



ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION I: RECONNAISSANCE

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Quarters: The player deploying first will choose a standard table quarter and places all his appropriate models within a deployment zone created by measuring a 12 inch triangle extending along the both table edges from the corner. The opposing player will then place all appropriate models in the quarter diagonally across, also within a triangle 12 inches from the corner.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Reconnaissance): Your team has a scouting obligation. The more reconnaissance you can perform in the field, the better.

Your team must end the game with at least one model in four of the five possible table quarters (see "the fifth quarter" below). Any individual model may only ever claim a single quarter. The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: This Primary Mission can be partially completed if a team ends the game with a model in three of the five table quarters. Partial Completion of a Primary Mission is worth 3 Mission Points.

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.

THE FIFTH QUARTER

Please note that for the sake of this game, we divide the table into five quarters: one in each corner and a non-standard "fifth" in the middle of the table. The fifth quarter is always created by drawing a 6-inch radius from the center of the table.





ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 2: SWEEP AND CLEAR

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Halves: The player deploying first will place all appropriate models in that deployment zone no further than 6 inches from the table edge. The opposing player will then place all appropriate models in the opposite table half, again no further than 6 inches from the table edge.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Sweep and Clear): With this sweep and clear order, your team must clean a path for the next wave.

Markers are set up and interact with secondary missions as usual; however, they are not fixed. Upon contact with a marker, a model will lose all remaining movement that player turn. Subsequently, an unencumbered model may move a marker up to 6 inches in any player turn. If that model is killed, the marker falls directly underneath his base. All else remains as normal.

In order to complete this mission, you must bring at least one marker completely into your deployment zone. The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: This Primary Mission can be partially completed if any two markers end the game completely within your table half. Partial Completion of a Primary Mission is worth 3 Mission Points.

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.





ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 3: SWEEP AND CLEAR

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Halves: The player deploying first will place all appropriate models in that deployment zone no further than 6 inches from the table edge. The opposing player will then place all appropriate models in the opposite table half, again no further than 6 inches from the table edge.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Sweep and Clear): With this sweep and clear order, your team must clean a path for the next wave.

Markers are set up and interact with secondary missions as usual; however, they are not fixed. Upon contact with a marker, a model will lose all remaining movement that player turn. Subsequently, an unencumbered model may move a marker up to 6 inches in any player turn. If that model is killed, the marker falls directly underneath his base. All else remains as normal.

In order to complete this mission, you must bring at least one marker completely into your deployment zone. The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: This Primary Mission can be partially completed if any two markers end the game completely within your table half. Partial Completion of a Primary Mission is worth 3 Mission Points.

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.





ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 4: AMBUSH

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Reserves: All models begin the game off the table (though Deep Strike remains inoperable). At the beginning of each turn, roll individually for each model in your Special Operations Group. That model will arrive on a d6 roll of: 4+ on turn one, 3+ on turn two, automatically on turn three.

Available models will then roll (again, individually) a second time to determine the manner of their entry.

Roll	Reserves Arrive As Follows:
1	Any Table Edge. Opponent's choice, but controlling player may still decide where on that edge.
2	The table edge left of the controlling player.
3	The table edge closest to the controlling player.
4	The table edge right of the controlling player.
5-6	Any table edge. Controlling player's choice.

A model must enter the table from a point at least 12 inches from an enemy model already on the table. If a model is unable to enter the game because of this restriction, it will be placed back into reserves and will roll again in the following turn.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Ambush): The intelligence was flawless, but the ambush has gone to hell. The combat zone has turned into a free-for-all.

The Attacking player goes first, begins in reserve, and must end the game with a quarter of its original Kill Points value inside the fifth quarter.

The Defending player deploys second, places all appropriate models within the fifth quarter, and must end the game with a quarter of its original Kill Points value within 6 inches of any table edge (see below). The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: None. This mission is all or nothing!

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.

