

THURSDAY
APRIL 18

9:00AM
10:30PM

FRIDAY
APRIL 19

9:00AM
9:00PM

Adeptus



WARHAMMER 40K CHAMPIONS

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 2013

WARHAMMER 40K CHAMPIONSHIPS

RULES REMINDERS

TERMINOLOGY

Battle Results: Each mission will define 2 Primary Objectives and 3 Secondary Objectives. The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory (10). If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory (6) and his opponent earns a Minor Defeat (4). If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw (5 each).

Battle Record: Each Battle Result is assigned a weighted value as shown in the parentheses above. A player's Battle Record is the cumulative total of these weighted values and will determine who qualifies for Friday's finals as well as the winner of the Warmaster Award.

Honor: Honor is a cumulative total of all objectives achieved throughout the entire tournament and will be used when seeding subsequent games, breaking Battle Record ties when determining qualification, breaking applicable Awards ties and ultimately determine the winner of the Master Tactician Award. Each Primary Objective achieved can earn you up to 10 Honor. Each Secondary Objective achieved earns you 2 Honor.

Strength of Schedule: A player's Strength of Schedule is calculated by adding together the total Honor gained by all of his opponents over the course of the entire tournament. Strength of Schedule will be used as a final tie breaker in all applicable award categories.

A Note on Sportsmanship and Disqualification: : Players who receive 3 or more negative sportsmanship marks on Thursday will be disqualified from the event and will no longer be eligible to receive any awards or qualify for Friday's finals.

BASIC GAMES OVERVIEW

- All players will play four 2 hour and 30 minutes games on Thursday and are eligible to win any of the Thursday night awards. The top 16 players will advance to the finals on Friday.
- All missions will use the Variable Game Length rule (pg. 122).
- Pairings for the first qualifier game will be randomly determined. Subsequent games will be seeded by Battle Record first, then by total Honor gained throughout all games played and then randomly within those divisions.

WIPEOUTS!

If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.

A NOTE ON UNITS FALLING BACK

Units that fall back move directly towards their own table edge by the shortest route possible as described in the Warhammer 40,000 rulebook (pg. 30).

As per the Warhammer 40,000 rulebook (pg 122-123), units that are falling back cannot control/deny objectives and cannot claim the Linebreaker Secondary Objective.

Warlords that are falling back at the end of the game are NOT considered slain and do not fulfill the requirements of the Slay the Warlord Secondary Objective.

TOURNAMENT SCHEDULE

9:00AM – 10:00AM	Check-in, Setup & Paint Judging
10:00AM – 12:30PM	Game #1
12:30PM – 1:30PM	Lunch Break, Player's Choice Voting & Paint Judging
1:30PM – 4:00PM	Game #2
4:00PM – 4:30PM	Break
4:30PM – 7:00PM	Game #3
7:00PM – 8:00PM	Dinner Break, Player's Choice Voting & Paint Judging

TURN IN PLAYER'S CHOICE VOTING SHEET

8:00PM – 10:00PM	Game #4
10:30PM	Friday Awards

TURN IN FAVORITE OPPONENT VOTE WITH MISSION 4 RESULTS

FRIDAY'S FINALS

- Players who earn 4 Crushing Victories on Thursday automatically qualify for Friday's finals.
- All remaining wildcard qualification spots will then be awarded to the players with the strongest Battle Record. Total Honor gained followed by Strength of Schedule to break ties if necessary.



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WARHAMMER 40K CHAMPIONSHIPS ORDERS SHEET

