



WARHAMMER 40K CHAMPIONSHIP

PRIMER MISSIONS

These primer missions are meant to give you an idea of what you might encounter during the Warhammer 40K Championship. 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.



ADEPTICON 2016

WARHAMMER 40K CHAMPIONSHIP BATTLE ORDERS

BATTLE ORDERS

- 1. Terrain:** Terrain is not fixed; Armies roll-off and alternate placing terrain until all pieces are placed. No piece of terrain may be placed within 4" of another piece of terrain or the board edge. If the last piece of terrain does not fit players should shift the terrain in a mutually agreeable fashion.
- 2. Place Primary Objective Markers (If Applicable):** Players roll of to place objective markers. See the Mission rules for specific instructions.
- 3. Determine Deployment Zones:** Armies roll-off and the winner chooses his deployment zone/table half.
- 4. 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.
- 5. 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.
- 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) or declare them in reserves. Then the other side sets up all units in their Army (including Fortifications) or declare them in reserves. Resolve Infiltrating units and then 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 and Reserves are in effect for all missions.

OBJECTIVES AND SCORING

Progressive Objectives: All missions include one progressive objective. Progressive objectives are **ALWAYS** scored at the top of a Player Turn starting on the 2nd Game turn. Each mission will specify the conditions of the Progressive Objectives.

Eternal War Objectives: All missions include one Eternal War objective. 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: All missions use a combination of standard and custom secondary objectives defined below. Each mission will specify 3 of the 6 secondary objectives used in that mission. Both players can achieve all of the following secondary objectives except First Blood. Read the mission sheet carefully.

- **Slay the Warlord, First Blood and Linebreaker:** Per the Warhammer 40K rulebook. **2 VPs** each.
- **Overkill:** Once per game, if a player earns 3 or more Kill Points in a single player turn (your turn or your opponent's turn) they earn **2 VPs**.
- **Marked for Death:** After *Step 4: Generate Pre-game Abilities*, players mark a unit for death on their opponents Army List and share it with them. If a player completely destroys the marked unit during the game, they earn **2 VPs**.
- **Alpha Strike:** If a player destroys an enemy unit in the first game turn, they earn **2 VPs**.

Differential Scoring: At the end of the game, Armies will compare total VPs earned. The difference in VPs 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. A difference of 15 VPs or greater is scored 30-0.

Example: Player One scores 15 total VPs and Player Two scores 8 VPs. There is a 7 VP differential between the two Armies. The game is scored as such:

- *Player One: 22 Battle Points (15 starting +7 for VP Differential)*
- *Player Two: 8 Battle Points (15 starting -7 for VP Differential)*

- The maximum score is 30 Battle Points; the minimum score is 0 Battle Points.
- In the case of a Wipeout, the surviving player can use the rest of the round to complete their turns and acquire VPs. At the end of the game, they will add 5 VPs to their total and score the game normally. Concessions are automatically scored 30-0.



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WARHAMMER 40K CHAMPIONSHIP PRIMER

MISSION I: KING OF THE HILL

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

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40K Championship Battle Orders sheet.

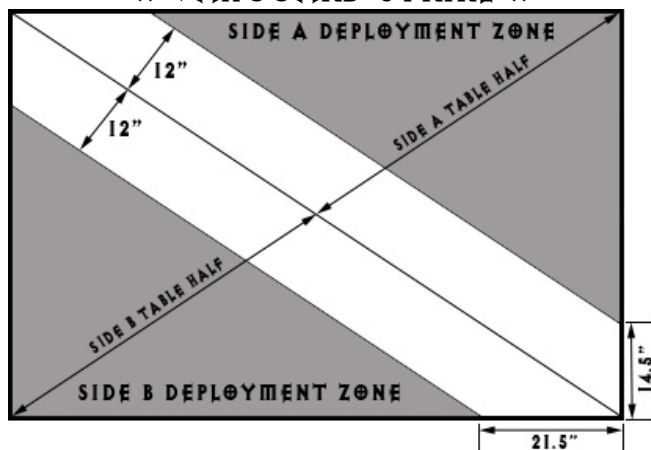
King of the Hill: Mark a circle with a 12" radius (24" diameter) around the center of the table. This is the Hill.

