

FRIDAY  
APRIL 19

12:00 PM  
8:00 PM

# Adeptus



## WARHAMMER 40K: THE FRIENDLY (IT'S ONE LOUDER)

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: THE FRIENDLY (IT'S ONE LOUDER)

**In the grim darkness of the 41st millennium, we're gonna rock you!**

Hello. My name is Marneus DiBarzano I'm an Internet meme creator, blogger, and wargamer. I've made a lot of memes. All Your Base Are Belong To Us...ya that was mine. In 1996, I went down to Joliet, Illinois to a wargaming store called Fantastic Games. Don't look for it, it's not there anymore. But that night I watched a group of wargamers that for me redefined the term "hobby". I remember being knocked out by their exuberance, their raw power - and their punctuality. Those wargamers are the now-legendary Snake Sons of DaBoyz. Seventeen years and eleven AdeptiCons later, The Snake Sons are still going strong, and they've earned a distinguished place in Grand Tournament history as some of America's most dedicated hobbyists. So in the late Fall of 2012 when I heard that The Snake Sons had theory-crafted the ultimate Warhammer 40K Team Tournament list, a concept they called 'Smell the Power Glove,' and were planning to attend AdeptiCon 2013 to promote their new team concept, well needless to say I jumped at the chance to make the documentary, the, if you will, conumentary that you're about to see. I wanted to capture the, the sights, the sounds, the smells, of a hard-working wargaming club on the road. And I got that. But I got more, a lot more. But hey - enough of my yakkin'. Whaddaya say, let's roll some dice!

### WHAT YOU SHOULD, OR SHOULDN'T KNOW...

- The 60 participants in the Warhammer 40K: The Friendly will be broken up into teams of 15 players. Each team will be given a team identifier.
- Before each game, we will call for one member from each of the four teams to spin the 'One Louder' wheel. The result generated will apply to all members of that team for the entirety of the next game.
- Players should be prepared for the unexpected - such as extra objectives and surprise terrain - remember this is The Friendly; we are looking to have some light-hearted fun!

### I'M ONE LOUDER WARLORD TRAIT TABLE

Players may opt to roll on the following Warlord Traits table in lieu of the standard Warlord Traits tables presented in the Warhammer 40,000 rulebook or their specific codex.

One Louder Traits	
D6	Result
1	Your Warlord receives +1 Attack.
2	Your Warlord receives +1 Strength.
3	Your Warlord receives +1 Initiative.
4	Your Warlord receives +1 Leadership.
5	Your Warlord receives +1 Toughness.
6	Your Warlord receives +1 Wound.

### EVENT SPONSORS



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# ADEPTICON 2013

## WARHAMMER 40K: THE FRIENDLY 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.





# ADEPTICON 2013

WARHAMMER 40K: THE FRIENDLY (IT'S ONE LOUDER)

## MISSION 1: SMELL THE POWER GLOVE

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

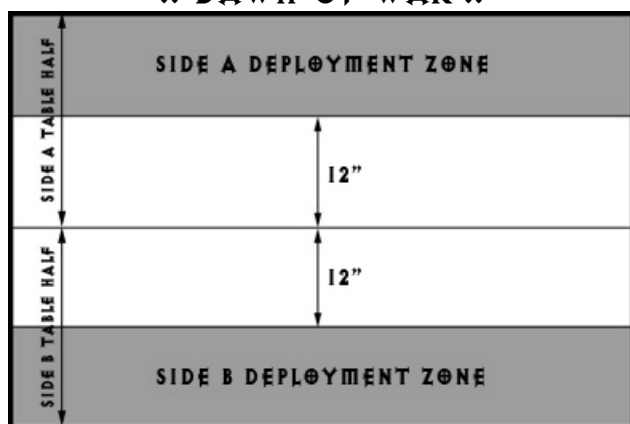
*For your opening ballad, armies shall smell the Power Glove! Make them one louder than all the rest, and let your enemy feel your energy!*

### WHAT THE ????

Players should be prepared for the unexpected - such as extra objectives and surprise terrain - remember this is The Friendly; we are looking to have some light-hearted fun!