PRE-DEPLOYMENT ORDERS

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

1. **Deployment Map:** Make note of the Deployment Map used in the mission.
2. **Table Halves:** Both players roll-off. The winner of the roll-off selects one of the table halves to be his – his opponent takes the opposite table half. If the mission uses the Relic, place the Relic counter prior to placing any terrain.
3. **Fortifications:** Starting with the player who chose table halves, players alternate placing any fortifications wholly within the owning player's table half and not within 4" of another fortification.
4. **Terrain:** Setup Terrain before each game using the method described below:
 - The player who chose table halves begins by choosing one terrain piece and deploying it anywhere in his table half. The terrain piece may straddle the center line of the table, but a **MAJORITY** of that terrain piece **MUST** be within the placing player's table half. No terrain piece can be placed within 4" of another terrain piece, fortification or the board edge.
 - Following the guidelines above, players then alternate placing terrain until all terrain pieces are on the table.
 - All terrain pieces **MUST** be placed. If it becomes impossible to place one or more terrain pieces following the guidelines above, you and your opponent should adjust the already placed terrain in a mutually agreeable manner so that all terrain pieces can be placed on the table.
5. **Place Primary Objective Markers:** Starting with the player who chose table halves, players alternate placing objective markers as described in the mission (*see Pre-deployment Addendum for each mission*). All objectives must be at ground level and no objective can be placed within 6" of any battlefield edge, within 12" of another objective marker or in/on impassible terrain, buildings or fortifications.
6. **Generate Pre-game Abilities:** Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Demonic Rewards and the like.
7. **Night Fighting:** Determine if the Night Fighting special rule is in effect during game turn 1 (pg. 124).
8. **Deploy Forces:** Roll-off to see which player chooses whether to deploy first or second. The player that goes first then places his entire army on the table in his deployment zone. His opponent then deploys his entire army in the opposite deployment zone. Units cannot deploy in impassable terrain unless they are normally allowed to move over impassable terrain and can physically fit on it. Units can never deploy in lethal terrain.

Reserves: Excluding units that must begin the game in Reserves, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The player must clearly explain the organization of his Reserves to the opponent.

9. **Deploy Infiltrators and Redeploy Scouts:** When both players have deployed their main force, then they deploy their Infiltrators (pg. 38). Finally, they can redeploy units with the Scouts special rule (pg. 41).

For the purposes of deploying Infiltrators and redeploying Scouts, an enemy fortification is only considered to be an enemy unit if it is occupied at the time of the redeployment.

FIRST TURN

The player who deployed his army first starts the first turn unless his opponent can Seize the Initiative (pg. 122).

Seize the Initiative (pg. 122): If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead.

GAME LENGTH

Variable Game Length (pg. 122): At the end of Game Turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of Game Turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of Game Turn 7.



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WARHAMMER 40K CHAMPIONSHIPS

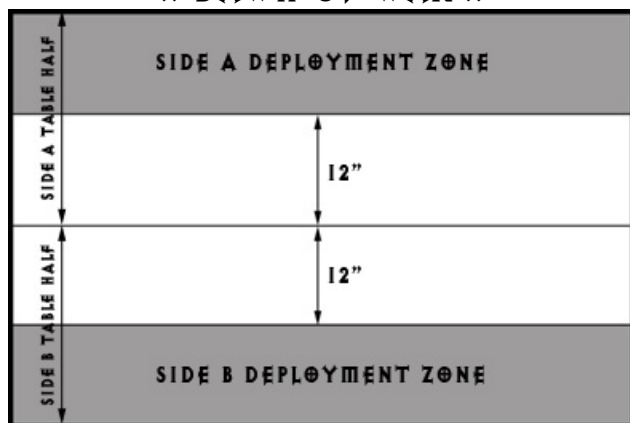
MISSION 1: WHERE BLOOD WILL SOON BE SHED...

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

Critical technology that is vital to your war efforts was recently compromised during a nighttime air strike. Your forces moved to secure the position immediately and found enemy forces in close proximity. It is crucial that you prevent this technology from falling into enemy hands...yet seizing whatever the enemy is protecting is surely the path to greater glory...

DEPLOYMENT MAP

:: DAWN OF WAR ::



PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Championships Orders Sheet with the following modifications:

- 5. Place Primary Objective Markers:** Starting with the player who chose table halves, the players take it in turns to place a total of D3+2 Primary Objective markers. Normal restrictions for placing markers apply (pg. 121).

MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)



PRIMARY OBJECTIVES

- 1. Victory Points:** Each player receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this objective. The player with the most Victory Points at the end of the game achieves this objective.

Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.

- 2. Objectives Markers:** The player that controls more Primary Objective markers at the end of the game achieves this objective.

SECONDARY OBJECTIVES

- 1. Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- 2. First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- 3. Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Victory Conditions: The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.



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WARHAMMER 40K CHAMPIONSHIPS

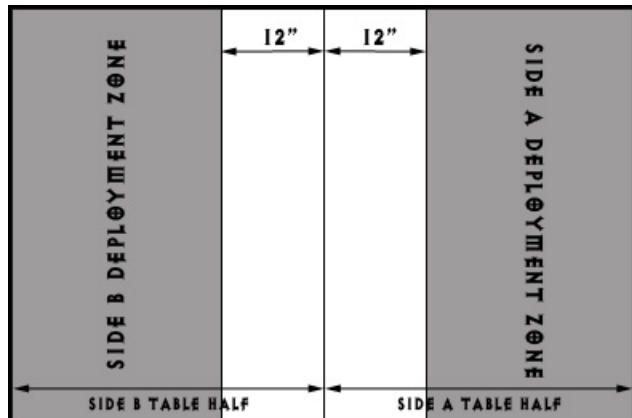
MISSION 2: WOLVES BEYOND THE BORDER

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

Advanced recon regiments have identified several areas of strategic importance and have dispatched your Warlord and his forces to secure and defend them. Enemy forces threaten all sides and seem equally intent on claiming these priority zones.

DEPLOYMENT MAP

:: HAMMER AND ANVIL ::



PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Championships Orders Sheet with the following modifications:

- Place Primary Objective Markers:** Create a pool of six (6) objective markers. There should be one marked with a 4, two marked with 3's, two with 2's and a single 1. Flip the markers over to hide their assigned values and randomize them.

Starting with the player who chose table halves, the players take it in turn to place a total of six (6) Primary Objective markers. The first marker each player places **MUST** be in his/her own table half and is considered that player's Emperor's Will marker. The players then alternate placing the remainder of the objective markers. Normal restrictions for placing markers apply (pg. 121).

Immediately before deciding whether or not to Seize the Initiative, flip the six markers over to reveal how many Victory Point they are worth.

Note: The Emperor's Will marker also counts towards The Scouring scoring.

MISSION SPECIAL RULES

Fast Recon (pg. 129)
Mysterious Objectives (pg. 125)
Mysterious Terrain (Forest) (pg. 124)
Night Fighting (pg. 124)
Reserves (pg. 124)

PRIMARY OBJECTIVES

- The Emperor's Will:** The player that controls more Emperor's Will objective markers at the end of the game achieves this objective.
- The Scouring:** At the end of the game, each of the 6 Primary Objective markers are worth a number of Victory Points to the player that captures them equal to the number on each marker. In addition, each player receives 1 Victory Point for each enemy Fast Attack unit that has been completely destroyed. Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this objective. The player with the most Victory Points at the end of the game achieves this objective.

Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.

Don't forget – Fast Attack units count as Scoring/Denial Units in this mission!

SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Victory Conditions: The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.



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WARHAMMER 40K CHAMPIONSHIPS

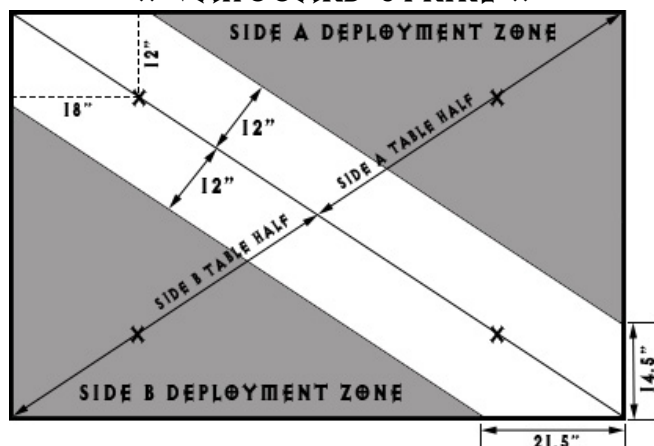
MISSION 3: AT DAWN WITH VICTORIOUS WEAPONS!