THE FIFTH QUARTER

Please note that for the sake of this game, we divide the table into five quarters: one in each corner and a non-standard "fifth" in the middle of the table. The fifth quarter is always created by drawing a 6-inch radius from the center of the table.





ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 5: CAPTURE AND CONTROL

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Reserves: All models begin the game off the table (though Deep Strike remains inoperable). At the beginning of each turn, roll individually for each model in your Special Operations Group. That model will arrive on a d6 roll of: 4+ on turn one, 3+ on turn two, automatically on turn three.

Available models will then roll (again, individually) a second time to determine the manner of their entry.

Roll	Reserves Arrive As Follows:
1	Any Table Edge. Opponent's choice, but controlling player may still decide where on that edge.
2	The table edge left of the controlling player.
3	The table edge closest to the controlling player.
4	The table edge right of the controlling player.
5-6	Any table edge. Controlling player's choice.

A model must enter the table from a point at least 12 inches from an enemy model already on the table. If a model is unable to enter the game because of this restriction, it will be placed back into reserves and will roll again in the following turn.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

SPECIAL RULES

Night Fight: Dusk. Night Fight begins at the opening of turn four and lasts until the game ends.

Of course, the basic Night Fight mechanism requires some tinkering for these more intimate Special Operations encounters. Before any action on the first turn in which Night Fight takes effect, the player going first on that game turn rolls a d6. Visibility for that game turn is limited to d6+12 inches LoS range; this range lasts the entire game turn for all models and both players. All models outside that range are considered outside of LoS.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Capture and Control): Your team must capture and control a vital area in no-man's land; it is imperative that you both hold this area and keep it free of enemy interference: think king of the hill.

You must bring all surviving models into the fifth quarter and remove all enemy models from the same in order to successfully complete this mission. The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: This Primary Mission can be partially completed if a player ends the game with all surviving models in the fifth quarter but does not control it. Partial Completion of a Primary Mission is worth 3 Mission Points.

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.

THE FIFTH QUARTER

Please note that for the sake of this game, we divide the table into five quarters: one in each corner and a non-standard "fifth" in the middle of the table. The fifth quarter is always created by drawing a 6-inch radius from the center of the table.



ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 6: AMBUSH

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Reserves: All models begin the game off the table (though Deep Strike remains inoperable). At the beginning of each turn, roll individually for each model in your Special Operations Group. That model will arrive on a d6 roll of: 4+ on turn one, 3+ on turn two, automatically on turn three.

Available models will then roll (again, individually) a second time to determine the manner of their entry.

Roll	Reserves Arrive As Follows:
1	Any Table Edge. Opponent's choice, but controlling player may still decide where on that edge.
2	The table edge left of the controlling player.
3	The table edge closest to the controlling player.
4	The table edge right of the controlling player.
5-6	Any table edge. Controlling player's choice.

A model must enter the table from a point at least 12 inches from an enemy model already on the table. If a model is unable to enter the game because of this restriction, it will be placed back into reserves and will roll again in the following turn.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

SPECIAL RULES

Night Fight: Dusk. Night Fight begins at the opening of turn four and lasts until the game ends.

Of course, the basic Night Fight mechanism requires some tinkering for these more intimate Special Operations encounters. Before any action on the first turn in which Night Fight takes effect, the player going first on that game turn rolls a d6. Visibility for that game turn is limited to d6+12 inches LoS range; this range lasts the entire game turn for all models and both players. All models outside that range are considered outside of LoS.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Ambush): The intelligence was flawless, but the ambush has gone to hell. The combat zone has turned into a free-for-all.

The Attacking player goes first, begins in reserve, and must end the game with a quarter of its original Kill Points value inside the fifth quarter.

The Defending player deploys second, places all appropriate models within the fifth quarter, and must end the game with a quarter of its original Kill Points value within 6 inches of any table edge (see below). The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: None. This mission is all or nothing!

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.

