

FRIDAY
APRIL 19

8:00 AM
8:00 PM

Adeptus



WARHAMMER 40K GLADIATOR T⊕URNAMENT

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 GLADIATOR TOURNAMENT

RULES REMINDERS

BASIC OVERVIEW

- Armies will consist of a base list of **2500 points** or less using a standard Force Organization Chart with an optional secondary Force Organization Chart and additional Primary Detachment rules (Warhammer 40,000 rulebook, pg. 109).
 - 1 Fortification per standard Force Organization Chart
 - 1 Allied Detachment per standard Force Organization Chart (See Super Heavy or Gargantuan Creature Rules Below)
- Only one Super Heavy or Gargantuan Creature may be taken per army. That unit **MUST** be of the same codex as the Primary Detachment and is allocated as the entire second optional standard Force Organizational Chart.
- Rules, units and wargear from any source besides the codices listed above are **NOT** allowed. This includes but is not limited to:
 - No models with more than four (4) structure points are allowed in the Warhammer 40K Gladiator.
 - No Formations or Strategic Assets are allowed in the Warhammer 40K Gladiator.
 - Additional Apocalypse Rules
- Warlord Traits will be determined per the Warhammer 40,000 rulebook (pg. 111) or appropriate Codex prior to the start of each game.
- All players will play (3) three hour rounds on Friday, with 60 minute breaks in-between.
- All missions will use the Variable Game Length rule (pg. 122).
- Victory Points gained through the Legendary Fighter Warlord Trait are added to your score total for that game as normal. However, the maximum number of Victory Points a player may earn per game is the total of all the objective and bonus points.

WIPEOUTS!

Unless specified otherwise in the mission rules, the player which achieves a 'Wipeout!' automatically receives the maximum score for all non-Progressive Objectives.

Each player receives Progressive Objective points based on the amount earned up to when the "Wipeout" occurs. The player which achieves a "Wipeout" receives all remaining Progressive Objective points available.

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.

TOURNAMENT SCHEDULE

8:00AM – 9:00AM	Check-in and Setup
9:00AM – 12:00PM	Game #1
12:00PM – 1:00PM	Lunch Break
1:00PM – 4:00PM	Game #2
4:00PM – 5:00PM	Break
5:00PM – 8:00PM	Game #3
8:00PM – 8:30PM	Awards

AWARDS

Gladiator Champion
Gladiator Second in Command
Gladiator Appearance - Best Titan
Gladiator Appearance - Best Gargantuan
Gladiator Appearance - Best Flyer
Gladiator Appearance - Best Fortification
Gladiator Get a Bigger Gun

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WARHAMMER 40K GLADIATOR 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 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 GLADIATOR

MISSION I: SLEEPING GIANTS

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

OVERVIEW

Two ancient goliaths have been locked in an eternal stalemate for centuries. Upon discovering the location of their long lost champion, their allies arrive to finish this battle staged long, long ago.

PRE-DEPLOYMENT ADDENDUM

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

- Place Objective Markers:** Begin by placing an objective marker in the center of the battlefield. Then, place one objective marker 12" away on either side of the central marker and down the center of the battlefield, for a total of three (3) objective markers.
- Sleeping Giants:** Before deploying forces, each player selects their most expensive unit and deploys it directly over objective marker A or B. Roll a die to decide who gets first placement. If an army has two units that qualify as being the most expensive, the controlling player selects only one of those units to be the Sleeping Giant.

Unit cost's to include their dedicated transport, which the unit started embarked inside. Independent Characters may not join this unit, unless they were chosen as part of the unit per the force organization chart. These units are considered as part of the 50% required deployed forces at the start of the game.

Follow normal deployment rules thereafter.

MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)

Sleeping Giants: Each player's most expensive unit is trapped in a stasis field over the left and right (A and B) objective markers in the center of the table. They cannot be targeted or affected in any way until released. Flying units are considered gliding while in stasis. For movement purposes, they are considered as both a unit and impassable terrain until they are awakened.

