

SUNDAY
APRIL 21

8:00 AM
4:00 PM

Adeptus



WARHAMMER 40K YOUNGBLOODS 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!



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WARHAMMER 40K YOUNGBLOODS 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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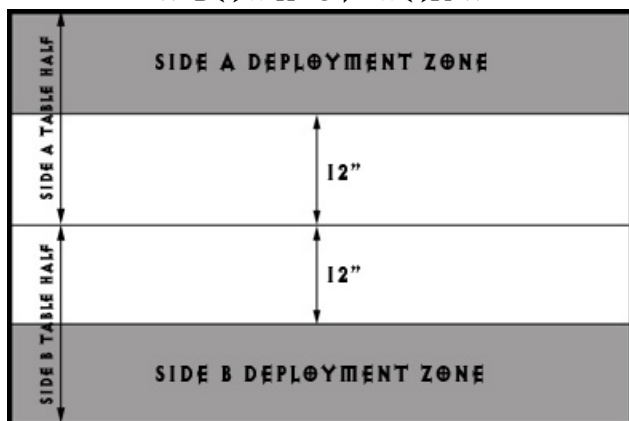
MISSION 1: WHERE BLOOD WILL SOON BE SHED...

*** 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 Youngbloods Tournament Orders Sheet.

MISSION SPECIAL RULES

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)



PRIMARY OBJECTIVE

- 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 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.

Win	Draw	Loss
12 points	6 points	0 points

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.

Each Secondary Objective achieved
is worth 2 points.



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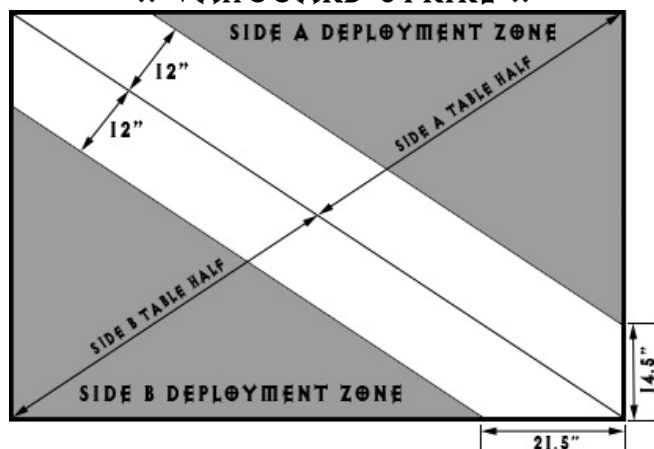
MISSION 2: AT DAWN WITH VICTORIOUS WEAPONS!

*** 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 ::



PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Youngbloods 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

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 OBJECTIVE

- 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.

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

Win	Draw	Loss
12 points	6 points	0 points

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.

Each Secondary Objective achieved is worth 2 points.



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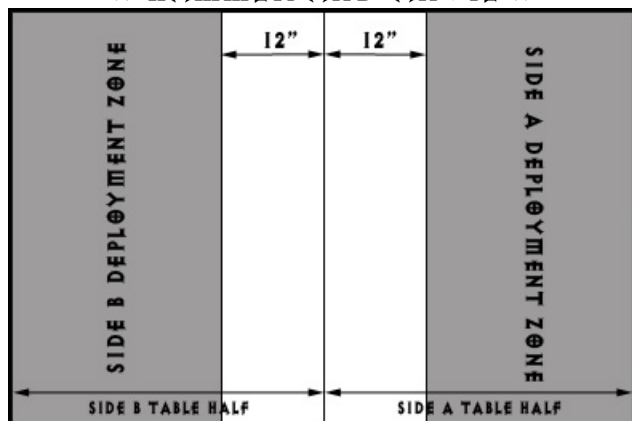
MISSION 3: WOLVES BEYOND THE BORDER

*** 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 from 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 Youngbloods Tournament 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

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

PRIMARY OBJECTIVE

- Objectives:** 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.

Win	Draw	Loss
12 points	6 points	0 points

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.

Each Secondary Objective achieved
is worth 2 points.





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FAVORITE ARMY/OPPONENT VOTING

Fill this section out during Favorite Army Voting.

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: _____

Fill this section out during Favorite Opponent Voting.

After you have played all three of your games, choose your favorite opponent from the tournament.

FAVORITE OPPONENT

Player's Name: _____



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WARHAMMER 40K YOUNGBLOODS TOURNAMENT

RESULTS FOR MISSION 3: WOLVES BEYOND THE BORDER

YOUR NAME	TABLE N°

	WIN	DRAW	LOSS
Your Primary Objective Result (circle one) Objectives	+12 Points	+6 Points	+0 Points

Secondary Objectives Achieved (circle all achieved) Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	Slay the Warlord +2 points	First Blood +2 points	Linebreaker +2 points
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Total Points Earned (Add up a circled results from the previous 2 lines):	
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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** ***

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

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

SPORTSMANSHIP (CIRCLE CHOICE BELOW)				
Rate your opponent on sportsmanship. 1 being a terrible game and 5 being the best game ever.				
1	2	3	4	5

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



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WARHAMMER 40K YOUNGBLOODS TOURNAMENT

RESULTS FOR MISSION 2: AT DAWN WITH VICTORIOUS WEAPONS!

YOUR NAME	TABLE N°

	WIN	DRAW	LOSS
Your Primary Objective Result (circle one) The Relic	+12 Points	+6 Points	+0 Points

Secondary Objectives Achieved (circle all achieved) Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	Slay the Warlord +2 points	First Blood +2 points	Linebreaker +2 points
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Total Points Earned (Add up a circled results from the previous 2 lines):	
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Have your opponent double check your results above.

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Opponent's Signature: _____

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

YOUR NAME	TABLE N°

	WIN	DRAW	LOSS
Your Primary Objective Result (circle one) Victory Points	+12 Points	+6 Points	+0 Points

Secondary Objectives Achieved (circle all achieved) Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	Slay the Warlord +2 points	First Blood +2 points	Linebreaker +2 points
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Total Points Earned (Add up a circled results from the previous 2 lines):	
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