### 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: The Friendly Orders Sheet with the following modifications:

- Place Primary Objective Markers:** One objective should be placed in the center of the board. Then starting with player who chose table halves, alternate placing (4) other primary objectives, each player must place their first objective in their opponents half of the board. The second objective can be placed anywhere following normal restrictions for placing objectives (pg. 121).

### MISSION SPECIAL RULES

**Mysterious Objectives** (pg. 125)

**Mysterious Terrain (Forest)** (pg. 124)

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)

**Smell the Power Glove:** All power fists, power claws, chainfists, and dreadnaught close combat weapons are +1 Strength, and -1 AP. And before you ask, yes this can bring the strength value of a weapon to 11. They are one louder than all the others obviously!

### PRIMARY OBJECTIVES

- Hold the Center:** Have your Warlord within 3" of the center objective at the end of the game. Both players can achieve this objective.
- Objectives:** The player that controls more Primary Objective markers at the end of the game achieves this objective.

### 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.

**Legendary Fighter and The Hunt:** These Warlord Traits have no impact on this mission. Warlords generating one of these traits during deployment are considered to have the **Immovable Object** Warlord Trait instead.



# ADEPTICON 2013

WARHAMMER 40K: THE FRIENDLY (IT'S ONE LOUDER)

## MISSION 2: STUCK IN A COCCON!

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

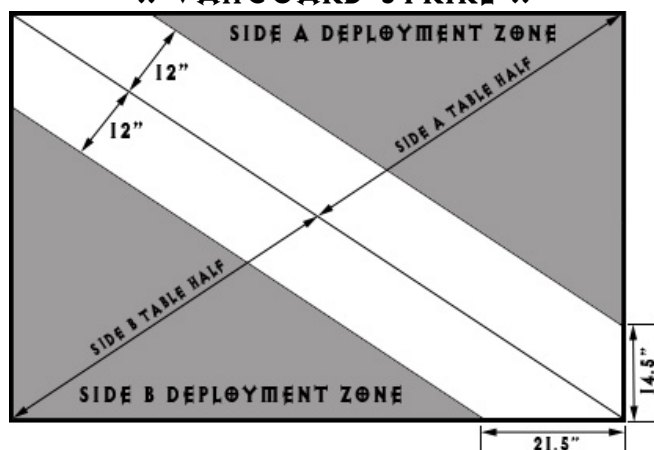
*As your concert continues, the elaborate stages just get better! However in an attempt to be one louder, something has gone wrong and a key band member is having an issue deploying to the stage.*

### WHAT THE ????

Players should be prepared for the unexpected - such as extra objectives and surprise terrain - remember this is The Friendly; we are looking to have some light-hearted fun!

### DEPLOYMENT MAP

#### :: VANGUARD STRIKE ::



### PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K: The Friendly Orders Sheet.

### MISSION SPECIAL RULES

**Mysterious Terrain (Forest)** (pg. 124)

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)

**Smell the Power Glove:** All power fists, power claws, chainfists, and dreadnaught close combat weapons are +1 Strength, and -1 AP. And before you ask, yes this can bring the strength value of a weapon to 11. They are one louder than all the others obviously!

**Get the Stage Hand, Their Stuck in the Cocoon:** After both forces have deployed, but before Seizing the Initiative, each player nominates an enemy unit to malfunction. This unit may not do anything, nor be attacked in anyway, until they have managed to free themselves. Beginning on turn 1 roll a d6, on a 6 your unit is free, on turn 2, a roll of 5+ is needed, and on turn 3, a 4+ is needed. Units automatically free themselves at the start of turn 4.

### PRIMARY OBJECTIVES

**1. Victory Points\*:** Each player receives 1 Victory Point for each non-Fast Attack enemy unit and 2 Victory points for each Fast Attack 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.*

**2. Beat Down the Big Stuff:** Destroy ALL of your opponent's Heavy Support choices. Both players can achieve 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.