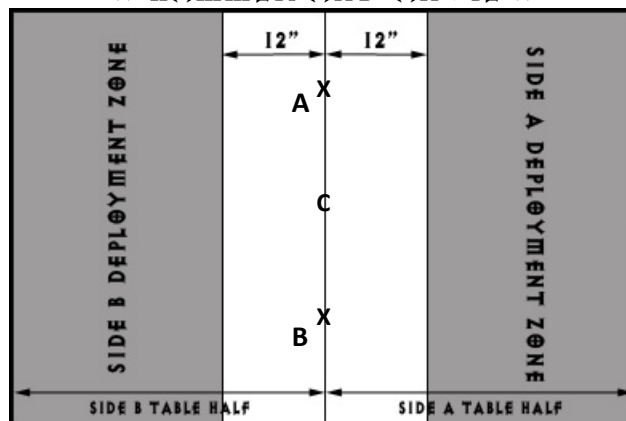
Awakening the Giant: To free the unit in stasis, any non-vehicle unit must come into base to base contact with model. This unit can take no other actions the rest of the game turn (shooting, assaulting, or using psychic powers). The stasis field immediately drops, however the unit may not act until the phase after it has been activated. For example, if activated in the movement phase, it can then act in the shooting phase. Once the field drops they may react as normal (overwatch, attack back if assaulted, etc). Flying Units must be gliding in order to awaken a unit in stasis.

If the most expensive unit is a flying unit, they are considered to be gliding (non-vehicle) or Hovering (vehicle) while in stasis and when they are first released. Vehicles that cannot Hover immediately switch to Zooming once released.

At the beginning of turn 4, the Stasis Field will automatically drop.

DEPLOYMENT MAP

:: HAMMER AND ANVIL ::



C = Center of Table

X = Objective Markers A and B (12" from Center of Table)

OBJECTIVES

Primary - Table Quarters: The player controlling the most table quarters wins the primary objective. To control a table quarter, a player must have a greater number of units (scoring or otherwise) within that region. A unit can only count towards occupying one quarter, which is where the majority of that unit resides. Units split 50/50 between two table quarters do not have a majority and cannot control either quarter. Units falling back are not considered scoring.

Win	Draw	Loss
30 points	15 points	0 points

Secondary - Man Up (Progressive): Are you strong enough to thwart your opponent without your biggest gun (*most expensive unit*)? The longer you delay releasing your most expensive unit from stasis, the more points you earn. Earn points at the end of your Player Turn if your unit is still in stasis.

Turn 1	3 points
Turn 2	7 points
Turn 3	10 points

TACTICAL BONUSES

Objective Markers (9 points maximum): Each objective marker is worth 3 Points. See Controlling Objectives (pg. 123).

Warlord's Presence (5 points): Achieve this tactical bonus if your Warlord is the Character that awakens the unit in stasis. Both players can achieve this tactical bonus.

Stomping Ground (6 points): Achieve this tactical bonus if your most expensive unit ends the game within the enemy's deployment zone. Both players can achieve this tactical bonus.



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WARHAMMER 40K GLADIATOR TOURNAMENT

MISSION 2: BETRAYAL

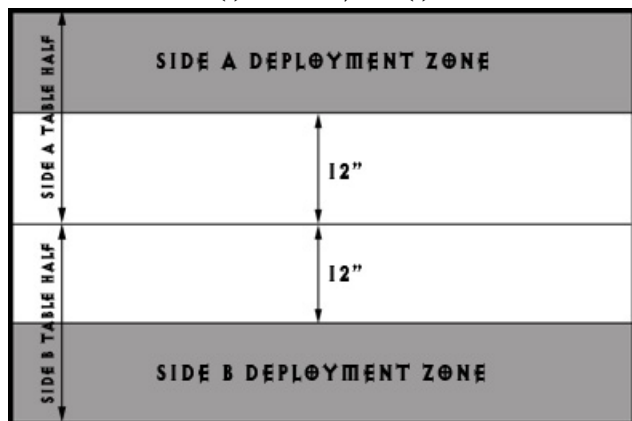
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

OVERVIEW

Led to an unknown location by your Ally, you find yourself walking into the lines of another army. Is this a trap or some other hidden agenda by your now tenuous ally?

