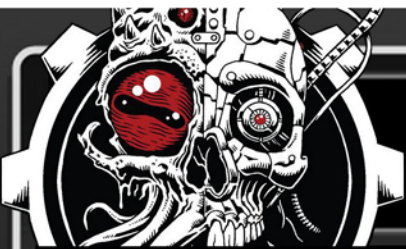




WARHAMMER 40K CHAMPIONSHIP PRIMER

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



ADEPTICON 2017

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 Objective Markers:** Players roll off to place objective markers. See the Missions 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

Eternal War Objectives: All missions include Eternal War objectives. Eternal War objectives are **ALWAYS** scored at the end of the game. A maximum of 12 Victory Points may be earned from Eternal War objectives.

Kill Points: All missions include Kill Points. A maximum of 12 Victory Points may be earned from Kill Points.

Maelstrom Objectives: All missions include Maelstrom objectives. Maelstrom Objectives are **ALWAYS** scored at the end of the player turn in which they are selected, but only for turns 1 through 5. Maelstrom objectives cannot be attempted more than once, nor can Maelstrom objectives be scored in turns 6 and 7. A maximum of 12 Victory Points may be earned from Maelstrom 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.

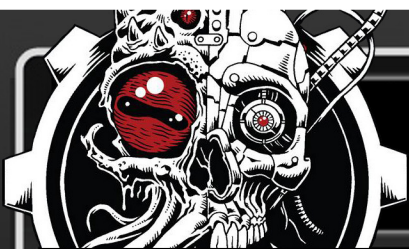
- **Slay the Warlord, First Blood and Linebreaker:** Per the Warhammer 40K rulebook; **1 VP** each.
- **Alpha Strike:** If a player destroys an enemy unit in the first game turn, they earn **1 VP**.
- **Table Quarters:** The player with the most scoring units wholly within a Table Quarter holds that quarter. At the end of the game, the player that holds the most Table Quarters earns **1 VP**.
- **Head Hunter:** If a player destroys the most expensive (points-wise) unit in his/her opponent's army, they earn **1 VP**. Note: The point cost of each unit is considered separately, based on your opponent's list, not based on the 'units' created during deployment (or subsequent to the start of the game). Also, if two or more models are tied for most expensive, destroying any of them will earn this point.
- **Ground Control:** If, at the end of the game, a player controls OR contests two (2) or more objectives, they earn **1 VP**.
- **King of the Hill:** The player with the most scoring MODELS within 6" of the center of the table at the end of the game earns **1 VP**.

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 Game: Player One scores 15 total VPs and Player Two scores 8 VPs; a 7 VP differential between the two Armies.

The Example 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: MARDUK'S TEETH

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

DEPLOYMENT AND MISSION SPECIAL RULES: Hammer & Anvil; Night Fighting, Reserves

ETERNAL WAR OBJECTIVES: During Step 2: Place Objective Markers, using objective markers 1-6, roll-off to see who places the first marker and then alternate placing markers until all six objective markers are placed. No objective marker can be placed within 6" of the battlefield edge, or within 12" of another objective marker. These are the Eternal War objective markers.

PRIMARY OBJECTIVES

ETERNAL WAR: Units with the Battlefield Role of "Fast Attack" gain the following: *Fast Attack units are worth two (2) Kill Points & Fast Attack units gain Objective Secured, unless expressly forbidden from ever scoring.*

Players may earn VPs for each Eternal War objective marker they control **AT THE END OF THE GAME**. These objective markers are controlled in the normal manner in accordance with *Warhammer 40,000: The Rules*. Controlling an Eternal War objective marker at the end of the game is worth **2 VPs**.

KILL POINTS: Each enemy unit destroyed at the end of the game is worth **1 VP (2 VPs for Fast Attack units)**. Remember units that are falling back or not on the table at the end of the game count as destroyed.

MAELSTROM OBJECTIVES: Prior to the start of each of your Player Turns (numbers 1 through 5 only), choose two Maelstrom Objectives and note them on the Scoring Tracker. Each Maelstrom Objective may only be chosen once per mission. You **MAY ONLY** score each Maelstrom Objective during the turn in which it was chosen. A player's Maelstrom Objectives are scored at the end of his/her Player Turn. Unscored objectives cannot be chosen again this mission.