THE FIFTH QUARTER

Please note that for the sake of this game, we divide the table into five quarters: one in each corner and a non-standard "fifth" in the middle of the table. The fifth quarter is always created by drawing a 6-inch radius from the center of the table.



ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 7: WITHDRAWL

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Halves: The player deploying first will place all appropriate models in that deployment zone no further than 6 inches from the table edge. The opposing player will then place all appropriate models in the opposite table half, again no further than 6 inches from the table edge.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

SPECIAL RULES

Night Fight: Dusk. Night Fight begins at the opening of turn four and lasts until the game ends.

Of course, the basic Night Fight mechanism requires some tinkering for these more intimate Special Operations encounters. Before any action on the first turn in which Night Fight takes effect, the player going first on that game turn rolls a d6. Visibility for that game turn is limited to d6+12 inches LoS range; this range lasts the entire game turn for all models and both players. All models outside that range are considered outside of LoS.



ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Ambush): Two Special Operations Groups have found themselves on the wrong end of no-man's land and must strategically withdraw from their respective missions.

Each team must get half of its original Kill Points value into the enemy's deployment zone. The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: This Mission can be partially completed if a team ends the game with all models out of its deployment zone but only one quarter of its original Kill Points in the enemy zone. Partial Completion of a Primary Mission is worth 3 Mission Points.

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.



ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 8: RECONNAISSANCE

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Quarters: The player deploying first will choose a standard table quarter and places all his appropriate models within a deployment zone created by measuring a 12 inch triangle extending along the both table edges from the corner. The opposing player will then place all appropriate models in the quarter diagonally across, also within a triangle 12 inches from the corner.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

SPECIAL RULES

Night Fight: Dusk. Night Fight begins at the opening of turn four and lasts until the game ends.

Of course, the basic Night Fight mechanism requires some tinkering for these more intimate Special Operations encounters. Before any action on the first turn in which Night Fight takes effect, the player going first on that game turn rolls a d6. Visibility for that game turn is limited to d6+12 inches LoS range; this range lasts the entire game turn for all models and both players. All models outside that range are considered outside of LoS.

PRIMARY MISSION

Primary Mission (Reconnaissance): Your team has a scouting obligation. The more reconnaissance you can perform in the field, the better.

Your team must end the game with at least one model in four of the five possible table quarters (see "the fifth quarter" below). Any individual model may only ever claim a single quarter. The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: This Mission can be partially completed if a team ends the game with a model in three of the five table quarters. Partial Completion of a Primary Mission is worth 3 Mission Points.

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.

THE FIFTH QUARTER

Please note that for the sake of this game, we divide the table into five quarters: one in each corner and a non-standard "fifth" in the middle of the table. The fifth quarter is always created by drawing a 6-inch radius from the center of the table.





ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 9: KILL POINTS

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Quarters: The player deploying first will choose a standard table quarter and places all his appropriate models within a deployment zone created by measuring a 12 inch triangle extending along the both table edges from the corner. The opposing player will then place all appropriate models in the quarter diagonally across, also within a triangle 12 inches from the corner.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Kill Points): You must destroy the enemy's Special Operations Group. Each enemy model has a Kill Point value, which can be determined by using this (quite simple) dynamic: move the decimal point over and round up.

Record the Kill Point value for each model you destroy. As usual, your team only earns Kill Points for each enemy that is violently removed from play.

A team that reduces the enemy to below one quarter its original Kill Points successfully completes this mission. The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: This Mission can be partially completed if a team reduces the enemy to below one half its original Kill Points. Partial Completion of a Primary Mission is worth 3 Mission Points.

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.

THE FIFTH QUARTER

Please note that for the sake of this game, we divide the table into five quarters: one in each corner and a non-standard "fifth" in the middle of the table. The fifth quarter is always created by drawing a 6-inch radius from the center of the table.





ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

MISSION 10: WITHDRAWL

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT & GAME SETUP

Roll off to determine who will deploy first. The highest roll may choose to deploy first or second. The player that deploys first also goes first in each turn.