# ADEPTICON 2013

WARHAMMER 40K: THE FRIENDLY (IT'S ONE LOUDER)

## MISSION 3: STONEFIST

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

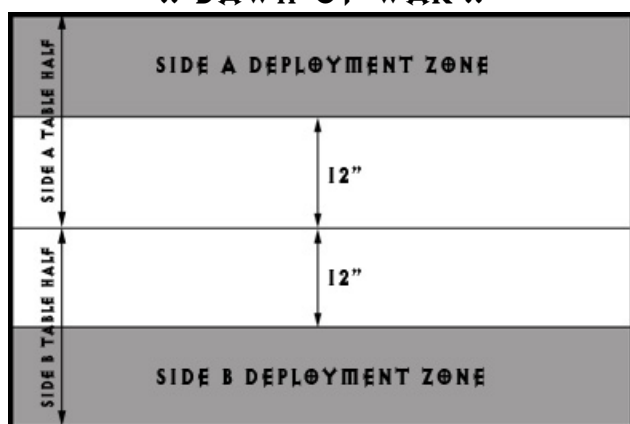
*It's STONEFIST!! Enough said.... Okay it's a mini Stonefist.... but it is still Stonefist!*

### WHAT THE ????

Players should be prepared for the unexpected - such as extra objectives and surprise terrain - remember this is The Friendly; we are looking to have some light-hearted fun!

### 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: The Friendly Orders Sheet with the following modifications:

- 2. Place Stonefist:** Before placing terrain, place the Stonefist counter in the center of the battlefield.
- 5. Place Primary Objective Markers:** Starting with the player who chose table halves, the players take it in turns to place a single Primary Objective marker in their own table half. 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)

**Stonefist:** Stonefist is a mystical structure that has survived the tests of time. Stonefist follows all the rules for the Relic (pg. 131). Its mystical powers grant +1 to all rolls made within 18" of Stonefist. Additionally, Stonefist grants the Feel No Pain, Rending, Furious Charge, and Relentless special rules to any unit within 18". Note: Natural rolls of 1 to save/hit/wound always fail.

### PRIMARY OBJECTIVES

- 1. Stonefist:** At the end of the game, the player who has seized Stonefist achieves this objective.
- 2. Objectives:** 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.

**Legendary Fighter and The Hunt:** These Warlord Traits have no impact on this mission.

**Clarifications on Stonefist:** See page 131 for rules on seizing, moving with and dropping Stonefist (the Relic). Stonefist can never be contested. If Stonefist 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 Stonefist is **NOT** a Mysterious Objective.



# ADEPTICON 2013

WARHAMMER 40K: THE FRIENDLY (IT'S ONE LOUDER)

## RESULTS FOR MISSION 3: STONEFIST

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
<b>Primary Objectives Achieved</b> Circle the number of Primary Objectives achieved, regardless of the outcome of the game.		0	1	2
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game.		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 how fun this game and your opponent were by circling a number on the scale below.

1 represents a terrible game not in the spirit of the event and 11, is well....11!

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

### FUN SCORE

1 2 3 4 5 6 7 8 9 10 11

Not Fun

Decent Enough Game

Insanely Fun

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



# ADEPTICON 2013

WARHAMMER 40K: THE FRIENDLY (IT'S ONE LOUDER)

## RESULTS FOR MISSION 2: STUCK IN A C@C@N!

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

YOUR BATTLE RESULT (CIRCLE @NE)				
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
<b>Primary Objectives Achieved</b> Circle the number of Primary Objectives achieved, regardless of the outcome of the game.		0	1	2
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game.		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.

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FUN SCORE										
1	2	3	4	5	6	7	8	9	10	11
Not Fun			Decent Enough Game					Insanely Fun		

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





# ADEPTICON 2013

WARHAMMER 40K: THE FRIENDLY (IT'S ONE LOUDER)

## RESULTS FOR MISSION I: SMELL THE POWER GLOVE

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
<b>Primary Objectives Achieved</b> Circle the number of Primary Objectives achieved, regardless of the outcome of the game.		0	1	2
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game.		Slay the Warlord	First Blood	Linebreaker

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FUN SCORE										
1	2	3	4	5	6	7	8	9	10	11
Not Fun			Decent Enough Game					Insanely Fun		

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