

**SATURDAY**  
**APRIL 20**  
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**7:00AM**  
**8:00PM**

**SUNDAY**  
**APRIL 21**  
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**7:30AM**  
**4:00PM**

# Adeptus



## **WARHAMMER 40K** **TEAM TOURNAMENT**

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT

### THE SPIRIT OF THE TEAM TOURNAMENT

For the past ten years, the Warhammer 40K Team Tournament has been the flagship event at AdeptiCon. Originally conceived as an alternative event to the standard Grand Tournaments of old, the team event was designed to be an all-inclusive, hobby competition that created a purposely different way to play the game with your friends. Over the years, the event has grown by leaps and bounds as teams continually raise the bar in terms of thematic approach, generalship, modeling expertise and team spirit – creating a unique and memorable experience for all.

In the Team Tournament, four players combine forces to compete against opposing teams in a day full of gaming and comradery. While all tournaments are competitive by nature, the Team Tournament encompasses much more than the tournament games played throughout the day. In many cases the day of the tournament is a culmination of months of planning, writing, building, converting and painting. The tournament format challenges and rewards generals, tacticians, hobbyists, fluff-bunnies and casual gamers alike. Additionally, the format enables players to visually realize the immense theme and flavor of the Warhammer 40,000 universe on the tabletop.

Over the years, the Team Tournament has grown to become perhaps the largest Warhammer 40K event in existence. With that honor also came sacrifices. The fast and furious nature of a single-day event simply did not allow most people to take in the sheer amount of effort, creativity and skill that was on display. AdeptiCon 2013 sees the Team Tournament returning to its roots by morphing back into a 2-day, 5-game event. This redesigned format will allow for longer games, more relaxed breaks, an earlier finish on Saturday and hopefully a more enjoyable experience for all involved. Additionally, it affords the opportunity to showcase the exceptional efforts of those Teams that truly go above and beyond the call of duty.

The Team Tournament Army Showcase will feature those Teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, these Teams will be setup for display in a special section of the Grand Ballroom so that all attendees of AdeptiCon 2013 can enjoy the very best this hobby has to offer.

To Glory or Death!

AdeptiCon 2013 Team Tournament Staff

### HALL OF CHAMPIONS

<b>2012</b>	They Shall Know Fear
<b>2011</b>	I'm A Bear...Put Your Head in my Mouth
<b>2010</b>	Sons of Shatner
<b>2009</b>	Recurring Nightmare
<b>2008</b>	Daboyz

<b>2007</b>	Checkmate Hobbies
<b>2006</b>	So. Cal GW League
<b>2005</b>	Saim Heinous
<b>2004</b>	Casus Belli
<b>2003</b>	Team TnA

### ADEPTICON 2013 WARHAMMER 40K TEAM TOURNAMENT SPONSORS



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# ADEPTICON 2013

WARHAMMER 40K TEAM TOURNAMENT

## RULES REMINDERS

### COALITIONS AND WARLORDS

**Coalitions:** For the purposes of the AdeptiCon Warhammer 40K Team Tournament, Team Members forming a Coalition are considered Allies (pg. 112) per the Warhammer 40,000 rulebook with the following modifications:

- **Battle Brothers:** Codices denoted as Battle Brothers per the Allies Matrix chart (pg. 113) are considered Battle Brothers for the Warhammer 40K Team Tournament and follow all the relevant rules and restrictions per the rulebook.  
Coalitions comprised of two detachments from the same codex are also considered Battle Brothers with the following clarifications:
  - Wargear and Special Abilities will benefit/affect both detachments in a Coalition, but they will not affect detachments in the other Coalition on a different table. For example, Vulcan's special ability counting all Melta, Flamer, and Thunder Hammers, as master crafted would apply to any Coalition units purchased from Codex Space Marines. It would not apply to the other two detachments playing on a different table, or units purchased from any other codex.
  - Wargear and Special Abilities that affect your Coalition's detachments **DO NOT** stack, unless specifically allowed by an army Codex or FAQ (e.g., a Coalition containing two Eldar Autarchs with the Master Strategist special rule can add +1 or +2 to Reserve rolls).
  - Please be sure to reference the relevant [Games Workshop FAQ documents](#) for further clarification on how specific Wargear and Special Abilities are applied in Warhammer 40,000 6<sup>th</sup> Edition.
- **Allies of Convenience:** All other alliances are considered Allies of Convenience regardless of what the Allies Matrix indicates and follow all the relevant rules and restrictions for Allies of Convenience per the rulebook.