Halves: The player deploying first will place all appropriate models in that deployment zone no further than 6 inches from the table edge. The opposing player will then place all appropriate models in the opposite table half, again no further than 6 inches from the table edge.

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions. Additionally, each player should draw one Fate Card.

Complete Scout and Infiltrate actions as normal.

Players should declare *Callous Disregard* for any Secondary and/or Tertiary Missions before play has started.

ENDING THE GAME

After turn four, a game will begin to end if one player has completed the Primary Mission requirements; however, the game can only do so if that mission remains completed through the opposition's next full player turn (allowing one final gasp at glory).

Note: in order to end a game, a mission must be complete for at least two consecutive player turns (thus might end mid game turn), and a game cannot end before the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

The game will always end at the conclusion of turn seven regardless of mission success or failure.

PRIMARY MISSION

Primary Mission (Withdrawal): Two Special Operations Groups have found themselves on the wrong end of no-man's land and must strategically withdraw from their respective missions.

Each team must get half of its original Kill Points value into the enemy's deployment zone. The full completion of a Primary Mission is worth 6 Mission Points.

Partial Completion: This Mission can be partially completed if a team ends the game with all models out of its deployment zone but only one quarter of its original Kill Points in the enemy zone. Partial Completion of a Primary Mission is worth 3 Mission Points.

SECONDARY & TERTIARY MISSIONS

The Secondary and Tertiary missions are determined by the cards you drew after deployment.

Completing the Secondary Mission is worth 3 Mission Points. Completing the Tertiary Mission is worth 1 Mission Point.

These cards should be kept confidential and only revealed at the end of the game or when a player chooses *Callous Disregard* for either mission.

SPECIAL OPERATIONS:
KILLZONE

SPECIAL OPERATIONS: KILLZONE RULES ADDENDUM

PRIMARY MISSIONS

Each table has a pre-designed Primary Mission assigned to it. The full completion of a Primary Mission is worth 6 Mission Points. Partial Completion of a Primary Mission is worth 3 Mission Points (see Mission Points below).

SECONDARY & TERTIARY MISSIONS

After Deployment but before Scout and Infiltrate actions, each player draws a single Secondary Mission card and a single Tertiary Mission card from the stack provided. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions (discussed in greater detail below). Secondary Missions are worth 3 Mission Points and Tertiary Missions are worth 1 Mission Point.

A DESPERATE GAMBLE

At any point in the game, a player may discard the Tertiary Mission card and draw an additional Fate card. A player who does so will automatically forfeit any possible Mission Points for that Tertiary Mission.

CALLOUS DISREGARD

If a player chooses to do so, he may earn an additional Mission Point for any Secondary and/or Tertiary Mission by revealing the mission to his opponent before play has started. The bonus point will only be rewarded for a mission both revealed and completed. This is a rather bold gesture, reserved for those Special Operation Groups either uninterested in the subtle arts, or those too desperate to care.

FORTUNE FAVORS THE BRAVE

If you both declare and complete your Secondary and your Tertiary Mission (with the aforementioned level of callous disregard), you earn an additional Mission Point for being so extraordinarily brash.

Otherwise, Secondary and Tertiary Missions should remain secret until the end of the game.

FATE

Each player draws a single Fate card before the game begins. This card may be used at any appropriate moment in the game for a bit of cinematic flair.

MARKERS

Each table has been pre-arranged with three markers, which will be set by the game organizers. Each marker has been numbered 1, 2, or 3 underneath its base, but placed randomly and without deliberation. This number will be revealed to both players the moment any marker is in base-to-base contact with a model.

There is always the possibility that these markers will be nothing more than empty decoys, but before your full mission briefing, of course, you will not know for certain.

KILL POINTS

Several missions will require that you calculate Kill Points to help determine the relative success of a mission. Before a game, we recommend that you record the "original value" of your team and keep a note of this number on your roster where you may reference it easily if called upon to do so.