SECONDARY OBJECTIVES

See the Battle Orders sheet for Secondary Objectives Descriptions.

- First Blood (1 VP), Table Quarters (1 VP), King of the Hill (1 VP)
- Other Victory Point Sources: **Through Attrition Victory** (1 VP/3HP or Wounds from enemy SHV or GC), **Miscellaneous***

SCORING TRACKER

ETERNAL WAR (MAX: 12 Points)

Objectives Achieved ☐☐☐☐☐☐ X2 EW Total Max 12

KILL POINTS (MAX: 12 Points)

Kill Points ☐☐☐☐☐☐☐☐☐☐☐☐☐☐ KP Total Max 12

MAELSTROM OBJECTIVES (MAX: 12 Points)

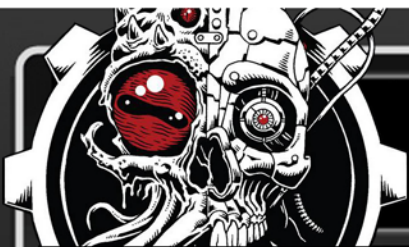
Objective	Turn	Achieved?	Points
Control Objective 1			1
Control Objective 2			1
Control Objective 3			1
Control Objective 4			1
Control Objective 5			1
Control Objective 6			1
Have a Scoring Unit wholly within 12" of your opponent's table edge at the end of your turn			1
Hold at least two objectives (and twice as many as your opponent)			2
Hold any three objectives			2
Kill a character			1
If your opponent's Warlord was slain on this, or any previous turn			1
Destroy three or more units this turn			2
Maelstrom Total			Max 12

SECONDARY OBJECTIVES & OTHER VP SOURCES

First Blood (1 VP) Table Quarters (1 VP) King of the Hill (1VP) Other VP Sources: Secondary Total

***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.

OVERALL TOTAL



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WARHAMMER 40K CHAMPIONSHIP PRIMER



MISSION 2: A MOON CALLED SIN

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

DEPLOYMENT AND MISSION SPECIAL RULES: Vanguard Strike; Night Fighting, Reserves

ETERNAL WAR OBJECTIVES: During Step 2: Place Objective Markers, using objective markers 1-4, roll-off to see who places the first marker and then alternate placing markers until all four objective markers are placed. No objective marker can be placed within 6" of the battlefield edge, or within 12" of another objective marker. These are the Eternal War objective markers.

PRIMARY OBJECTIVES

ETERNAL WAR: Units with the Battlefield Role of "Heavy Support" gain the following: *Heavy Support units are worth two (2) Kill Points & gain Objective Secured, unless expressly forbidden from ever scoring.*

Players may earn VPs for each Eternal War objective marker they control **AT THE END OF THE GAME**. These objective markers are controlled in the normal manner in accordance with *Warhammer 40,000: The Rules*. Controlling an Eternal War objective marker at the end of the game is worth **3 VPs**.

KILL POINTS: Each enemy unit destroyed at the end of the game is worth **1 VP (2 VPs for Heavy Support units)**. Remember units that are falling back or not on the table at the end of the game count as destroyed.

MAELSTROM OBJECTIVES: Prior to the start of each of your Player Turns (numbers 1 through 5 only), choose two Maelstrom Objectives and note them on the Scoring Tracker. Each Maelstrom Objective may only be chosen once per mission. You **MAY ONLY** score each Maelstrom Objective during the turn in which it was chosen. A player's Maelstrom Objectives are scored at the end of his/her Player Turn. Unscored objectives cannot be chosen again this mission.

SECONDARY OBJECTIVES

See the Battle Orders sheet for Secondary Objective Descriptions.