**Warlords:** Each Coalition will nominate a single Warlord per the Warhammer 40,000 rulebook (pg. 111) with the following modifications and clarifications:

- Your Coalition Warlord can be from either detachment, but is always the HQ choice character within that detachment with the highest Leadership. If several characters are tied for highest Leadership, you can choose among them as normal.
- A Coalition may use a Twist of Fate (see below) to re-roll their Warlord Trait roll. This roll must occur on the same table as the first roll and the Coalition must use the Warlord Trait generated by the re-roll – even if it generates the same result.
- Per the Warhammer 40,000 rulebook (pg. 112), Warlord Traits may only benefit Battle Brothers. Traits such as Conqueror of Cities, Master of Ambush, Strategic Genius, Princes of Deceit or Master of Deception only benefit your Coalition partner if their detachment is considered to be Battle Brothers as defined above.
- Victory Points gained through the Legendary Fighter trait will count towards achieving one of the two Primary Objectives, as defined in each specific mission.
- If your Coalition's Warlord is not on the table at the conclusion of a game (e.g., ongoing Reserves), that Warlord counts as being slain for the purposes of calculating Slay the Warlord.

### TERMINOLOGY

**Team Member:** An individual member of a Team and their 1000-point detachment.

**Coalition:** The Allied detachments of two Team Members. A Coalition is treated as a single entity comprised of two individual 1000-point detachments and follows the Coalitions rules below. Teams will form two Coalitions each game that will operate independently.

**Team:** The combined detachments of all four Team Members. A Team is treated as a single entity comprised of four individual 1000-point detachments. Teams will also be referred to as Imperial, Heretical, Xenos or Hybrid (see below).

**A Note on Sportsmanship and Disqualification:** Teams that receive a total of 6 or more Negative Sportsmanship Marks will be disqualified from the event and will no longer be eligible to receive any awards.



# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT

### ARMY SHOWCASE

After the conclusion of tournament games on Saturday evening, Teams receiving Rank 5 (Showcase) honors will be invited to setup for display in a special section of the Grand Ballroom where a panel of celebrity judges will assemble to award bonus points.

Teams participating in the Team Tournament Army Showcase will be eligible for up to 10 bonus points. While participation is not mandatory, Teams declining this invitation will receive the base 50 points for Rank 5 and be ineligible to receive any bonuses.

### TWISTS OF FATE

Each Coalition will receive two Twists of Fate per game. This ability may be used to re-roll any of the following rolls regardless of the original result:

- Warlord Traits
- Mysterious Terrain
- Mysterious Objectives
- Outflank
- Reserves

Standard re-roll rules apply (pg. 5) – second result counts and no single dice can be re-rolled more than once. Each unused Twist of Fate scores your Coalition 1 point.

Certain missions may present alternative uses for Twists of Fate in the Mission Special Rules section. If a Twist of Fate is used to invoke an alternate Missions Special Rule, it may NOT be used for a re-roll later on and is considered spent for the purposes of scoring.

### WIPEOUTS!

If one Team concedes the battle, or their entire Coalition is wiped out, the game ends immediately.

Unless specified otherwise in the mission rules, the Team which achieves a 'Wipeout!' automatically receives maximum score for all Primary Objectives (25 points). Secondary Objectives are scored as normal for both Coalitions.

### 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.

### SCORING

The maximum number of points each Team can score is 440, divided up as follows:

Category	Points	% of Total
Primary Objectives	250	57%
Secondary Objectives	30	7%
Twist of Fate	20	4%
Quiz	20	4%
Sportsmanship Marks	Special	0%
Appearance	60	14%
Theme & Display Base	60	14%
Team Spirit	Special	0%

Each mission will have two Primary Objectives, one worth 15 points and another worth 10 points. It will be possible to draw or partial complete certain Primary Objectives.