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 Gladiator Orders Sheet with the following modifications:

- Place Objective Markers:** Starting with the player who chose table halves, the players take it in turns to place a total of 4 objective markers. One objective marker must be placed in your enemy's deployment zone and the other must be placed in the neutral zone. 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)

Allied Betrayer: Each player's most expensive Allied Detachment is considered a **Betrayer Detachment** and is one Alliance level less than normal. If an ally was already a Desperate Ally, the 'One Eye Open' special rule now fails on a 1 or 2.

If a player does not have an Allied Detachment, the **Betrayer Detachment** becomes the least expensive HQ and the least expensive Troop Choice.

Mark each **Betrayer Unit** with a token.

OBJECTIVES

Primary – Intercepted Briefing: Although you are aware the objective markers have some meaning, you are unaware of which marker you are to lay claim too. Your Betrayer HQ delayed the true purpose of your mission. At the start of turn 3, one player rolls a die and consults the following table. The result becomes the objective for both players.

The player that controls more objective markers at the end of the game wins this objective. See Controlling Objectives (pg. 123).

D6	Objective	Description
1-2	Sack the Stronghold	The objective marker in your opponent's deployment zone counts as 2 objective markers to you only.
3-4	Hold the Line	The objective marker in your deployment zone counts as 2 objective markers to you only.
5-6	Exploration	Each objective marker in the Neutral Zone counts as 2 objective markers for scoring purposes.

Win	Draw	Loss
30 points	15 points	0 points

Secondary – Overwhelming Show of Force (Progressive): Score these bonus points each turn you destroy your opponent's least expensive unit currently on the board. These units may change round to round.

Turn 1	3 points
Turn 2	4 points
Turn 3	5 points
Turn 4	6 points
Turn 5	7 points

If your opponent has multiple units that have the same point value and are considered tied for the least expensive unit, any one of those units can be destroyed to earn this victory condition.

TACTICAL BONUSES

Treachorous Aid (Progressive): Gain bonus points if at least one unit of your Allied Detachment is still in play.

Turn 3	1 points
Turn 4	3 points
Turn 5	3 points

Betrayer's Triumph (5 points): Achieve this tactical bonus if your Betrayer HQ Character is the only surviving HQ unit you control at the end of the game. Both players can achieve this tactical bonus.

Returning Home (4 points): Achieve this tactical bonus if at least one unit of your Betrayal Detachment ends the game in your opponent's deployment zone. Both players can achieve this tactical bonus.



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WARHAMMER 40K GLADIATOR TOURNAMENT

MISSION 3: NICE TO SEE YOU AGAIN

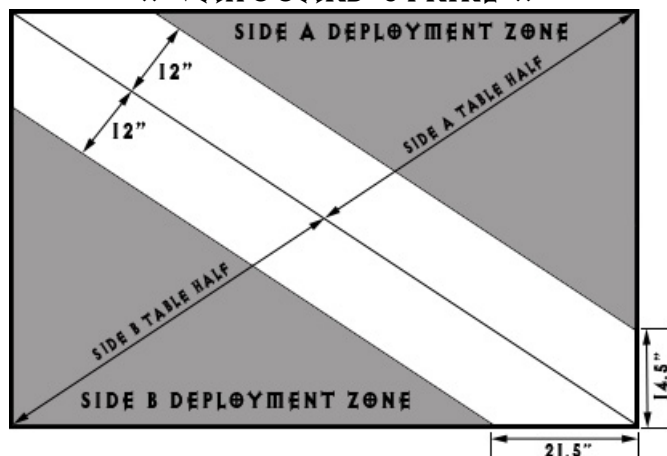
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

OVERVIEW

You have harnessed the unpredictable energies of the warp into an item that can manipulate time itself. But be wary, the flow of time is nothing to trifle with. Making alterations to the flow of time can have dire consequences that will need to be corrected.

