



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS ORDERS SHEET

PRE-DEPLOYMENT ORDERS

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

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

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

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

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

FIRST TURN

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

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

GAME LENGTH

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



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WARHAMMER 40K CHAMPIONSHIPS PRIMER

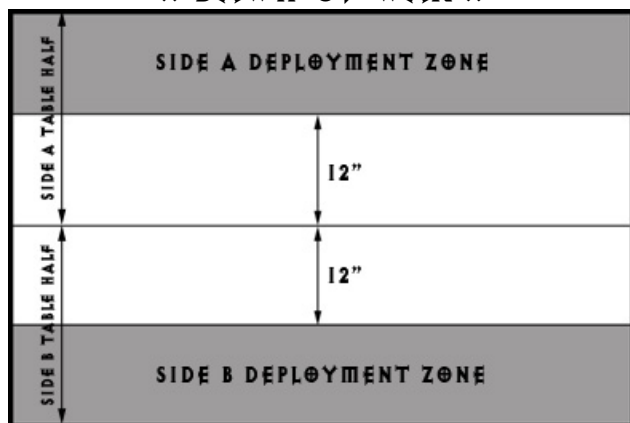
MISSION 1: WHERE BLOOD WILL SOON BE SHED...

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

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

DEPLOYMENT MAP

:: DAWN OF WAR ::



PRE-DEPLOYMENT ADDENDUM

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

- 5. Place Primary Objective Markers:** Starting with the player who chose table halves, the players take it in turns to place a 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)



PRIMARY OBJECTIVES

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

** Victory Points gained through non-mission sources (e.g., Legendary Fighter trait) will only count towards achieving 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.



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WARHAMMER 40K CHAMPIONSHIPS PRIMER

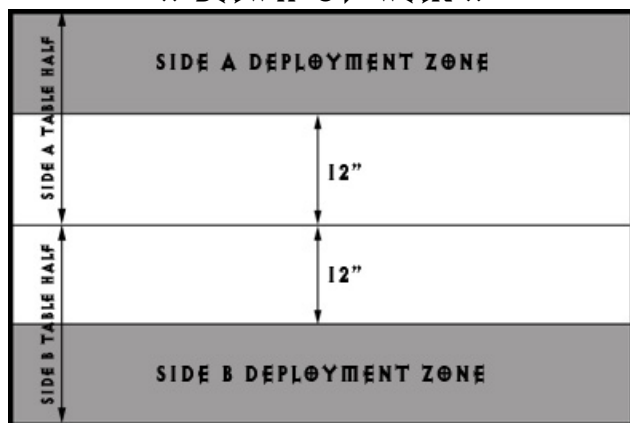
MISSION 2: OF IRON AND BLOOD!

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

As this war continues to drag on, essential supplies are in short demand. Desperate times call for desperate measures. You have been ordered to engage enemy frontline forces under the cover of dawn in an effort to capture equipment that will sustain your troops. Caution is in order, however, as your enemy is just as desperate as you are!

DEPLOYMENT MAP

:: DAWN OF WAR ::



PRE-DEPLOYMENT ADDENDUM

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

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

MISSION SPECIAL RULES

Heavy Metal (pg. 128)

Mysterious Objectives (pg. 125)

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)



PRIMARY OBJECTIVES

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

* Victory Points gained through non-mission sources (e.g., Legendary Fighter trait) will only count towards achieving this objective.

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

SECONDARY OBJECTIVES

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

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

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



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WARHAMMER 40K CHAMPIONSHIPS PRIMER

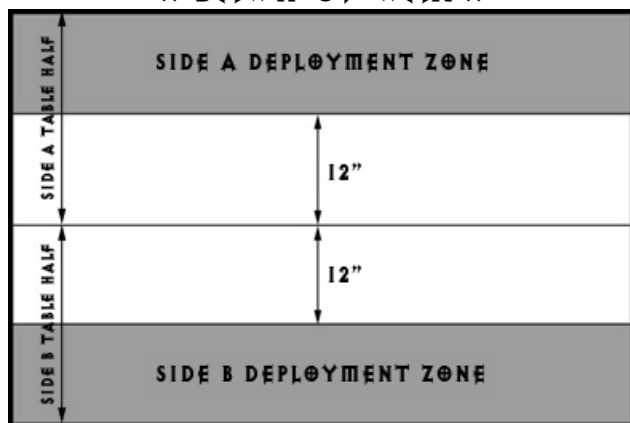
MISSION 3: OUT OF DARK ANTIQUITY

*** 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

:: DAWN OF WAR ::



PRE-DEPLOYMENT ADDENDUM

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

- 2. Place the Relic:** Before placing terrain, place the Relic 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

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



PRIMARY OBJECTIVES

- 1. The Relic:** At the end of the game, the player who has seized the Relic achieves this objective. See page 131 for rules on seizing, moving with and dropping the Relic.
- 2. 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 trait) have no impact on this mission.