- Line Breaker (1 VP), Slay the Warlord (1 VP), Head Hunter (1 VP)
- Other Victory Point Sources: **Through Attrition Victory** (1 VP/3HP or Wounds from enemy SHV or GC), **Miscellaneous***

SCORING TRACKER

ETERNAL WAR (MAX: 12 Points)

Objectives Achieved ☐☐☐☐ X3 EW Total Max 12

KILL POINTS (MAX: 12 Points)

Kill Points ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ KP Total Max 12

MAELSTROM OBJECTIVES (MAX: 12 Points)

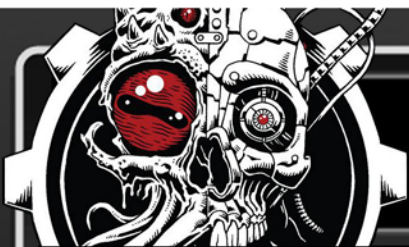
Objective	Turn	Achieved?	Points
Control Objective 1			1
Control Objective 2			1
Control Objective 3			1
Control Objective 4			1
Destroy a unit			1
Destroy three or more units this turn			2
Hold more Table Quarters by having more Scoring Units wholly within Table Quarters			1
Hold any 2 objectives that are not in your Deployment Zone			2
Destroy a unit in the shooting phase			1
Destroy 3 or more units in the shooting phase			2
Destroy a unit in the assault phase			1
Kill a character			1
Maelstrom Total			Max 12

SECONDARY OBJECTIVES & OTHER VP SOURCES

Line Breaker (1 VP) Slay the Warlord (1 VP) Head Hunter (1VP) Other VP Sources: Total

***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.

OVERALL TOTAL



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WARHAMMER 40K CHAMPIONSHIP PRIMER



MISSION 3: THE BANE OF ISHTAR

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

DEPLOYMENT AND MISSION SPECIAL RULES: Dawn of War; Night Fighting, Reserves

ETERNAL WAR OBJECTIVES: During *Step 2: Place Objective Markers*, using objective markers 1-3, place objective marker #1 in the center of the table, then roll to see who places objective marker #2 (the other player places objective marker #3). No objective marker can be placed within 6" of the battlefield edge, or within 12" of another objective marker. These are the Eternal War objective markers.

PRIMARY OBJECTIVES

ETERNAL WAR: Players may earn VPs for each Eternal War objective marker they control **AT THE END OF THE GAME**. These objective markers are controlled in the normal manner in accordance with *Warhammer 40,000: The Rules*. Controlling an Eternal War objective marker at the end of the game is worth **4 VPs**.

KILL POINTS: Each enemy unit destroyed at the end of the game is worth **1 VP**. Remember units that are falling back or not on the table at the end of the game count as destroyed.

MAELSTROM OBJECTIVES: Prior to the start of each of your Player Turns (numbers 1 through 5 only), choose two Maelstrom Objectives and note them on the Scoring Tracker. Each Maelstrom Objective may only be chosen once per mission. You **MAY ONLY** score each Maelstrom Objective during the turn in which it was chosen. A player's Maelstrom Objectives are scored at the end of his/her Player Turn. Unscored objectives cannot be chosen again this mission.

SECONDARY OBJECTIVES

See the Battle Orders sheet for Secondary Objective Descriptions.

- Line Breaker (1 VP), Ground Control (1 VP), Table Quarters (1 VP)
- Other Victory Point Sources: **Through Attrition Victory** (1 VP/3HP or Wounds from enemy SHV or GC), **Miscellaneous***

SCORING TRACKER

ETERNAL WAR (MAX: 12 Points)

Objectives Achieved ☐☐☐ X4 EW Total Max 12

KILL POINTS (MAX: 12 Points)

Kill Points ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ KP Total Max 12

MAELSTROM OBJECTIVES (MAX: 12 Points)

