



WARHAMMER 40K TEAM TOURNAMENT

PRIMER MISSIONS

These primer missions are meant to give you an idea of what you might encounter during the Warhammer 40K Team Tournament. Please note that these missions will be refined over the course of the next month, and may appear in a slightly different form during the tournament.



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WARHAMMER 40K TEAM TOURNAMENT BATTLE ORDERS

BATTLE ORDERS

- 1. Terrain:** Terrain is not fixed; Armies roll-off and alternate placing terrain. No piece of terrain may be placed within 4" of another piece of terrain or the board edge.
- 2. Generate Pre-game Abilities:** Determine Combat Squads, determine pre-game abilities such as Warlord Traits, Psychic Powers, Gifts of Mutation, Demonic Rewards and the like.
- 3. Place Primary Objective Markers (If Applicable):** See the Mission rules for specific instructions.
- 4. Night Fighting:** Either Army can declare that they wish to fight the battle at night. If either Army does so, roll a D6 before deployment: On a roll of 4+, the Night Fighting special rule is in effect during game turn 1 and all units have the Stealth special rule.
- 5. Determine Deployment Zones:** Armies roll-off and the winner chooses his deployment zone/table half.
- 6. Determine Deployment Order:** Armies roll-off and the winner decides who will deploy first and second.
- 7. Deployment:** The side deploying first then must set up all units in their Army (including Fortifications). Then the other side sets up all units in their Army (including Fortifications). Resolve Infiltrating units and Scout moves.
- 8. Determine First Turn:** The Army that deployed first can choose to take the first or second turn; their opponent can attempt to seize the Initiative. If the opposing army includes a Lord of War, and yours does not, you receive +1 to this roll.

Game Length: Variable Game Length will be utilized in all missions.

Mission Special Rules: Night Fighting, Mysterious Objectives and Reserves are in effect for all missions.

Team Tournament Command Benefits: Teams may always choose to re-roll the result when determining their Warlord Trait. All units, except those purchased via the +1 Additional Formation Upgrade Option, with the Battlefield Role 'Troops' are considered to have the Objective Secured special rule.

OBJECTIVES AND SCORING

- Objectives of Opportunity*:** Once per game, as long as your Warlord has not been removed as a casualty, you may issue an Order of Opportunity. These orders represent bonus objectives that may be completed during the game and will earn your Army additional Victory Points. Orders of Opportunity are declared at the end of an Army's turn and MUST be completed by the end of your next turn or they are considered lost and score no Victory Points. Each mission will specify when Objectives of Opportunity become available.
- Progressive Objectives:** Some missions include progressive objectives. Teams will ALWAYS begin scoring progressive objectives in the second game turn. Progressive objectives are ALWAYS scored at the top of a Team (player) turn. When used, your mission will include a scoring section to help keep track of points.
- Eternal War Objectives:** Some missions include Eternal War objectives. Eternal War Objectives are ALWAYS scored at the end of the game. Each mission will specify the conditions of the Eternal War objectives.
- Secondary Objectives and other sources of Victory Points:** Every game includes the following secondary objectives; Slay the Warlord, First Blood, Line Breaker, Through Attrition Victory. Warlord traits, Formation benefits and other special rules that generate Victory Points are added to your total points in the Secondary Objectives section of the score sheet.
- Differential Scoring:** At the end of the game, Armies will compare total Victory Points earned. The difference in Victory Points will be added to the winning Army's Battle Points and subtracted from the losing Army's Battle Points. Both Armies begin the game with 15 Battle Points.

Example: Army One scores 15 total Victory Points and Army Two scores 8 Victory Points. There is a 7 Victory Point Differential between the two Armies. The game is scored as such:

- o Army One: 22 Battle Points (15 starting +7 for Victory Point Differential)*
- o Army Two: 8 Battle Points (15 starting -7 for Victory Point Differential)*
- The Maximum score is 30 Battle Points; the minimum score is 0 Battle Points.
- In the case of a Wipeout, the surviving Army receives an additional 10 Victory Points to their total and the game is scored normally. Concessions are automatically scored 30-0