All missions will have three Secondary Objectives shared by both Coalitions: Slay the Warlord, First Blood and Linebreaker. Each Secondary Objective achieved scores your Coalition 1 point.

### TOURNAMENT SCHEDULE (FRI)

9:00PM – 11:00PM Team Check-in & Table Assignments

### TOURNAMENT SCHEDULE (SAT)

7:00AM - 8:00AM Registration and Table Assignments\*

7:00AM - 9:00AM Appearance, Theme & Spirit Judging

8:45AM Team Tournament Quiz

9:15AM - 12:15PM Game #1

12:15PM - 1:15PM Lunch / Appearance and Theme Judging

1:15PM - 4:15PM Game #2

4:15PM - 5:00PM Break

5:00PM - 8:00PM Game #3

8:30PM Army Showcase Setup

9:00PM – 12:00AM Judge's Consideration and Public Display

12:00AM Conclusion of Army Showcase\*\*

### TOURNAMENT SCHEDULE (SUN)

7:30AM – 8:30AM Table Assignments

8:30AM – 11:30AM Game #4

11:30AM – 12:30PM Lunch

12:30PM – 3:30PM Game #5

4:00PM Awards

\* Teams that checked in on Friday night must have their detachments, display base and any additional thematic elements set up at their assigned table and ready for a judge by 7:00AM Saturday morning. Appearance, Theme and Spirit Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

\*\* All models and display elements must be retrieved at the conclusion of the Team Tournament Army Showcase.



# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT 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 Coalitions roll-off. The winner of the roll-off selects one of the table halves to be theirs – their opponents 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 Coalition who chose table halves, Coalitions alternate placing any fortifications wholly within the owning Coalition's table half and not within 4" of another fortification.
- 4. Terrain:** Setup Terrain before each game using the method described below:
  - The Coalition who chose table halves begins by choosing one terrain piece and deploying it anywhere in their 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 Coalition's table half. No terrain piece can be placed within 4" of another terrain piece, fortification or the board edge.
  - Following the guidelines above, Coalitions 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 opponents 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 Coalition who chose table halves, Coalitions 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. Twists of Fate:** Declare any alternate uses for Twists of Fate as defined in some missions.
- 9. Deploy Forces:** Roll-off to see which Coalition chooses whether to deploy first or second. The Coalition that goes first then places their entire army on the table in their deployment zone. Their opponents then deploy their 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, Coalitions can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The Coalition must clearly explain the organization of their Reserves to their opponents.

- 10. Deploy Infiltrators and Redeploy Scouts:** When both Coalitions 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 Coalition who deployed their army first starts the first turn unless their opponents can Seize the Initiative (pg. 122).

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

### GAME LENGTH

**Variable Game Length (pg. 122):** At the end of Game Turn 5, one of the Coalitions 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 TEAM TOURNAMENT

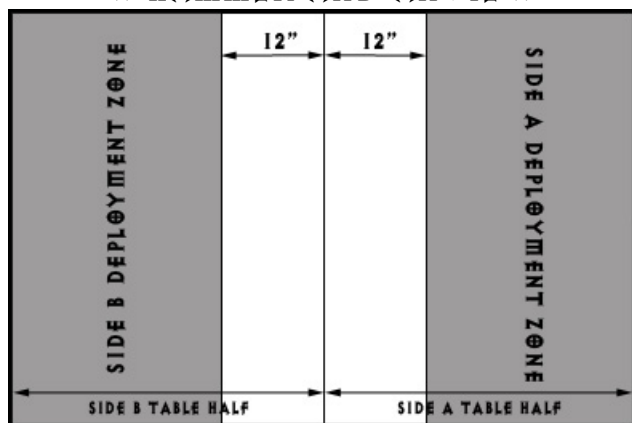
### MISSION I: CHILDREN OF THE GRAVE

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

Unable to gain an advantage during the initial open field battles, the armies have slowed to a halt as each side digs in. Weeks pass as artillery slowly turns the landscape into one unending field of mud. In an attempt to break the stalemate, High Command has declared tonight as the night to begin the big push. It's time to go over the top...