SECONDARY OBJECTIVES

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

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

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



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WARHAMMER 40K CHAMPIONSHIPS PRIMER

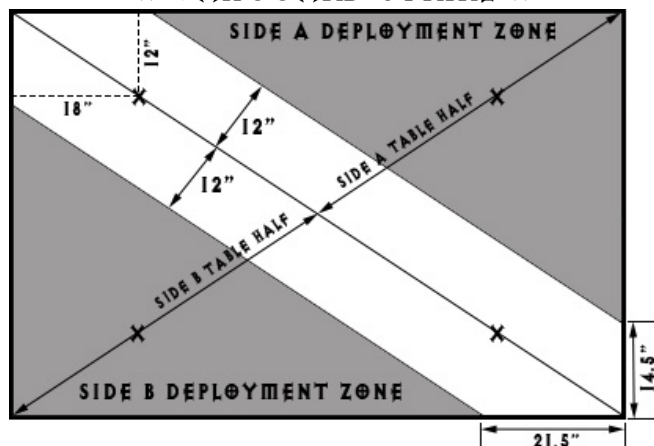
MISSION 4: AT DAWN WITH VICTORIOUS WEAPONS!

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

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

DEPLOYMENT MAP

:: VANGUARD STRIKE ::



X = Primary Objective Marker

PRE-DEPLOYMENT ADDENDUM

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

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

MISSION SPECIAL RULES

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

PRIMARY OBJECTIVES

- 1. The Relic:** At the end of the game, the player who has seized the Relic achieves this objective. See page 131 for rules on seizing, moving with and dropping the Relic.
- 2. 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 trait) have no impact on this mission.

SECONDARY OBJECTIVES

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

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

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



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WARHAMMER 40K CHAMPIONSHIPS PRIMER

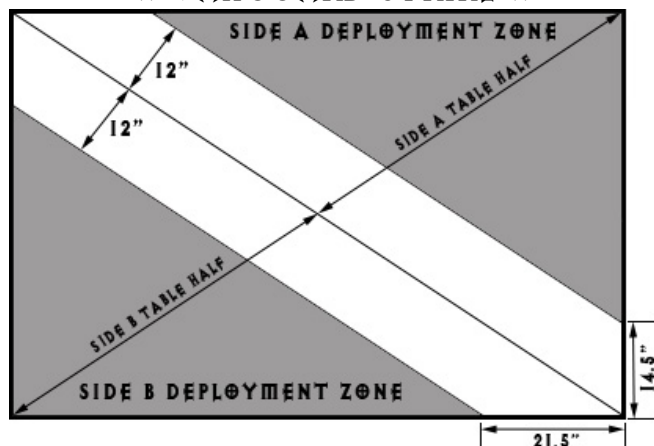
MISSION 5: DIG ME NØ GRAVE

*** 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 Championships Orders Sheet with the following modifications:

- 5. Place Primary Objective Markers:** Starting with the player who chose table halves, the players take it in turns to placing 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 OBJECTIVES

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

** Victory Points gained through non-mission sources (e.g., Legendary Fighter trait) will only count towards achieving 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.



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WARHAMMER 40K CHAMPIONSHIPS PRIMER

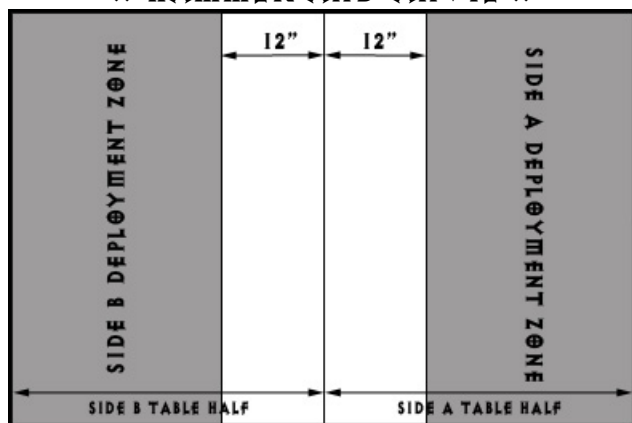
MISSION 6: WOLVES BEYOND THE BORDER

*** 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 Championships Orders Sheet with the following modifications:

- Place Primary Objective Markers:** Starting with the player who chose table halves, the players take it in turns to placing six (6) Primary Objective markers. Normal restrictions for placing markers apply (pg. 121).

MISSION SPECIAL RULES

Fast Recon (pg. 129)

Mysterious Objectives (pg. 125)

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)



PRIMARY OBJECTIVES

- 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.

* Victory Points gained through non-mission sources (e.g., *Legendary Fighter* trait) will only count towards achieving this objective.

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

SECONDARY OBJECTIVES

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

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

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



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WARHAMMER 40K CHAMPIONSHIPS PRIMER

RESULTS SHEET

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

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

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

Have your opponent double check your results above.

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

Opponent's Signature: _____




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

*** STOP ***

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

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

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

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