**Orders of Opportunity have replaced the "Twist of Fate" game mechanic from previous years.*



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WARHAMMER 40K TEAM TOURNAMENT

MISSION I: EVE OF DESTRUCTION

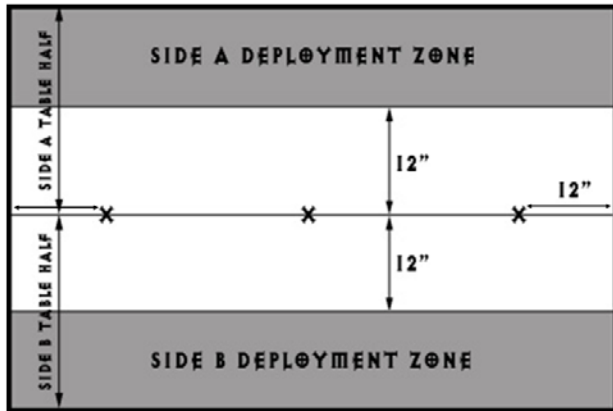
*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT

Please follow the Battle Orders rules as presented in the Warhammer 40K Team Tournament Battle Orders sheet.

Place three objective markers, one in the center of the table and two 12" from either short board edge along the center line of the table.

:: DAWN OF WAR ::



SECONDARY OBJECTIVES

1. **Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, your Army scores 1 Victory Point.
2. **First Blood:** The first unit to be completely destroyed during the game is worth 1 Victory Point to the opposing Army at the end of the game.
3. **Linebreaker:** If, at the end of the game, your Army has at least one model from one or more scoring units completely within 12" of the enemy's table edge, you score 1 Victory Point.
4. **Through Attrition, Victory:** At the end of the game your Army scores 1 Victory Point for every 3 full Wounds or Hull Points lost by an enemy Lord of War unit.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves

Objective of Opportunity: If your Warlord is on the table and not fleeing, **ONCE**, at the end of your **THIRD** team turn (or any turn thereafter), you may declare an Objective of Opportunity.

Drive them back! This Objective of Opportunity earns **5 Victory** points if there are no enemy units with 3" of any objective at the end of the turn following the turn you declared the Objective of Opportunity. For example: if you declared at the end of turn 4, you would check at the end of turn 5.

PRIMARY OBJECTIVES

Progressive Objective: The three Objective Markers (see above) are scored starting with the second game turn. Teams score objectives at the top of the team (player) turn. Objectives are worth 1 point each.

Eternal War Objective: Kill points, score one point for each enemy unit completely destroyed, and two points for each Fast Attack unit that was destroyed.

VICTORY POINT TRACKER

	ARMY 1	ARMY 2
TURN 2		
TURN 3		
TURN 4		
TURN 5		
TURN 6		
TURN 7		
Kill Points		
Secondary Objectives		
TOTAL		



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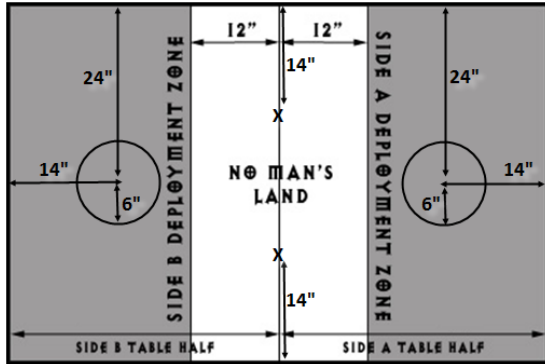
WARHAMMER 40K TEAM TOURNAMENT

MISSION 2: MARCH OR DIE!!!

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT

:: HAMMER AND ANVIL ::



MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves

Firebase: Each deployment zone has a 6" radius firebase zone (see above). To **CONTROL** a Firebase you must have **any** scoring unit **WHOLY** in the zone. If there is an enemy unit wholly in a Firebase it is **NOT CONTROLLED** (Objective Secured has no effect on Firebase zones).

Objective of Opportunity: If your Warlord is on the table and not fleeing, **ONCE**, at the end of your **THIRD** team turn (or any turn thereafter), you may declare an Objective of Opportunity.

