



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:
 - o 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.
 - o Following the guidelines above, Coalitions then alternate placing terrain until all terrain pieces are on the table.
 - o 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.

- I O. 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.



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

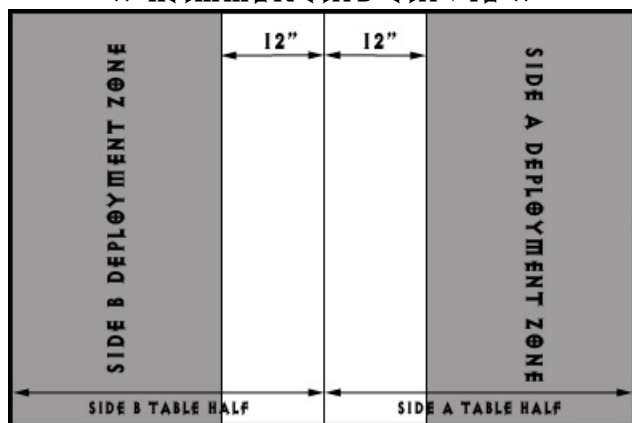
MISSION I: CHILDREN OF THE GRAVE

*** 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

:: 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

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.



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

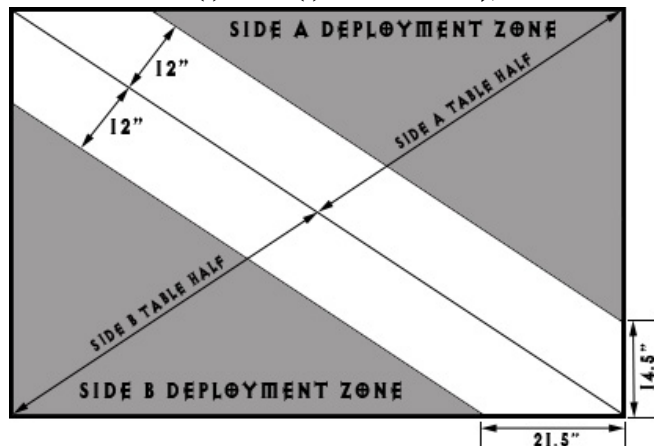
MISSION 2: ROAD TO NOWHERE!

*** 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 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.



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

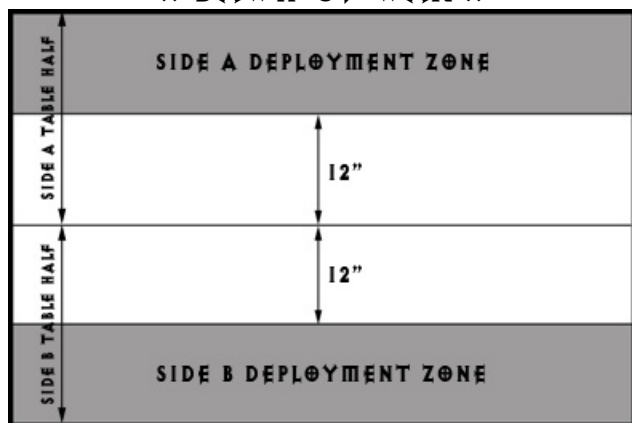
MISSION 3: BLOODBATH IN PARADISE!

*** 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

:: 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:

- 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.

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.



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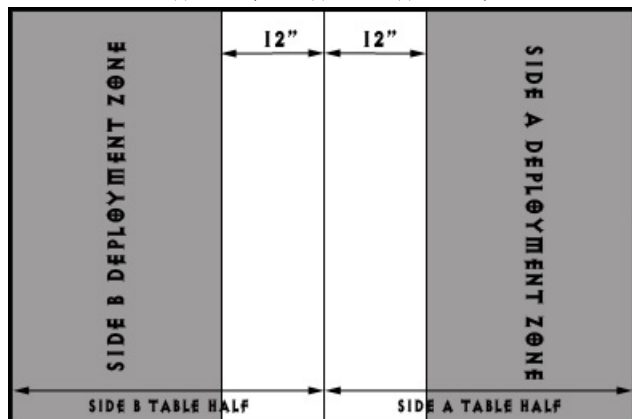
MISSION 4: OVER THE TOP!

*** 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:

- 5. Place Primary Objective Markers:** Starting with the Coalition that chose table halves, the Coalitions take it in turns to place a single Emperor's Will objective marker in their own table half. Continuing in turn, Coalitions then place a total of four (4) Modified Scouring objective markers in the opposing Coalition's table half. 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 **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.

Fast Recon (pg. 129)

Mysterious Objectives (pg. 125)

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)

PRIMARY OBJECTIVES

- 1. The Emperor's Will:** The Coalition that controls more Emperor's Will objective markers at the end of the game wins this objective. *Don't forget – Fast Attack units count as Scoring/Denial Units in this mission!*

Win	Draw	Loss
15 points	7 points	0 points

- 2. Modified Scouring*:** At the end of the game, each Scouring objective marker is worth 2 Victory Points to the Coalition that captures it. In addition, at the end of the game; each Coalition receives 1 Victory Point for each enemy Fast Attack unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are 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. *Don't forget – Fast Attack units count as Scoring/Denial Units in this mission!*

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.