Every model has a Kill Point value, which can be determined by using this (quite simple) dynamic: move the decimal point over and round up. For example: if the total value of a model is 1-10 = 1 Kill Point, 11-20 = 2 Kill Points, 21-30 = 3 Kill Points, and so on to a maximum of 8 Kill Points.

Your team earns Kill Points for each enemy that is violently removed from play. You do not earn Kill Points for models that flee, are fleeing, or are otherwise removed from the table.

ENDING THE GAME

There are two possible triggers to end the standard game:

After Four: If one player has completed the Primary Mission requirements at the conclusion of turn four, a game may potentially end; however, the game can only do so if that mission has remained completed through the opposition's next full player turn (so that a game cannot be stolen, as such, at the bottom of a turn); therefore in order to end a game, the Primary Mission must be complete for at least two consecutive player turns (ie: the operation might potentially end mid game turn if, for example, the second player has completed the mission and it remains so until his next player turn).

A game cannot end before the end of the fourth turn unless one team has been tabled. If a player has been tabled to end the game, Mission Points are still only allotted for completed missions, no matter how brutally one trounces an opponent.

After Seven: The game will always end at the conclusion of turn seven regardless of mission success or failure.

VICTORY CONDITIONS

In the murky world of Special Operations, the relative success or failure of a mission can be a difficult matter to measure. Often, rival teams will thwart an enemy's primary objective only to discover that other valuable assets have been compromised, destroyed, co-opted, or otherwise negated.

Victory can be measured according to the following chart:

Condition	Complete	Partial
Primary	+6 MP	+3 MP
Secondary	+3 MP	--
Tertiary	+1 MP	--
	Double Disregard	Callous Disregard
Callous Disregard	+3 MP	+1 MP

The player with the most Mission Points at the conclusion of the game wins.

Note: In the elusive "perfect game," a player may earn as many as 13 total Mission Points: (+6 for Primary Mission, +3 for Secondary Mission, +1 for Callous Disregard, +1 for Tertiary Mission, +1 for Callous Disregard, +1 bonus for double Disregard = 13 Mission Points). We have yet to see it happen!



ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

SPECIAL OPERATIONS: KILLZONE MISSION I RESULTS

YOUR NAME:

TABLE & POSITION #:

MISSIONS

(record your objectives below)

Primary Objective

Secondary Objective

Tertiary Objective*

MISSION POINTS (circle when appropriate)

COMPLETE

PARTIAL

FAILURE

+6 MP

+3 MP

+0 MP

+3 MP

--

+0 MP

+1 MP

--

+0 MP

DOUBLE DISREGARD

CALLOUS DISREGARD

KEPT HIDDEN

+3 MP

+1 MP

+0 MP

Points Earned for Callous Disregard

Bonus points are **ONLY** rewarded if the revealed missions are completed.

TOTAL MISSION POINTS EARNED:

* A Desperate Gamble: At any point in the game, a player may discard the Tertiary Mission card and draw an additional Fate Card. A player who does so will automatically forfeit any possible Mission Points for that Tertiary Mission.

Note: In the elusive "perfect game," a player may earn as many as 13 total Mission Points: (+6 for Primary Mission, +3 for Secondary Mission, +1 for Callous Disregard, +1 for Tertiary Mission, +1 for Callous Disregard, +1 bonus for Double Disregard = 13 Mission Points).

Please have your opponent double check your results above, and then have him/her sign below to acknowledge that the results circled above are accurate and correct.