Dominate! This Objective of Opportunity earns 5 Victory points if you control **BOTH** Firebase zones at the end of the turn following the turn you declared the Objective of Opportunity. For example, if you declare this at the end of your team's **THIRD** turn, you will check at the end of your team's **FOURTH** turn.

PRIMARY OBJECTIVE

Progressive Objective #1: The two Objective markers (see above) are scored starting with the second game turn. Teams score objectives at the top of the team (player) turn. Objectives are worth 2 points each.

Progressive Objective #2: Firebases are scored starting with the second game turn. Teams score Firebases at the top of the team (player) turn. Teams earn points equal to the turn number if the opposing team does not **CONTROL** (see above) their own Firebase.

SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, your Army scores 1 Victory Point.
- First Blood:** The first unit to be completely destroyed during the game is worth 1 Victory Point to the opposing Army at the end of the game.
- Linebreaker:** If, at the end of the game, your Army has at least one model from one or more scoring units completely within 12" of the enemy's table edge, you score 1 Victory Point.
- Through Attrition, Victory:** At the end of the game your Army scores 1 Victory Point for every 3 full Wounds or Hull Points lost by an enemy Lord of War unit.

VICTORY POINT TRACKER

	ARMY 1	ARMY 2
TURN 2		
TURN 3		
TURN 4		
TURN 5		
TURN 6		
TURN 7		
Secondary Objectives		
TOTAL		



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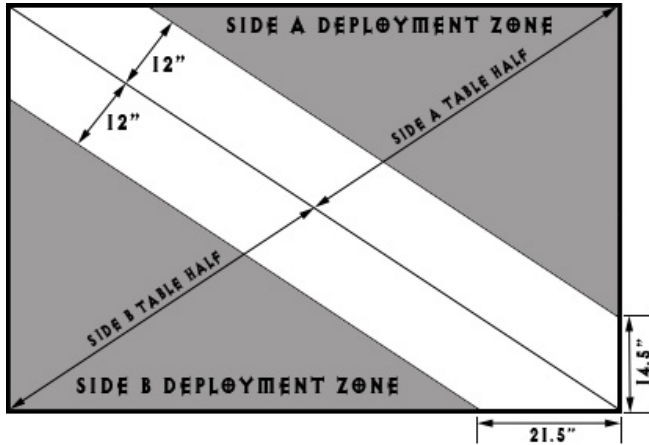
WARHAMMER 40K TEAM TOURNAMENT

MISSION 3: THE CHASE IS BETTER THAN THE CATCH

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT

:: VANGUARD STRIKE ::



SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, your Army scores 1 Victory Point.
- First Blood:** The first unit to be completely destroyed during the game is worth 1 Victory Point to the opposing Army at the end of the game.
- Linebreaker:** If, at the end of the game, your Army has at least one model from one or more scoring units completely within 12" of the enemy's table edge, you score 1 Victory Point.
- Through Attrition, Victory:** At the end of the game your Army scores 1 Victory Point for every 3 full Wounds or Hull Points lost by an enemy Lord of War unit.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves

Objective of Opportunity: If your Warlord is on the table and not fleeing, ONCE, at the end of your **THIRD** team turn (or any turn thereafter), you may declare an Objective of Opportunity.

Exterminatus! This objective earns 2 Victory Points for each Kill Point you earn the turn after you declared the Objective of Opportunity. For example, if you declare this at the end of your team's **THIRD** turn, you will score Victory points at the end of your team's **FOURTH** turn.

OBJECTIVES

Eternal War Objective: Allied Table Quarters, to control a table quarter there must be a Scoring Unit from **each Army 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 Scoring Unit from **each Army Team Member** in the table quarter. Units with the Objective Secured rule may control or contest a table quarter without its Coalition counterpart.

At the end of the game, each Table Quarter is worth 7 Victory Points to the Army that controls it.

VICTORY POINT TRACKER

	ARMY 1	ARMY 2
TABLE QUARTERS (# Controlled X 7 VP each)		
Objective of Opportunity (Kill Points Earned X 2 VP each)		
Secondary Objectives		
TOTAL		

Notes on Table Quarters: Table quarters are determined by drawing two lines through the center of the battlefield, parallel to the table edges.

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.