



ADEPTICON 2013

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.

Mission

1a

AdeptiCon - Sleeping Giants

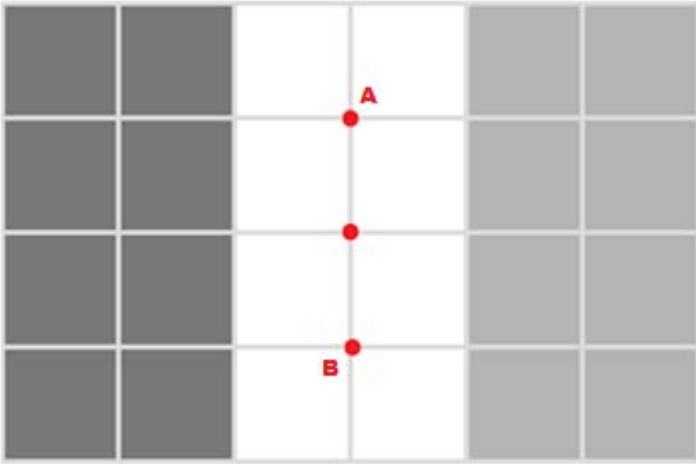
Two ancient goliaths have been locked in an eternal stalemate for centuries. Upon discovering the location of their long lost champion, their allies arrive to finish this battle staged long, long ago.

The Armies

Choose armies as described in the AdeptiCon Gladiator Rules 2013.

The Battlefield

This mission uses the Hammer and Anvil deployment as described on page 119 of the main 40K Rulebook. Place three counters or coins at the center of the table, and at 12" to the left and right along the center line. These are the Tactical Markers for the mission.



Deployment

Before Deploying their forces, players should take turns deploy fortifications. Once completed players select their Warlord Traits (page 111 of the main 40K Rulebook).

Sleeping Giants –Each player selects their most expensive unit and deploys it over Tactical Marker A or B. Roll a die to decide who gets first placement. If an army has two units that tie for being most expensive, the controlling player selects only one of those units.

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 Deploy rules thereafter (page 121 of the main 40K Rulebook).

First Turn

The player who deployed his army first, goes first unless his opponent seizes the Initiative (page 122 of the main 40K Rulebook).

Game Length

This mission uses Variable Game Length (page 122 of the main 40K Rulebook.).

Victory Conditions – Main Objectives

Primary (30 points) – Table Corners - This can result in a Win, Lose or Draw (15 points each). The player controlling the most table corners wins the primary objective. To control a table corner, a player must have a

greater number of units (*scoring or otherwise*) within that region. A unit can only count towards occupying one corner, 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.

Secondary – Man Up (Progressive) – Are you strong enough to thwart your opponent without your biggest gun (*IE 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 turn if your unit is still stasised.

Turn 1	3 Points
Turn 2	7 Points
Turn 3	10 Points

Victory Conditions – Tactical Bonuses

Tactical Markers (9 points maximum) – Each Tactical Marker is worth 3 Points. See Controlling Objectives (page 123 of the main 40K Rulebook.).

Warlord's Presence – 5 Points – Meet this tactical bonus if your Warlord is the Character that awakens the unit in stasis.

Stomping Grounds – 6 Points – Meet this tactical bonus if your most expensive unit ends the game within the enemy's deployment zone.

Mission Special Rules

Sleeping Giants - Each player's most expensive unit is trapped in a stasis field over the left and right objective markers at 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.

If a player has multiple units that have the same point value and are considered tied as the most expensive unit, they select one of those units to be the sleeping giant.

Awakening the Giant - To free the unit in stasis, any non-vehicle unit must come into base to base contact with the stasised model. This unit can take no other actions the rest of the game turn (shooting, assault, or psychic). The stasis field immediately drops, however the unit may not act until the phase after it has been activated. (*IE if activated in the movement phase, it can 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 awakening a stasised unit.

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.