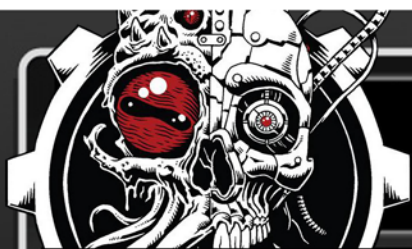
Objective	Turn	Achieved?	Points
Control Objective 1			1
Control Objective 2			1
Control Objective 3			1
Hold more Table Quarters by having more Scoring Units wholly within Table Quarters			1
Hold any 2 objectives			1
Hold 2 objectives that are not in your Deployment Zone			2
Have more scoring units wholly within terrain			1
Destroy 3 or more units in the shooting phase			2
Destroy a unit in the shooting phase			1
Destroy a unit in the assault phase			1
Destroy 2 or more units in the assault phase			2
Destroy a Vehicle/Super-Heavy Vehicle or Monstrous/Gargantuan Creature			1
Maelstrom Total			Max 12

SECONDARY OBJECTIVES & OTHER VP SOURCES

Line Breaker (1 VP) Ground Control (1 VP) Table Quarters (1VP) Other VP Sources: Total

***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.

OVERALL TOTAL



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WARHAMMER 40K CHAMPIONSHIP PRIMER



MISSION 4: NERGAL ASCENDANT

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

Deployment & Mission Special Rules: Dawn of War; Night Fighting, Reserves

Eternal War: During *Step 2: Place Objective Markers*, using objective markers 1-6, roll-off to see who places the first marker and then alternate placing markers until all six objective markers are placed. No objective marker can be placed within 6" of the battlefield edge, or within 12" of another objective marker. These are the Eternal War objective markers.

PRIMARY OBJECTIVES

ETERNAL WAR: Players may earn VPs for each Eternal War objective marker they control **AT THE END OF THE GAME**. These objective markers are controlled in the normal manner in accordance with *Warhammer 40,000: The Rules*. Controlling an Eternal War objective marker at the end of the game is worth **2 VPs**.

KILL POINTS: Each enemy unit destroyed at the end of the game is worth **1 VP**. Remember units that are falling back or not on the table at the end of the game count as destroyed.

MAELSTROM OBJECTIVES: Prior to the start of each of your Player Turns (numbers 1 through 5 only), choose two Maelstrom Objectives and note them on the Scoring Tracker. Each Maelstrom Objective may only be chosen once per mission. You **MAY ONLY** score each Maelstrom Objective during the turn in which it was chosen. A player's Maelstrom Objectives are scored at the end of his/her Player Turn. Unscored objectives cannot be chosen again this mission.

SECONDARY OBJECTIVES

See the Battle Orders sheet for Secondary Objective Descriptions.

- Alpha Strike (1 VP), Line Breaker (1 VP), Slay the Warlord (1 VP)
- Other Victory Point Sources: **Through Attrition Victory** (1 VP/3HP or Wounds from enemy SHV or GC), **Miscellaneous***

SCORING TRACKER

ETERNAL WAR (MAX: 12 Points)

Objectives Achieved ☐☐☐☐☐☐ x2 EW Total Max 12

KILL POINTS (MAX: 12 Points)

Kill Points ☐☐☐☐☐☐☐☐☐☐☐☐☐☐ KP Total Max 12

MAELSTROM OBJECTIVES (MAX: 12 Points)

Objective	Turn	Achieved?	Points
Control Objective 1			1
Control Objective 2			1
Control Objective 3			1
Control Objective 4			1
Control Objective 5			1
Control Objective 6			1
Have at least 3 Scoring Units, and none of your opponent's, wholly within your Deployment Zone			1
Hold at least two Objectives (and twice as many as your opponent)			2
Hold any three Objectives			2
Have your Warlord wholly within 6" of the center of the table			1
Destroy a unit			1
Destroy three or more units this turn			2
Maelstrom Total			Max 12

SECONDARY OBJECTIVES & OTHER VP SOURCES

Alpha Strike (1 VP) Line Breaker (1 VP) Slay the Warlord (1VP) Other VP Sources: Total

***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.

OVERALL TOTAL



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WARHAMMER 40K CHAMPIONSHIP PRIMER



RESULTS FOR MISSION 4: NERGA ASCENDANT

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 3: THE BANE OF ISHTAR

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.

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WARHAMMER 40K CHAMPIONSHIP PRIMER



RESULTS FOR MISSION 2: A MOON CALLED SIN

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 1: MARDUK'S TEETH

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.