Emperor's Will: During Step 7: Deployment (not normal objective placement), each player places one Emperor's Will objective marker in their own table half. The marker may not be placed on/in or within 6" of the Hill or within 6" of a table edge.

Marked for Death: Immediately after *Step 4: Generate Pre-game Abilities*, players mark a unit for death on their opponents Army List and share it with them.

Mission Special Rules: Night Fighting, Reserves

:: VANGUARD STRIKE ::



PROGRESSIVE OBJECTIVE

King of the Hill: Mark a circle with a 12" radius (24" diameter) around the center of the table. This is the Hill.

Starting on turn 2, players may earn VPs for controlling the Hill at the top of each of **THEIR OWN PLAYER TURNS**.

Players control the Hill by having at least one model from a Scoring Unit completely on/in the Hill while their opponent has no models from a Scoring Unit completely on/in the Hill.

Units with the Objective Secured special rule on/in the Hill control it unless their opponent also has a unit with Objective Secured on/in the Hill.

Controlling the Hill is worth a number of VPs **equal to the game turn** (e.g. turn 2 = 2 VPs, turn 3 = 3VPS, turn 4 = 4VPS and so on).

ETERNAL WAR OBJECTIVE

Emperor's Will: Players may earn VPs for each Emperor's Will objective marker they control **AT THE END OF THE GAME**.

These objective markers are controlled in the normal manner according to Warhammer 40,000: The Rules.

Controlling the objective marker *in your own table half* is worth a number of VPs **equal to the last completed game turn** (e.g. 5VPS in a 5 turn game).

Controlling the objective marker *in your opponent's table half* is worth a number of VPs **equal to twice the last completed game turn** (e.g. 10VPS in a 5 turn game).

SECONDARY OBJECTIVES

See the Battle Orders sheet for Secondary Descriptions.

- First Blood (2 VPs)
- Overkill (2 VPs)
- Marked for Death (2 VPs)

Other Victory Point Sources:

- **Through Attrition, Victory:** At the end of the game you score **1 VP for every 3 full Wounds or Hull Points** lost by an enemy Lord of War unit.
- **Miscellaneous:** Warlord Traits or special rules that award VPs for in game actions (e.g. the Legendary Fighter) earn a player the prescribed number of VPs.

SCORING TRACKER

| | PLAYER 1 | PLAYER 2 |
|--------------|----------|----------|
| TURN 2 | | |
| TURN 3 | | |
| TURN 4 | | |
| TURN 5 | | |
| TURN 6 | | |
| TURN 7 | | |
| Eternal War | | |
| Secondary | | |
| TOTAL | | |



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WARHAMMER 40K CHAMPIONSHIP PRIMER

MISSION 2: DIVIDE AND CONQUER

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

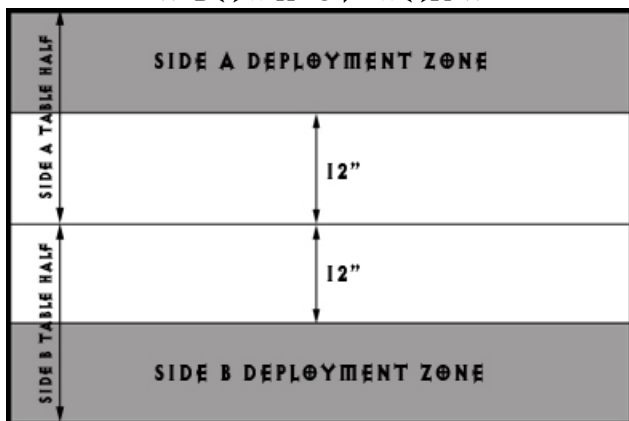
DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40K Championship Battle Orders sheet.

Divide and Conquer: Each player marks a circle with a 12" radius (24" diameter) that is centered 18" in from their right hand short table edge and 20" up from their long table edge. These two circles are referred to as Scoring Areas.