Mission

2a

AdeptiCon - Betrayal

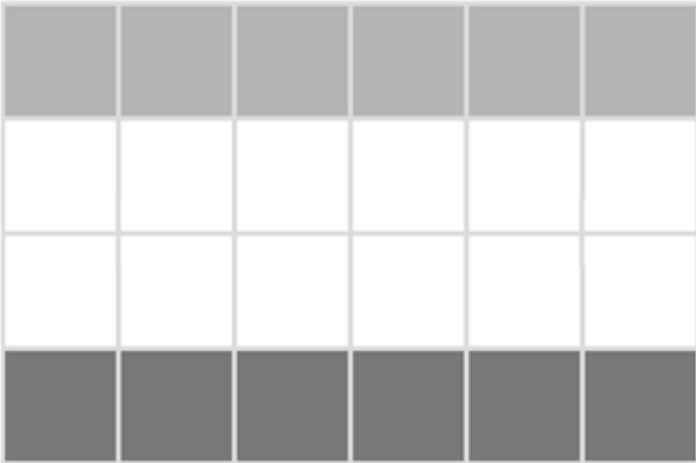
Led to an unknown location by your Ally, you find yourself walking into the lines of another army. Is this a trap or some other hidden agenda by your now tenuous ally?

The Armies

Choose armies as described in the AdeptiCon Gladiator Rules 2013.

The Battlefield

This mission uses the Dawn of War deployment as described on page 119 of the main 40K Rulebook.



Deployment

Before Deploying their forces, players should take turns deploy fortifications. Once completed players select their Warlord Traits (page 111 of the main 40K Rulebook).

Unknown Tactical Markers – Before deploying their forces, each player must take turns placing 2 Tactical Markers following all normal objective marker rules for placement. (page 121 of the main 40K Rulebook). Place one within their enemy’s deployment zone and the other within the neutral zone.

Follow normal Deploy rules thereafter (page 121 of the main 40K Rulebook).

First Turn

The player who deployed his army first, goes first unless his opponent seizes the Initiative (page 122 of the main 40K Rulebook).

Game Length

This mission uses Variable Game Length (page 122 of the main 40K Rulebook).

Victory Conditions - Objectives

Primary (30 points) – Intercepted Briefing –This can result in a Win, Lose or Draw (15 points each). Although you are aware the Tactical 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 table. The result becomes the objective for both players.

1-2	Sack the Strong Hold	The Tactical Marker in your opponent’s deployment zone counts as 2 Tactical Markers to you only.
3-4	Hold the Line	The Tactical Marker in your deployment zone counts as 2 Tactical Markers to you only.
5-6	Exploration	Each Tactical Marker in the Neutral Zone counts as 2 Tactical Markers for scoring purposes.

See Controlling Objectives (page 123 of the main 40K Rulebook).

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 many 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.

Victory Conditions – Tactical Bonuses

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

Turn 3	1 Points
Turn 4	2 Points
Turn 5	3 Points

Betrayer’s Triumph – 5 Points – Meet this tactical bonus if your Betrayer HQ Character is the only surviving HQ unit you control at the end of the game.

Returning Home – 4 Points – Meet this tactical bonus if at least one unit of your Betrayal Detachment ends the game in your opponent’s deployment zone.

Mission Special Rules

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.

Mission

3a

AdeptiCon – Nice to See you Again.

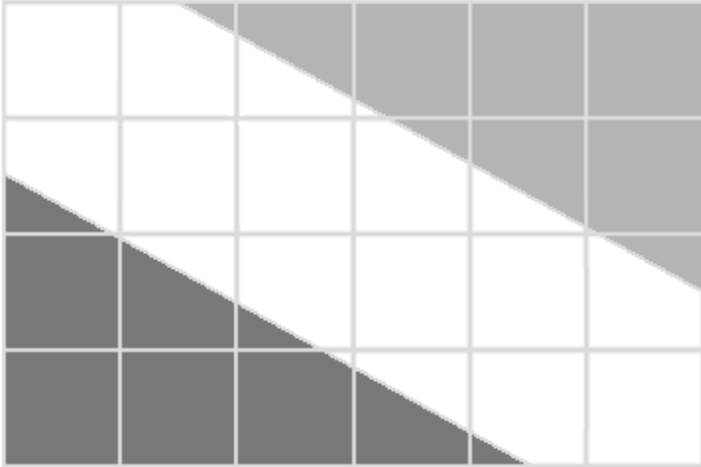
You have harnessed the unpredictable energies of the warp into an item that can manipulate time itself. But be wary, the flow of time is nothing to trifle with. Making alterations to the flow of time can have dire consequences that *will* need to be corrected.

The Armies

Choose armies as described in the AdeptiCon Gladiator Rules 2013.

The Battlefield

This mission uses the Vanguard Strike deployment as described on page 119 of the main 40K Rulebook.



Deployment

Before Deploying their forces, players should take turns deploy fortifications. Once completed players select their Warlord Traits (page 111 of the main 40K Rulebook).

Before deploying their forces, each player must take turns placing 3 Tactical Markers (total of 6); one within their enemy's deployment zone, one within their own deployment zone and one within the neutral zone.