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

A relic of grave importance to your Warlord has been discovered on a distant planet. With a devotional fervor, orders were given to seize this item of antiquity at all costs. What seemed like a simple mission was soon complicated by the arrival of oppositional forces. With the relic in sight, you now find yourself staring the enemy in the face!

DEPLOYMENT MAP

:: VANGUARD STRIKE ::



X = Primary Objective Marker

PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Championships Orders Sheet with the following modifications:

- 2. Place the Relic:** Before placing terrain, place the Relic counter in the center of the battlefield.
- 5. Place Primary Objective Markers:** Place a single Primary Objective marker in the exact center of each table quarter (12" from the long table edge and 18" from the short table edge) until four (4) Primary Objective markers have been placed.

MISSION SPECIAL RULES

The Relic (pg. 131)
Mysterious Terrain (Forest) (pg. 124)
Mysterious Objectives (pg. 125)
Night Fighting (pg. 124)
Reserves (pg. 124)

Clarifications on the Relic: See page 131 and the Adepticon FAQ for rules on seizing, moving with and dropping the Relic. The Relic can never be contested. If the Relic is dropped because it moved more than 6" in a single phase, it is placed back at the spot where it began that phase. The Relic is **NOT** considered a Mysterious Objective.

PRIMARY OBJECTIVES

- 1. The Relic:** At the end of the game, the player who has seized the Relic achieves this objective. See page 131 for rules on seizing, moving with and dropping the Relic.
- 2. Objective Markers:** The player that controls more Primary Objective markers at the end of the game achieves this objective.

Note: Victory Points gained through non-mission sources (e.g., Legendary Fighter and The Hunt traits) have no impact on this mission.

SECONDARY OBJECTIVES

- 1. Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- 2. First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- 3. Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Victory Conditions: The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.



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WARHAMMER 40K CHAMPIONSHIPS

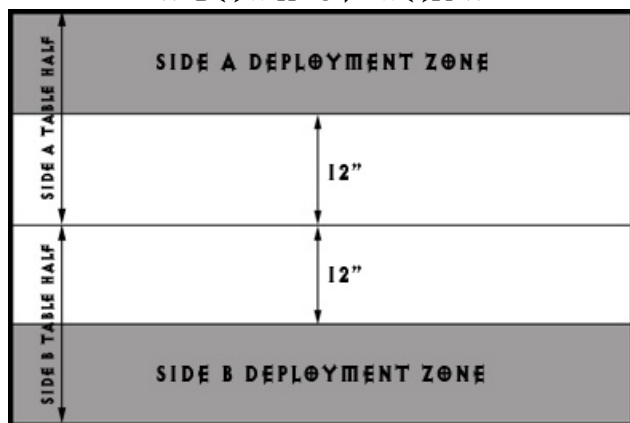
MISSION 4: THE MOON OF SKULLS

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

Critical technology that is vital to your war efforts was recently compromised during a nighttime air strike. Your forces moved to secure the position immediately and found enemy forces in close proximity. It is crucial that you prevent this technology from falling into enemy hands...yet seizing whatever the enemy is protecting is surely the path to greater glory...

DEPLOYMENT MAP

:: DAWN OF WAR ::



PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Championships Orders Sheet with the following modifications:

- Place Primary Objective Markers:** Starting with the player who chose table halves, the players take it in turns to place a total of five (5) Primary Objective markers. Normal restrictions for placing markers apply (pg. 121).

MISSION SPECIAL RULES

Heavy Metal (pg. 128)

Mysterious Objectives (pg. 125)

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)



PRIMARY OBJECTIVES

- Victory Points:** Each player receives 1 Victory Point for each non-Heavy Support enemy unit and 2 Victory points for each Heavy Support enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this mission. The player with the most Victory Points at the end of the game achieves this objective.

Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.