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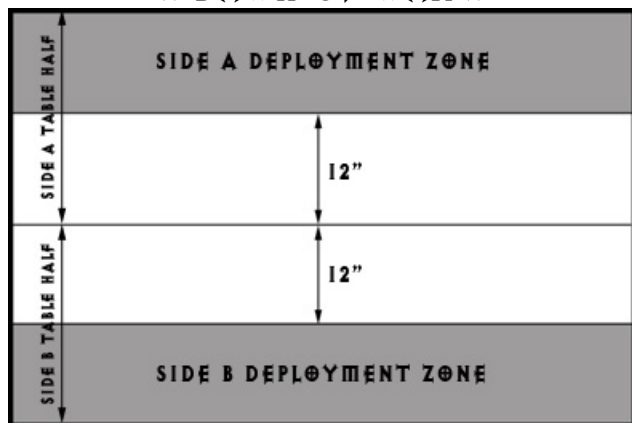
MISSION 5: FIRST CONTACT

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

A forward patrol under your command has discovered unknown alien forces. Your standing orders are to engage and destroy any aliens before contact can contaminate your forces. Additional forces are available to carry out this mission, should you require the reinforcements...

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.

- Place Primary Objective Markers:** Starting with the Coalition who 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.

Heavy Metal (pg. 128)

Mysterious Objectives (pg. 125)

Mysterious Terrain (Forest) (pg. 124)

Night Fighting (pg. 124)

Reserves (pg. 124)

PRIMARY OBJECTIVES

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

Win	Draw	Loss
15 points	7 points	0 points

- Victory Points*:** Each Coalition 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 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

- 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.



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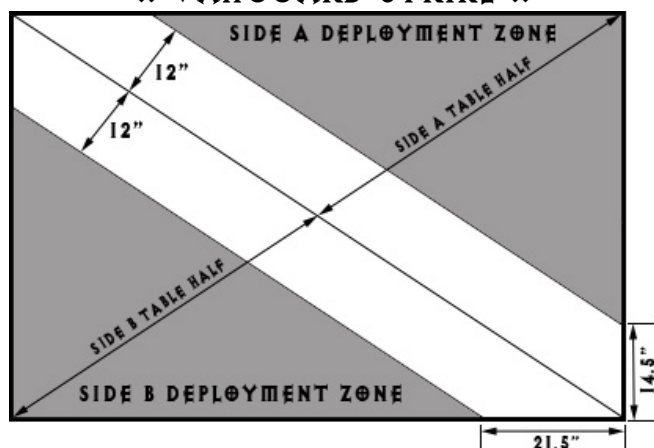
MISSION 6: DOOMSDAY DEVICE

*** 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

:: 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:

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 Objectives (pg. 125)

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.



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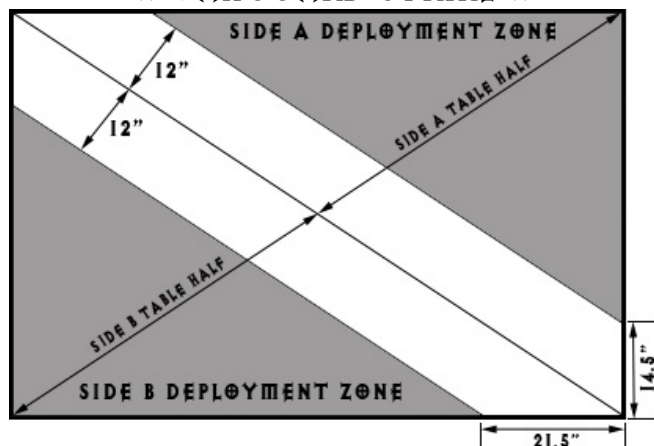
MISSION 7: NONE SHALL FIGHT ALONE!

*** 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

:: 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.

- 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 Immobilised!

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

- 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

- 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.





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WARHAMMER 40K TEAM TOURNAMENT PRIMER

RESULTS SHEET (MISSIONS 1-6)

YOUR TEAM NAME	TABLE NØ	FINISH?*	
		<input type="checkbox"/> Yes <input type="checkbox"/> No	
Primary Objective #1 Circle one	15	7	0
Primary Objective #2 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.

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	Fantastically Brilliant Game! 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	Perfectly Decent Game of Warhammer. 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	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



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

RESULTS SHEET (MISSION 7)

YOUR TEAM NAME	TABLE NØ	FINISH?*				
		<input type="checkbox"/> Yes <input type="checkbox"/> No				
Primary Objective #1 Circle one. Each Primary Objective marker controlled at the end of the game is worth 5 points.	25	20	15	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.

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 *****

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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	Fantastically Brilliant Game! 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	Perfectly Decent Game of Warhammer. 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	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