Hidden Importance – After Tactical Markers are deployed, each player secretly nominates one of the Tactical Markers within the Neutral Zone as a Key Tactical Marker.

Follow normal Deploy rules thereafter (page 121 of the main 40K Rulebook).

First Turn

The player who deployed his army first, goes first unless his opponent seizes the Initiative (page 122 of the main 40K Rulebook).

Game Length

This mission uses Variable Game Length (page 122 of the main 40K Rulebook).

Victory Conditions - Objectives

Primary (30 points) – This can result in a Win, Lose or Draw (15 points each). The player with the most kill points wins this objective.

Secondary (Progressive – 25 points Maximum) – Tactical Markers - At the end of each game turn, gain 1 Victory Point for each Tactical Markers you are in control of. See Controlling Objectives (page 123 of the main 40K Rulebook).

Points are earned at the end of turns 2 thru 5. Points are also scored again at the end of game. (Note - your last game turn could be scored twice if it was turn 2 thru 5)

Victory Conditions – Tactical Bonuses

Corrected Timeline – 10 Points – Gain these bonus victory 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 these bonus victory points if you control your Key Tactical Marker. See Controlling Objectives (page 123).

Mission Special Rules

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 1 model under the Paradox Grenade template are placed back into reserves as an **Ongoing Reserve** (page 125 of the main 40K Rulebook). This includes any dedicated transport. This -does not- include any Independent Character that 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, (*IE a unit already listed as having special rules may return using deep strike, outflank, etc.*)

Archeotech Artefacts – Each Tactical Marker is considered an Archeotech Artefact (page 106 of the main 40K Rulebook). Once a scoring unit comes within 2" of a Tactical Marker, roll 2d6 to determine the outcome.

Mission

1b

AdeptiCon – The Stand Off

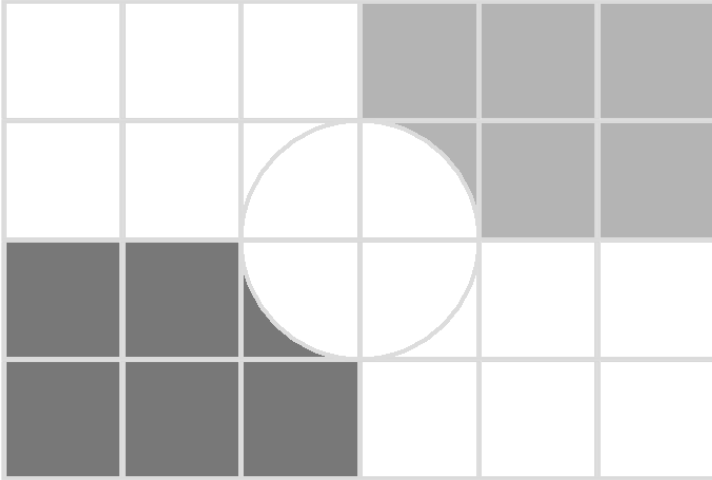
The last time you faced each other down, the battle was ugly leaving you both scarred. It's time to finish that face off and you brought your allies along as spectators. As you stare each other down, only one thought goes thru your mind. Who's going to draw first...

The Armies

Choose armies as described in the AdeptiCon Gladiator Rules 2013.

The Battlefield

This mission uses the Spearhead deployment.



Deployment

Before Deploying their forces, players should take turns deploy fortifications. Once completed players select their Warlord Traits (page 111 of the main 40K Rulebook).

Stand Off - Each player selects their most expensive unit and deploys within the Neutral Zone along their own long table edge. Unit costs to include their dedicated transport, which the unit started embarked within. 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. If a player has multiple units that have the same point value and are considered tied as the most expensive unit, they select which unit is deployed in the Neutral Zone.

Follow normal Deploy rules thereafter (page 121 of the main 40K Rulebook).

First Turn

The player who deployed his army first, goes first unless his opponent seizes the Initiative (page 122 of the main 40K Rulebook).

Game Length

This mission uses Variable Game Length (page 122 of the main 40K Rulebook).

Victory Conditions - Objectives

Primary (32 points) – Kill Points - This can result in a Win, Lose or Draw (16 points each).

Secondary (30 points max) – Stand Off – Two mighty predators circle each other with their armies waiting to see who is willing to pull the trigger first. Each turn you **do not** fire, assault or use a psychic power with your most Expensive Unit, gain the following victory points:

Turn 1	2 Points
Turn 2	4 Points
Turn 3	6 Points
Turn 4	8 Points
Turn 5	10 Points

If your most expensive unit gets destroyed prior to firing or assaulting, you gain the total points for this objective.