OPPONENT'S SIGNATURE: _____



ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

SPECIAL OPERATIONS: KILLZONE MISSION 2 RESULTS

YOUR NAME:

TABLE & POSITION #:

MISSIONS

(record your objectives below)

Primary Objective

Secondary Objective

Tertiary Objective*

MISSION POINTS (circle when appropriate)

COMPLETE

PARTIAL

FAILURE

+6 MP

+3 MP

+0 MP

+3 MP

--

+0 MP

+1 MP

--

+0 MP

DOUBLE DISREGARD

CALLOUS DISREGARD

KEPT HIDDEN

+3 MP

+1 MP

+0 MP

Points Earned for Callous Disregard

Bonus points are **ONLY** rewarded if the revealed missions are completed.

TOTAL MISSION POINTS EARNED:

* A Desperate Gamble: At any point in the game, a player may discard the Tertiary Mission card and draw an additional Fate Card. A player who does so will automatically forfeit any possible Mission Points for that Tertiary Mission.

Note: In the elusive "perfect game," a player may earn as many as 13 total Mission Points: (+6 for Primary Mission, +3 for Secondary Mission, +1 for Callous Disregard, +1 for Tertiary Mission, +1 for Callous Disregard, +1 bonus for Double Disregard = 13 Mission Points).

Please have your opponent double check your results above, and then have him/her sign below to acknowledge that the results circled above are accurate and correct.

OPPONENT'S SIGNATURE: _____



ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

SPECIAL OPERATIONS: KILLZONE MISSION 3 RESULTS

YOUR NAME:

TABLE & POSITION #:

MISSIONS

(record your objectives below)

Primary Objective

Secondary Objective

Tertiary Objective*

Points Earned for Callous Disregard

Bonus points are **ONLY** rewarded if the revealed missions are completed.

MISSION POINTS (circle when appropriate)

COMPLETE	PARTIAL	FAILURE
+6 MP	+3 MP	+0 MP
+3 MP	--	+0 MP
+1 MP	--	+0 MP
DOUBLE DISREGARD	CALLOUS DISREGARD	KEPT HIDDEN
+3 MP	+1 MP	+0 MP

TOTAL MISSION POINTS EARNED:

* A Desperate Gamble: At any point in the game, a player may discard the Tertiary Mission card and draw an additional Fate Card. A player who does so will automatically forfeit any possible Mission Points for that Tertiary Mission.

Note: In the elusive "perfect game," a player may earn as many as 13 total Mission Points: (+6 for Primary Mission, +3 for Secondary Mission, +1 for Callous Disregard, +1 for Tertiary Mission, +1 for Callous Disregard, +1 bonus for Double Disregard = 13 Mission Points).

Please have your opponent double check your results above, and then have him/her sign below to acknowledge that the results circled above are accurate and correct.

OPPONENT'S SIGNATURE: _____



ADEPTICON 2012

SPECIAL OPERATIONS: KILLZONE

SPECIAL OPERATIONS: KILLZONE MISSION 4 RESULTS

YOUR NAME:

TABLE & POSITION #:

MISSIONS

(record your objectives below)

Primary Objective

Secondary Objective

Tertiary Objective*

Points Earned for Callous Disregard

*Bonus points are **ONLY** rewarded if the revealed missions are completed.*

MISSION POINTS (circle when appropriate)

COMPLETE	PARTIAL	FAILURE
+6 MP	+3 MP	+0 MP
+3 MP	--	+0 MP
+1 MP	--	+0 MP
DOUBLE DISREGARD	CALLOUS DISREGARD	KEPT HIDDEN
+3 MP	+1 MP	+0 MP

TOTAL MISSION POINTS EARNED:

Please have your opponent double check your results above, and then have him/her sign below to acknowledge that the results circled above are accurate and correct.

OPPONENT'S SIGNATURE: _____

After your opponent has signed the above, please fill out the following two options:

FAVORITE OPPONENT

The name of the opponent that best captured the spirit of Special Operation: Killzone and that you most enjoyed playing against. You **MUST** vote for someone you actually played during the event.

FAVORITE SPECIAL OPERATIONS GROUP

The name of the player that you think had the best looking SOG during this event. You may vote for any player in the event, not just from those you have played. You may **NOT** vote for your own SOG.