Mission Special Rules: Night Fighting, Reserves

:: DAWN OF WAR ::



PROGRESSIVE OBJECTIVE

Divide and Conquer: Starting on turn 2, players may earn VPs for each Scoring Area that they control or contest at the top of each **THEIR OWN PLAYER TURNS**.

Players control a zone by having at least one model from a Scoring Unit **WHOLLY** in the Zone. If their opponent also has a model from a Scoring Unit **WHOLLY** in the Zone it is contested.

Models with the Objective Secured special rule control a zone (as outlined above) unless the opposing player is contesting the zone with an Objective Secured model.

Scoring Zones generate VPs **each turn** as such:

| Right Hand Scoring Zone (closer to your table edge) | |
|---|-----------|
| Controlled | Contested |
| 2 VPs | 1 VPs |
| Left Hand Scoring Zone (farther from your table edge) | |
| Controlled | Contested |
| 4 VPs | 2 VPs |

ETERNAL WAR OBJECTIVE

Double Kill Points: Each enemy unit destroyed at the end of the game is worth **2 VPs**. Remember units that are falling back or not on the table at the end of the game count as destroyed.

SECONDARY OBJECTIVES

See the Battle Orders sheet for Secondary Descriptions.

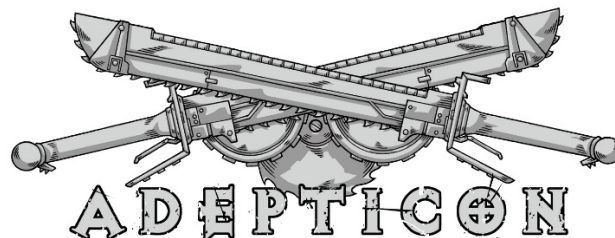
- Alpha Strike (2 VPs)
- Slay the Warlord (2 VPs)
- Linebreaker (2 VPs)

Other Victory Point Sources:

- **Through Attrition, Victory:** At the end of the game you score **1 VP for every 3 full Wounds or Hull Points** lost by an enemy Lord of War unit.
- **Miscellaneous:** Warlord Traits or special rules that award VPs for in game actions (e.g. the Legendary Fighter) earn a player the prescribed number of VPs.

SCORING TRACKER

| | PLAYER 1 | PLAYER 2 |
|-------------|----------|----------|
| TURN 2 | | |
| TURN 3 | | |
| TURN 4 | | |
| TURN 5 | | |
| TURN 6 | | |
| TURN 7 | | |
| Eternal War | | |
| Secondary | | |
| TOTAL | | |





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WARHAMMER 40K CHAMPIONSHIP PRIMER

MISSION 3: MEAT GRINDER

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

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40K Championship Battle Orders sheet.

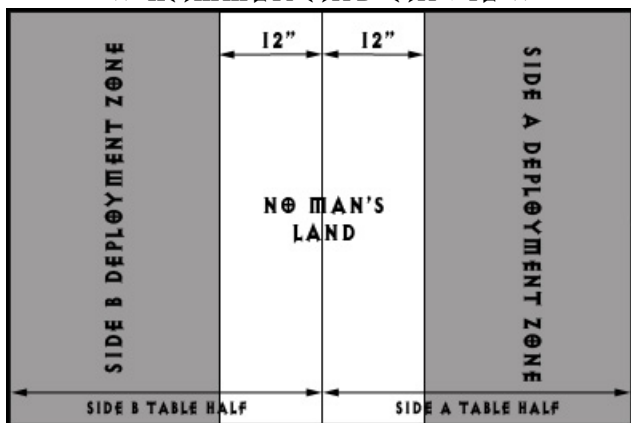
Crusade: Prior to deployment (not the normal objective placement) place 1 objective marker near each corner of the board (4 total). Place each of these objectives so that their center is 8" in from the two closest table edges. These are the Crusade objective markers.