Victory Conditions – Tactical Bonuses

Draw!!! – 5 Points – Gain these bonus victory points if your most expensive unit in the Stand Off is the first to take damage.

Line Breaker – 3 Points

Mission Special Rules

Overawe – The first targeted attack (Shooting, Assaulting, Psychic) made by your most expensive unit must be against the opponent's most expensive unit. They can move and run as normal.

While the Most Expensive Units are staring each other down, no other unit may fire, assault or use psychic abilities against them. Attacks that scatter on top them randomly still cause damage, but do not break the overawe.

Once an attack is made by either player with their most expensive unit, all models may shoot and assault as normal against the enemy's most expensive unit. Their opponent can still withhold attacking with his most expensive unit to continue gaining victory points.

Mission

2b

AdeptiCon – Hidden Agenda

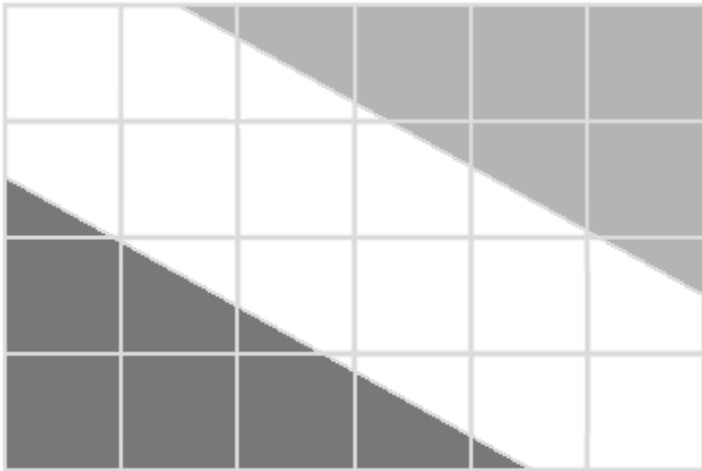
Your allies requested you to go on a mission offering wealth, power and allegiance for your aid. Upon hitting the battlefield, you find that they are using your might to settle an old score.

The Armies

Choose armies as described in the AdeptiCon Gladiator Rules 2013.

The Battlefield

This mission uses the Vanguard Strike deployment as described on page 119 of the main 40K Rulebook.



Deployment

Before Deploying their forces, players should take turns deploy fortifications. Once completed players select their Warlord Traits (page 111 of the main 40K Rulebook).

See **Vengeful Allies**. These Units must be placed in Strategic Reserve. Follow normal Deploy rules thereafter (page 121 of the main 40K Rulebook).

First Turn

The player who deployed his army first, goes first unless his opponent seizes the Initiative (page 122 of the main 40K Rulebook).

Game Length

This mission uses Variable Game Length (page 122 of the main 40K Rulebook).

Victory Conditions - Objectives

Primary (32 points) – Table Corners - This can result in a Win, Lose or Draw (16 points each). The player controlling the most table corners wins

the primary objective. To control a table corner, a player must have a greater number of units (*scoring or otherwise*) within that region. A unit can only count towards occupying one corner, 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.

Vendetta – Earn these points when you destroy all units of your opponent's **Vengeful Detachment**. The sooner you complete the objective, the more points it is worth.

Destroyed by the end of Turn 3	+10 Points
Destroyed by the end of Turn 4	+10 Points
Destroyed by the end of Turn 5	+5 Points

Maximum of **25 points** total (if destroyed by the end of turn 3).

Victory Conditions – Tactical Bonuses

Vengeance – 2 Points each – Gain a bonus 2 points each time a Vengeful Unit destroys an Opponent's Vengeful Unit.

First Blood – 4 Points

Kill the Warlord – 4 Points

Mission Special Rules

Vengeful Allies - Each player's most expensive Allied Detachment is considered a **Vengeful Detachment** and gains the following special rules: Outflank, Deep Strike, Preferred Enemy (*against your opponent's Vengeful Detachment*).

*If a player does not have an Allied Detachment, The **Vengeful Detachment** becomes the least expensive HQ and the least expensive Troop Choice. They become Allies of Convenience.

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

Delayed Arrival – Your **Vengeful Detachment** starts in Strategic Reserve, but will arrive on the field at the start of turn 2.