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 Gladiator Orders Sheet with the following modifications:

- Place Objective Markers:** Starting with the player who chose table halves, the players take it in turns to place a total of 6 objective markers. One objective marker must be placed in your enemy's deployment zone, one must be placed in the neutral zone and one must be placed in your own deployment zone. Normal restrictions for placing markers apply (pg. 121).

Hidden Importance: After objective markers are deployed, each player secretly nominates one of the objective markers within the Neutral Zone as a Key Objective Marker.

MISSION SPECIAL RULES

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)

Paradox Grenade: Each player starts with one Paradox Grenade which is carried by any model with the (Ch) Character Trait. This grenade can be used against an opponent, towards a friendly unit, or into an assault containing both. 8" range, small blast template.

Paradox: Any unit with at least one model under the Paradox Grenade template is placed back into reserves as an Ongoing Reserve unit (pg. 125). This includes any dedicated transport. This **DOES NOT** include any Independent Characters that were joined to the unit at the time of deployment.

Upon being placed back to reserves, the unit is returned to full strength (lost infantry, hull points, destroyed weapons, etc). This unit may reenter the board through any of its normal deployment strategies (e.g.; a unit already listed as having special rules may return using deep strike, outflank, etc).

Archeotech Artefacts: Each objective marker is considered an Archeotech Artefact (pg. 106). Once a Scoring Unit comes within 2" of an objective marker, roll 2d6 to determine the outcome.

OBJECTIVES

Primary – 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.

Win	Draw	Loss
30 points	15 points	0 points

Secondary – Objective Markers (Progressive): At the end of each Game Turn, gain 1 battle point for each objective marker you are in control of. See Controlling Objectives (pg. 123).

Battle points are earned at the end of Game Turns 2 through 5.

TACTICAL BONUSES

Corrected Timeline (10 points): Gain bonus points if the unit(s) you used your Paradox Grenades upon is/are destroyed by the end of the game. All units affected by that player's Paradox Grenade must be destroyed to earn this bonus.

Note: These points can only be scored if the unit(s) return to play from Ongoing Reserve. If they never come back, there is nothing to fix, and no points to earn.

Tactical Control (5 points): Gain bonus points if you control your Key Objective Marker. See Controlling Objectives (pg. 123).



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WARHAMMER 40K GLADIATOR TOURNAMENT

RESULTS FOR SCENARIO 3: NICE TO SEE YOU AGAIN

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

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

TABLE NO

YOUR NAME						
VICTORY POINTS RESULTS (Circle ONE)						
Win	30					
Draw	15					
Loss	0					
OBJECTIVE MARKERS (PROGRESSIVE) RESULTS (Circle ALL that apply)						
Turn 2	1	2	3	4	5	6
Turn 3	1	2	3	4	5	6
Turn 4	1	2	3	4	5	6
Turn 5	1	2	3	4	5	6
TACTICAL BONUSES (Circle ALL that apply)						
Corrected Timeline	10					
Tactical Control	5					
TOTAL BATTLE POINTS (Double-check Your Math!)						

OPPONENT'S NAME						
VICTORY POINTS RESULTS (Circle ONE)						
Win	30					
Draw	15					
Loss	0					
OBJECTIVE MARKERS (PROGRESSIVE) RESULTS (Circle ALL that apply)						
Turn 2	1	2	3	4	5	6
Turn 3	1	2	3	4	5	6
Turn 4	1	2	3	4	5	6
Turn 5	1	2	3	4	5	6
TACTICAL BONUSES (Circle ALL that apply)						
Corrected Timeline	10					
Tactical Control	5					
TOTAL BATTLE POINTS (Double-check Your Math!)						