#### DEPLOYMENT MAP

##### :: HAMMER AND ANVIL ::



#### PRE-DEPLOYMENT ADDENDUM

**Note:** Coalitions should place one Team Member on either side of the table to better accommodate deployment and gameplay.

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

- Place Primary Objective Markers:** Starting with the Coalition that chose table halves, the Coalitions 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

**Twist of Fate (Alternate Use):** Twists of Fate may be assigned to any unit(s). A unit bearing a Twist of Fate gains the **Skyfire** (pg. 42) Special Rule, but may **NEVER** benefit from the **Interceptor** Special Rule. A Twist of Fate assigned to a unit in this manner is immediately considered 'used' for the purposes of scoring and cannot be used as a re-roll at any point in the game.

**Mysterious Objectives** (pg. 125)

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

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)

#### PRIMARY OBJECTIVES

- Victory Points:** Each Coalition 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 mission. The Coalition with the most Victory Points at the end of the game wins 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.*

Win	Draw	Loss
15 points	7 points	0 points

- Objectives:** The Coalition that controls more Primary Objective markers at the end of the game wins this objective.

Win	Draw	Loss
10 points	5 points	0 points

#### SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the opposing Coalition's Warlord has been slain, you achieve this objective. Both Coalitions 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 Coalition at the end of the game.
- Linebreaker:** If, at the end of the game, your Coalition has at least one model from one or more Scoring or Denial Units in the opposing Coalition's deployment zone, you achieve this objective. Both Coalitions can achieve this objective.

Each Secondary Objective achieved  
is worth 1 point.





# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT

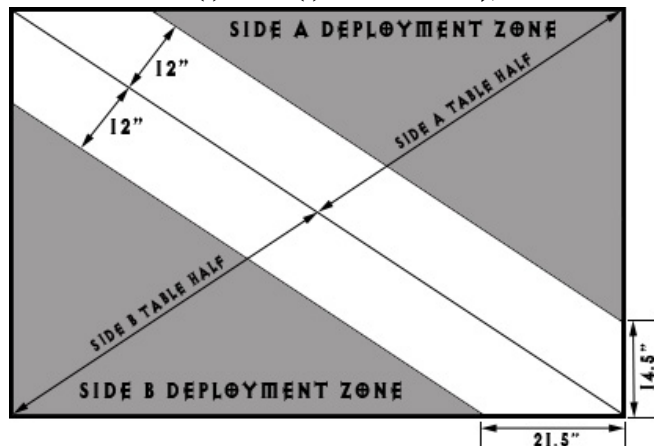
### MISSION 2: ROAD TO NOWHERE!

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

Your Coalition has been ordered to take and hold critical ground deep within hostile territory. Retaliation is expected to be swift and unforgiving, and victory shall only be won through army cohesion and unit support.

#### 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 Team Tournament Orders Sheet.

#### MISSION SPECIAL RULES

**Twist of Fate (Alternate Use):** Twists of Fate may be assigned to any Scoring Unit(s). A Scoring Unit bearing a Twist of Fate may control or contest a table quarter without its normal Coalition counterpart (See Allied Table Quarters Primary Objective). A Twist of Fate assigned to a unit in this manner is immediately considered 'used' for the purposes of scoring and cannot be used as a re-roll at any point in the game.

**Mysterious Objectives** (pg. 125)

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

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)

**A Note on Table Quarters:** A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters, the unit is considered to control or contest the table quarter containing a **MAJORITY** of that unit. If this is unclear, then randomly determine which table quarter the unit is controlling or contesting.

#### PRIMARY OBJECTIVES

- Allied Table Quarters:** To control a table quarter there must be a Scoring Unit from **each Coalition Team Member** in the table quarter at the end of the game and the quarter must not be contested. To contest a table quarter there must be at least one Denial Unit from **each Coalition Team Member** in the table quarter. Therefore a minimum of 2 units are required to control or contest a quarter, unless a Twist of Fate is in play (see Mission Special Rules). The Coalition that controls the most table quarters at the end of the game is the winner of this objective.