Meat Grinder: Prior to deployment (not normal objective placement) place 2 objective markers along the short-ways (48" long) table centerline. Place one so that its center is 16" in from one of the long table edges. Place the other so that its center is 16" in from the opposite long table edge. These are the Meat Grinder objective markers.

Marked for Death: Immediately after *Step 4: Generate Pre-game Abilities*, players mark a unit for death on their opponents Army List and share it with them.

Mission Special Rules: Night Fighting, Reserves

:: HAMMER AND ANVIL ::



PROGRESSIVE OBJECTIVE

Meat Grinder: Starting on turn 2, players may earn VPs for each Meat Grinder objective marker they control at the top of each of **THEIR OWN PLAYER TURNS**.

These objective markers are controlled in the normal manner according to Warhammer 40,000: The Rules.

Controlling a Meat Grinder objective marker is worth **2 VPs** each turn.

ETERNAL WAR OBJECTIVE

Crusade: Players may earn VPs for each Crusade objective marker they control **AT THE END OF THE GAME**.

These objective markers are controlled in the normal manner according to Warhammer 40,000: The Rules.

Controlling a Crusade objective marker at the end of the game in your own deployment zone is worth **4 VPs**.

Controlling a Crusade objective marker at the end of the game in the enemy's deployment zone is worth **8 VPs**.

SECONDARY OBJECTIVES

See the Battle Orders sheet for Secondary Descriptions.

- **First Blood (2 VPs)**
- **Overkill (2 VPs)**
- **Marked for Death (2 VPs)**

Other Victory Point Sources:

- **Through Attrition, Victory:** At the end of the game you score **1 VP for every 3 full Wounds or Hull Points** lost by an enemy Lord of War unit.
- **Miscellaneous:** Warlord Traits or special rules that award VPs for in game actions (e.g. the Legendary Fighter) earn a player the prescribed number of VPs.

SCORING TRACKER

| | PLAYER 1 | PLAYER 2 |
|--------------|----------|----------|
| TURN 2 | | |
| TURN 3 | | |
| TURN 4 | | |
| TURN 5 | | |
| TURN 6 | | |
| TURN 7 | | |
| Eternal War | | |
| Secondary | | |
| TOTAL | | |



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WARHAMMER 40K CHAMPIONSHIP PRIMER

RESULTS FOR MISSION 3: MEAT GRINDER

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

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

VICTORY POINTS

| YOUR VICTORY POINTS | YOUR OPPONENT'S VICTORY POINTS | VICTORY POINT DIFFERENTIAL |
|---------------------|--------------------------------|----------------------------|
| | | |

In the case of a Wipeout, the surviving player receives an additional 5 Victory Points to their total and the game is scored normally.

BATTLE POINTS

| | STARTING BATTLE POINTS | | VICTORY POINT DIFFERENTIAL | = | TOTAL BATTLE POINTS |
|------------------|------------------------|-----|----------------------------|---|---------------------|
| YOUR TOTAL | 15 | +/- | | = | |
| OPPONENT'S TOTAL | 15 | +/- | | = | |

Max: 30 / Min: 0

Your Battle Points + Your Opponent's Battle Points should **ALWAYS** equal 30. If not, please double check your results.

Have your opponent double check your results above.

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




Opponent's Signature: _____

*** STOP ***

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN DOUBLE-CHECKED AT THE JUDGE'S BOOTH

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.

SPORTSMANSHIP 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. |



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WARHAMMER 40K CHAMPIONSHIP PRIMER

RESULTS FOR MISSION 2: DIVIDE AND CONQUER

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

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VICTORY POINTS

| YOUR VICTORY POINTS | YOUR OPPONENT'S VICTORY POINTS | VICTORY POINT DIFFERENTIAL |
|---------------------|--------------------------------|----------------------------|
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WARHAMMER 40K CHAMPIONSHIP PRIMER

RESULTS FOR MISSION I: KING OF THE HILL

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

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VICTORY POINTS

| YOUR VICTORY POINTS | YOUR OPPONENT'S VICTORY POINTS | VICTORY POINT DIFFERENTIAL |
|---------------------|--------------------------------|----------------------------|
| | | |

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