- Objective Marker:** The player that controls more Primary Objective markers at the end of the game achieves this objective. **Don't forget – Heavy Support units count as Scoring/Denial Units in this mission!**

SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Victory Conditions: The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

FAVORITE OPPONENT VOTING

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

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

MISSION	OPPONENT'S NAME	NOTES
1		
2		
3		
4		



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WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR MISSION 4: THE MOON OF SKULLS

YOUR NAME	TABLE NO	FINISH?*
		<input type="checkbox"/> Yes <input type="checkbox"/> No

YOUR BATTLE RESULT (CIRCLE ONE)				
Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
Primary Objectives Achieved Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		0	1	2
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		Slay the Warlord	First Blood	Linebreaker

* Finished games are those that are ended by a Variable Game Length die roll (pg. 122) or where all 7 game turns were fully played out.

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

*** STOP ***

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN
DOUBLE-CHECKED AT THE JUDGE'S BOOTH

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.

Do NOT share these results with your opponent. Remember to record your opponent's name on the sheet provided.

SPORTSMANSHIP MARK	
 Positive	Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.

FAVORITE OPPONENT VOTE (MANDATORY)

Player's Name:

--



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

PLAYER'S CHOICE

Fill this section out during Player's Choice Voting.

Please turn this sheet into the tournament judges before the start of Game #4.

After looking at the displayed armies, choose the army that **YOU** think is the best painted and modeled.

You may not choose your own army!

FAVORITE ARMY

Player's Name: _____



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ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR MISSION 3: AT DAWN WITH VICTORIOUS WEAPONS!

YOUR NAME	TABLE NØ	FINISH?*
		<input type="checkbox"/> Yes
		<input type="checkbox"/> No

YOUR BATTLE RESULT (CIRCLE ØNE)				
Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
Primary Objectives Achieved Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		0	1	2
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		Slay the Warlord	First Blood	Linebreaker

* Finished games are those that are ended by a Variable Game Length die roll (pg. 122) or where all 7 game turns were fully played out.

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

PLEASE TURN IN THIS SHEET WITH YOUR ØPPONENT
TØ THE JUDGE'S BØØTH AFTER YOUR GAME.

*** STØP ***

DØ NØT FILL THIS ØUT UNTIL YOUR GAME RESULTS HAVE BEEN
DOUBLE-CHECKED AT THE JUDGE'S BØØTH

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.

Do **NOT** share these results with your opponent. Remember to record your opponent's name on the sheet provided.

SPØRTSMANSHIP MARK	
 Positive	Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
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ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR MISSION 2: WOLVES BEYOND THE BORDER

YOUR NAME	TABLE NO	FINISH?*
		<input type="checkbox"/> Yes <input type="checkbox"/> No

YOUR BATTLE RESULT (CIRCLE ONE)				
Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
Primary Objectives Achieved Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		0	1	2
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		Slay the Warlord	First Blood	Linebreaker

* Finished games are those that are ended by a Variable Game Length die roll (pg. 122) or where all 7 game turns were fully played out.

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT
TO THE JUDGE'S BOOTH AFTER YOUR GAME.

*** STOP ***

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN
DOUBLE-CHECKED AT THE JUDGE'S BOOTH

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.

Do NOT share these results with your opponent. Remember to record your opponent's name on the sheet provided.

SPORTSMANSHIP MARK	
 Positive	Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

RESULTS FOR MISSION 1: WHERE BLOOD WILL SOON BE SHED...

YOUR NAME	TABLE NO	FINISH?*
		<input type="checkbox"/> Yes <input type="checkbox"/> No

YOUR BATTLE RESULT (CIRCLE ONE)				
Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
Primary Objectives Achieved Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		0	1	2
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		Slay the Warlord	First Blood	Linebreaker

* Finished games are those that are ended by a Variable Game Length die roll (pg. 122) or where all 7 game turns were fully played out.

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT
TO THE JUDGE'S BOOTH AFTER YOUR GAME.

*** STOP ***

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN
DOUBLE-CHECKED AT THE JUDGE'S BOOTH

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.

Do NOT share these results with your opponent. Remember to record your opponent's name on the sheet provided.

SPORTSMANSHIP MARK	
 Positive	Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.