ADDITIONAL GAME INFORMATION (CHECK BOX IF APPLICABLE)								
<input type="checkbox"/>	We did not finish the game - the game was not played through until the variable game length roll ended the game.					Indicate the Last Game Turn Completed		
						1	2	3
<input type="checkbox"/>	I need to speak to a judge about my opponent. This game was horrible and not at all enjoyable due to my opponent's actions.							

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



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WARHAMMER 40K GLADIATOR TOURNAMENT

RESULTS FOR SCENARIO 2: BETRAYAL

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

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

TABLE NO

YOUR NAME		
INTERCEPTED BRIEFING RESULTS (Circle ONE)		
Win	30	
Draw	15	
Loss	0	
OVERWHELMING SHOW OF FORCE (PROGRESSIVE) RESULTS (Circle ALL that apply)		
Turn 1	3	
Turn 2	4	
Turn 3	5	
Turn 4	6	
Turn 5	7	
TACTICAL BONUSES (Circle ALL that apply)		
Treachorous Aid (Progressive)	Turn 3	1
	Turn 4	2
	Turn 5	3
Betrayer's Triumph	5	
Returning Home	4	
TOTAL BATTLE POINTS (Double-check Your Math!)		

OPPONENT'S NAME		
INTERCEPTED BRIEFING RESULTS (Circle ONE)		
Win	30	
Draw	15	
Loss	0	
OVERWHELMING SHOW OF FORCE (PROGRESSIVE) RESULTS (Circle ALL that apply)		
Turn 1	3	
Turn 2	4	
Turn 3	5	
Turn 4	6	
Turn 5	7	
TACTICAL BONUSES (Circle ALL that apply)		
Treachorous Aid (Progressive)	Turn 3	1
	Turn 4	2
	Turn 5	3
Betrayer's Triumph	5	
Returning Home	4	
TOTAL BATTLE POINTS (Double-check Your Math!)		

ADDITIONAL GAME INFORMATION (CHECK BOX IF APPLICABLE)								
<input type="checkbox"/>	We did not finish the game - the game was not played through until the variable game length roll ended the game.	Indicate the Last Game Turn Completed						
		1	2	3	4	5	6	7
<input type="checkbox"/>	I need to speak to a judge about my opponent. This game was horrible and not at all enjoyable due to my opponent's actions.							

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



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WARHAMMER 40K GLADIATOR TOURNAMENT

RESULTS FOR SCENARIO I: SLEEPING GIANTS

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

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

TABLE NO

YOUR NAME			
TABLE QUARTERS RESULTS (Circle ONE)			
Win	30		
Draw	15		
Loss	0		
MAN UP (PROGRESSIVE) RESULTS (Circle ALL that apply)			
Turn 1	3		
Turn 2	7		
Turn 3	10		
TACTICAL BONUSES (Circle ALL that apply)			
Tactical Markers (3 pts each)	3	6	9
Warlord's Presence	5		
Stomping Ground	6		
TOTAL BATTLE POINTS (Double-check Your Math!)			

OPPONENT'S NAME			
TABLE QUARTERS RESULTS (Circle ONE)			
Win	30		
Draw	15		
Loss	0		
MAN UP (PROGRESSIVE) RESULTS (Circle ALL that apply)			
Turn 1	3		
Turn 2	7		
Turn 3	10		
TACTICAL BONUSES (Circle ALL that apply)			
Tactical Markers (3 pts each)	3	6	9
Warlord's Presence	5		
Stomping Ground	6		
TOTAL BATTLE POINTS (Double-check Your Math!)			

ADDITIONAL GAME INFORMATION (CHECK BOX IF APPLICABLE)								
<input type="checkbox"/>	We did not finish the game - the game was not played through until the variable game length roll ended the game.					Indicate the Last Game Turn Completed		
						1	2	3
<input type="checkbox"/>	I need to speak to a judge about my opponent. This game was horrible and not at all enjoyable due to my opponent's actions.							

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