Win	Draw	Loss
15 points	7 points	0 points

- Victory Points\*:** Each Coalition receives 1 Victory Point for each enemy Scoring Unit and 2 Victory Points for each enemy non-Scoring Unit that has been completely destroyed (including non-scoring 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 Coalition with the most Victory Points at the end of the game wins 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.*

Win	Draw	Loss
10 points	5 points	0 points

#### SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the opposing Coalition's Warlord has been slain, you achieve this objective. Both Coalitions 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 Coalition at the end of the game.
- Linebreaker:** If, at the end of the game, your Coalition has at least one model from one or more Scoring or Denial Units in the opposing Coalition's deployment zone, you achieve this objective. Both Coalitions can achieve this objective.

**Each Secondary Objective achieved is worth 1 point.**



# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT

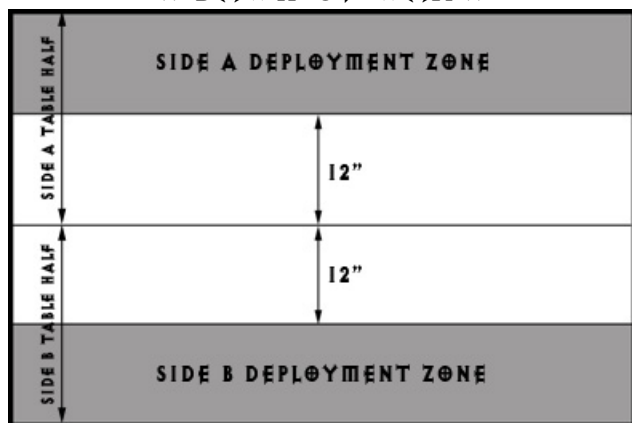
### MISSION 3: DOOMSDAY DEVICE

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

Located nearby is an artifact believed to be the triggering device for some kind of massive alien weapon. Your scouts are reporting an enemy force closing in quickly. Finally, your mission becomes clear. You have pushed forward far enough that your commander has issued you a final command – you must reach the artifact and keep it from the enemy at all costs.

#### 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 Team Tournament Orders Sheet with the following modifications:

- 2. Place the Relic:** Before placing terrain, place the Relic counter in the center of the battlefield.

#### MISSION SPECIAL RULES

**Twist of Fate (Alternate Use):** Twists of Fate may be assigned to any unit(s). A unit bearing a Twist of Fate gains the **Adamantium Will** (pg. 33) special rule. A Twist of Fate assigned to a unit in this manner is immediately considered 'used' for the purposes of scoring and cannot be used as a re-roll at any point in the game.

**The Relic** (pg. 131)

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

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)

**Clarifications on the Relic:** See page 131 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.

#### PRIMARY OBJECTIVES

- 1. The Relic:** At the end of the game, the Coalition that has seized the Relic wins this objective. If neither Coalition has seized the Relic at the end of the game, then score this objective as a Draw.

Win	Draw	Loss
15 points	7 points	0 points

- 2. Victory Points\*:** Each Coalition 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 mission. The Coalition with the most Victory Points at the end of the game wins 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.*

Win	Draw	Loss
10 points	5 points	0 points

#### SECONDARY OBJECTIVES

- 1. Slay the Warlord:** If, at the end of the game, the opposing Coalition's Warlord has been slain, you achieve this objective. Both Coalitions 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 Coalition at the end of the game.
- 3. Linebreaker:** If, at the end of the game, your Coalition has at least one model from one or more Scoring or Denial Units in the opposing Coalition's deployment zone, you achieve this objective. Both Coalitions can achieve this objective

