
Do **NOT** share these results with your opponent.

SPORTSMANSHIP (CIRCLE CHOICE BELOW)				
Rate your opponent on sportsmanship. 1 being it was a terrible game and 5 being the best game ever.				
1	2	3	4	5

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



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## RESULTS FOR MISSION I: OBJECTIVES SIGHTED!

YOUR NAME	TABLE NO

	WIN	LOSS	DRAW
<b>Your Primary Objective Battle Result: (circle one)</b> Control more objective markers than your opponent.	+10 Points	+0 Points	+5 Points
<b>Your Secondary Objective Battle Result: (circle one)</b> Kill your opponent's most expensive HQ selection. Both players can win this objective.	+5 Points	+0 Points	
<b>Tactical Bonus Points Earned (+0, +1 or +2)</b>			
<b>Total Battle Points Earned</b> (Add up totals from previous 3 lines):			

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: \_\_\_\_\_

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

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SPORTSMANSHIP (CIRCLE CHOICE BELOW)				
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