Mission

3b

AdeptiCon – Scattered Treasure

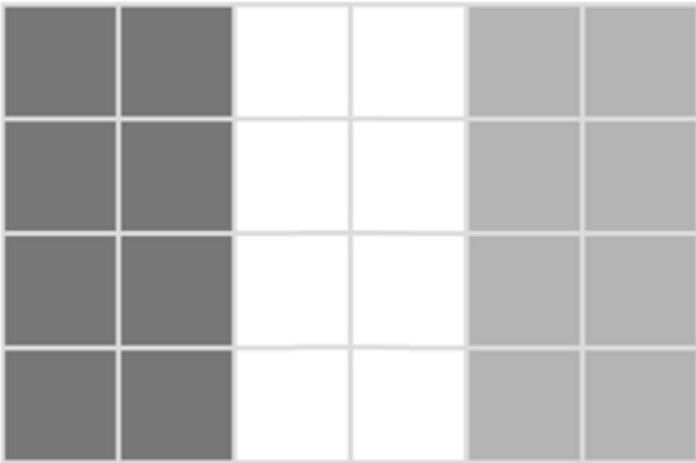
The warp has dumped plenty of booty and plunder around this world, but one in particular you drew you to this god-forsaken corner. Harvest what you can and prevent your opponent from doing the same. You best not come home without your prize.

The Armies

Choose armies as described in the AdeptiCon Gladiator Rules 2013.

The Battlefield

This mission uses the Hammer and Anvil deployment as described on page 119 of the main 40K Rulebook.



Deployment

Before Deploying their forces, players should take turns deploy fortifications. Once completed players select their Warlord Traits (*page 111* of the main 40K Rulebook).

Before deploying their forces, each player must take turns placing 4 Tactical Markers (total of 8); one within their enemy's deployment zone, one within your deployment zone and two within the neutral zone.

Hidden Importance – After Tactical Markers are deployed, each player secretly nominates one of the Tactical Markers within the Neutral Zone as a Key Tactical Marker.

Follow normal Deploy rules thereafter (*page 121* of the main 40K Rulebook).

First Turn

The player who deployed his army first, goes first unless his opponent seizes the Initiative (*page 122* of the main 40K Rulebook).

Game Length

This mission uses Variable Game Length (*page 122* of the main 40K Rulebook).

Victory Conditions - Objectives

Primary (Progressive – 30 points Maximum) – Tactical Markers - At the end of each turn, gain 1 Victory Point for each Tactical Markers you are in control of. See Controlling Objectives (*page 123* of the main 40K Rulebook).

Kill Points – 24 Points – This can result in a Win, Lose or Draw (*12 points each*). The player with the most kill points wins this objective.

Victory Conditions – Tactical Bonuses

Self Sacrifice – 5 Points – Gain these bonus points if upon your first use of the Vortex Grenade against an opponent, you also struck an allied unit, losing both models. Do not gain these points once the vortex grenade begins randomly moving.

Object Secured – 6 Points – Earn these points if you are controlling your nominated Tactical Marker by the end of the game.

Line Breaker – 5 Points

Mission Special Rules

Vortex Grenade - Each player starts with one Vortex Grenade which is carried by any model with the (Ch) Character Trait. Once per game, the Vortex Grenade can be thrown 12" in the shooting phase instead of firing a weapon. The grenade uses the 3" blast marker template and scatters normally (reduced by the BS of the thrower as normal).

After resolving scatter, remove any models touched by the template (flyers are not be affected unless they are hovering or gliding for that turn). No saves of any kind are allowed. Leave the Vortex template on the table. Gargantuan creatures and super-heavy vehicles are not removed, but suffer d3 wounds with no saves possible or lose d3 structure points.

At the beginning of every following player turn (both sides) the vortex moves, disappearing and reappearing 2d6" away in a random direction. (If a hit is rolled, use the little arrow for direction). If a double is rolled for the distance moved, remove the Vortex immediately.

Instead of throwing it, a player may detonate the grenade in the assault phase. The model doing so may charge into assault, or already be in assault on that turn. When the model carrying the Vortex Grenade could normally attack, it may instead choose to detonate the grenade. The Vortex Grenade goes off with the effect described above, but will not scatter. Note that if the model carrying the grenade is killed before its initiative step arrives, the Vortex Grenade will not go off. Obviously, the model carrying the Vortex Grenade is removed as a casualty if detonated in assault.

Mysterious Objectives – Each Tactical Marker is considered a Mysterious Objectives (*page 125* of the main 40K Rulebook).