**Each Secondary Objective achieved is worth 1 point.**





# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT

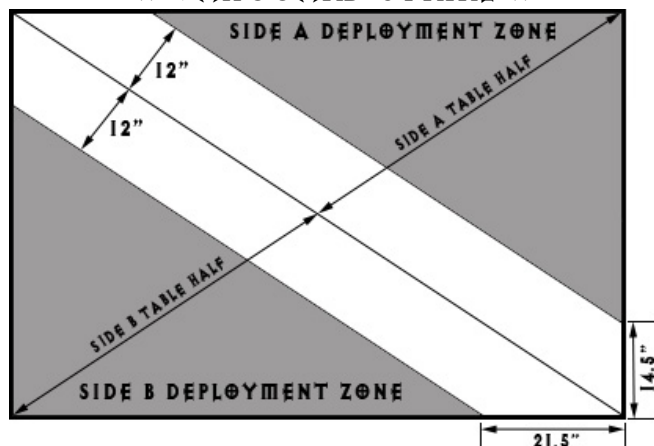
### MISSION 4: BLOODBATH IN PARADISE!

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

If this isn't a final stand, you're not sure what it is. After several days of bitter and brutal fighting, your forces find themselves locked in a stalemate, each inch of ground won at the cost of several hundred lives. Multiple areas of strategic importance have been identified and could very well finally swing the tide of battle in your favor...the trick now is securing them...

#### 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 Team Tournament Orders Sheet with the following modifications:

- Place Primary Objective Markers:** Starting with the Coalition that chose table halves, the Coalitions take it in turns to place a total of five (5) Primary Objective markers. Normal restrictions for placing markers apply (pg. 121).
- Marked for Death:** Before deployment, each Coalition must declare one opposing Team Member's 1000-point force to be Marked for Death (see Mission Special Rules).

#### MISSION SPECIAL RULES

**Marked for Death:** Your Coalition only receives Victory Points (including those gained from Warlord Traits) from this opposing Team Member's force throughout the game. All units in the opposing Team Member's 1000-point force are considered to be Marked for Death.

**Twist of Fate (Alternate Use):** Twists of Fate may be assigned to any unit(s). A unit bearing a Twist of Fate gains the **Outflank** (pg. 40) Special Rule. A Twist of Fate assigned to a unit in this manner is immediately considered 'used' for the purposes of scoring and cannot be used as a re-roll at any point in the game.

**Mysterious Objectives** (pg. 125)

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

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)

#### PRIMARY OBJECTIVES

- Marked for Death\*:** Only the opposing 1000-point force that has been Marked for Death (see Mission Special Rules) awards Victory Points towards this objective. The Coalition with the most Victory Points at the end of the game wins this objective.

*Legendary Fighter and The Hunt: Only Victory Points gained from units that have been Marked for Death are added to this objective's total before determining the winner.*

Win	Draw	Loss
15 points	7 points	0 points

- Objectives:** The Coalition that controls more Primary Objective markers at the end of the game wins this objective.

Win	Draw	Loss
10 points	5 points	0 points

#### SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the opposing Coalition's Warlord has been slain, you achieve this objective. Both Coalitions 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 Coalition at the end of the game.
- Linebreaker:** If, at the end of the game, your Coalition has at least one model from one or more scoring or denial units in the opposing Coalition's deployment zone, you achieve this objective. Both Coalitions can achieve this objective.

Each Secondary Objective achieved  
is worth 1 point.



# ADEPTICON 2013

WARHAMMER 40K TEAM TOURNAMENT

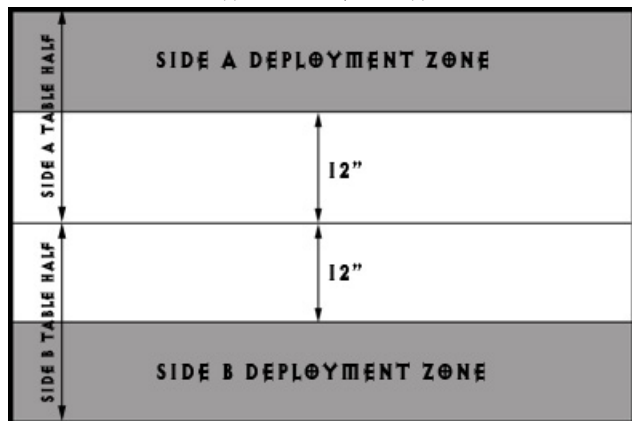
## MISSION 5: NONE SHALL FIGHT ALONE!

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

To coordinate allied orbital bombardments in the area, it is imperative that your units maintain and hold areas of strategic importance. Your forces must move quickly and decisively as enemy forces in the area are building rapidly...

### 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 Team Tournament Orders Sheet.

5. **Place Primary Objective Markers:** Starting with the Coalition that chose table halves, the Coalitions 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

**Duty Calls:** Unlike other missions, in None Shall Fight Alone, your Elite units are Scoring/Denial Units, not just your troops units. In fact, in None Shall Fight Alone, even your vehicles are Scoring/Denial Units, providing that they are also Elite units and they are not Immobilized!

**Mysterious Objectives** (pg. 125)

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

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)

**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.

### PRIMARY OBJECTIVE

1. **Objectives\*:** Each Coalition receives five (5) points for every Primary Objective marker they control at the end of the game. *Don't forget – Elite units count as Scoring/Denial Units in this mission!*

#### Variable Scoring

5 points per marker controlled  
Maximum: 25 points

### SECONDARY OBJECTIVES

1. **Slay the Warlord:** If, at the end of the game, the opposing Coalition's Warlord has been slain, you achieve this objective. Both Coalitions 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 Coalition at the end of the game.
3. **Linebreaker:** If, at the end of the game, your Coalition has at least one model from one or more Scoring or Denial Units in the opposing Coalition's deployment zone, you achieve this objective. Both Coalitions can achieve this objective.

Each Secondary Objective achieved  
is worth 1 point.





# ADEPTICON 2013

## TEAM TOURNAMENT RECORD OF BATTLE

This sheet is strictly for your Team's use to record the results of each mission and is purely optional. It does not need to be turned into the tournament judges.

### MISSION 1:

OPPONENTS		ARMY:		ARMY:	
OBJECTIVE POINTS		<input type="checkbox"/> Slay the Warlord	NOTES:		
UNUSED TWISTS OF FATE		<input type="checkbox"/> First Blood			
		<input type="checkbox"/> Linebreaker			

### MISSION 2:

OPPONENTS		ARMY:		ARMY:	
OBJECTIVE POINTS		<input type="checkbox"/> Slay the Warlord	NOTES:		
UNUSED TWISTS OF FATE		<input type="checkbox"/> First Blood			
		<input type="checkbox"/> Linebreaker			

### MISSION 3:

OPPONENTS		ARMY:		ARMY:	
OBJECTIVE POINTS		<input type="checkbox"/> Slay the Warlord	NOTES:		
UNUSED TWISTS OF FATE		<input type="checkbox"/> First Blood			
		<input type="checkbox"/> Linebreaker			

### MISSION 4:

OPPONENTS		ARMY:		ARMY:	
OBJECTIVE POINTS		<input type="checkbox"/> Slay the Warlord	NOTES:		
UNUSED TWISTS OF FATE		<input type="checkbox"/> First Blood			
		<input type="checkbox"/> Linebreaker			

### MISSION 5:

OPPONENTS		ARMY:		ARMY:	
OBJECTIVE POINTS		<input type="checkbox"/> Slay the Warlord	NOTES:		
UNUSED TWISTS OF FATE		<input type="checkbox"/> First Blood			
		<input type="checkbox"/> Linebreaker			

### TOURNAMENT TOTALS

OBJECTIVE POINTS	SECONDARY OBJECTIVES	UNUSED TWISTS OF FATE
	Slay the Warlord	
	First Blood	
	Linebreaker	





# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT

### RESULTS FOR MISSION 5: NONE SHALL FIGHT ALONE!

YOUR TEAM NAME	TABLE NO		FINISH?*			
			<input type="checkbox"/> Yes <input type="checkbox"/> No			
<b>Primary Objective #1: Objectives</b> Circle one. Each Primary Objective marker controlled at the end of the game is worth 5 points.	25	20	15	10	5	0
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 1 point each.	Slay the Warlord		First Blood		Linebreaker	
<b>Unused Twists of Fate</b> Circle the number of unused Twists of Fate.	0		1		2	

\* 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 the opposing Coalition double check the 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 OPPONENTS  
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 the opposing Coalition's Sportsmanship by circling the appropriate mark below.

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

SPORTSMANSHIP MARK	
 Positive	<b>Fantastically Brilliant Game!</b> Reserved for the truly special games. Your opponents went well beyond the call of duty, were incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of Team you would want in your local gaming club.
 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponents were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	<b>Just A Terribly Awful Game!</b> 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 <b>NEVER</b> be a reflection on the final results of the game



# ADEPTICON 2013

WARHAMMER 40K TEAM TOURNAMENT

## RESULTS FOR MISSION 4: BLOODBATH IN PARADISE!

YOUR TEAM NAME		TABLE N°	FINISH? *
			<div><input type="checkbox"/> Yes</div> <div><input type="checkbox"/> No</div>
Primary Objective #1: Marked for Death Circle one	15	7	0
Primary Objective #2: Objectives Circle one	10	5	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 1 point each.	Slay the Warlord	First Blood	Linebreaker
Unused Twists of Fate Circle the number of unused Twists of Fate.	0	1	2

\* 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 the opposing Coalition double check the results above.

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Opponent's Signature: \_\_\_\_\_

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

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DOUBLE-CHECKED AT THE JUDGE'S BOOTH

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Do NOT share these results with your opponents.

SPORTSMANSHIP MARK	
 Positive	<b>Fantastically Brilliant Game!</b> Reserved for the truly special games. Your opponents went well beyond the call of duty, were incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of Team you would want in your local gaming club.
 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponents were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	<b>Just A Terribly Awful Game!</b> 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 TEAM TOURNAMENT

### RESULTS FOR MISSION 3: DOOMSDAY DEVICE

YOUR TEAM NAME		TABLE NO	FINISH?*
			<div><input type="checkbox"/> Yes</div> <div><input type="checkbox"/> No</div>
Primary Objective #1: The Relic Circle one	15	7	0
Primary Objective #2: Victory Points Circle one	10	5	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 1 point each.	Slay the Warlord	First Blood	Linebreaker
Unused Twists of Fate Circle the number of unused Twists of Fate.	0	1	2

\* 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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Opponent's Signature: \_\_\_\_\_




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SPORTSMANSHIP MARK	
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 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponents were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	<b>Just A Terribly Awful Game!</b> 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 <b>NEVER</b> be a reflection on the final results of the game





# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT

### RESULTS FOR MISSION 2: ROAD TO NOWHERE!

YOUR TEAM NAME		TABLE N°	FINISH?*
			<input type="checkbox"/> Yes <input type="checkbox"/> No
Primary Objective #1: Allied Table Quarters Circle one	15	7	0
Primary Objective #2: Victory Points Circle one	10	5	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 1 point each.	Slay the Warlord	First Blood	Linebreaker
Unused Twists of Fate Circle the number of unused Twists of Fate.	0	1	2

\* 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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Opponent's Signature: \_\_\_\_\_

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TO THE JUDGE'S BOOTH AFTER YOUR GAME.

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

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SPORTSMANSHIP MARK	
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 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponents were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	<b>Just A Terribly Awful Game!</b> 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 <b>NEVER</b> be a reflection on the final results of the game



# ADEPTICON 2013

## WARHAMMER 40K TEAM TOURNAMENT

### RESULTS FOR MISSION 1: CHILDREN OF THE GRAVE

YOUR TEAM NAME		TABLE N°	FINISH? *
			<input type="checkbox"/> Yes <input type="checkbox"/> No
Primary Objective #1: Victory Points Circle one	15	7	0
Primary Objective #2: Objectives Circle one	10	5	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 1 point each.	Slay the Warlord	First Blood	Linebreaker
Unused Twists of Fate Circle the number of unused Twists of Fate.	0	1	2

\* 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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SPORTSMANSHIP MARK	
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 Average	<b>Perfectly Decent Game of Warhammer.</b> This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponents were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
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