

# ADAPTICON



## WARHAMMER 40,000 CHAMPIONSHIP

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 2018

WARHAMMER 40K CHAMPIONSHIP BATTLE ORDERS

## BATTLE ORDERS

1. **Exchange Lists and Discuss Terrain Rules**
2. **Generate Pre-game Abilities & Choose Tertiary Objectives:** Make pre-game determinations such as Command Point expenditures, Warlord, Warlord Trait, Psychic Powers, Relics, and the like. Select and record the five (5) TERTIARY Objectives you intend to score.
3. **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 4" from the board edge. If the last piece of terrain does not fit players should shift the terrain in a mutually agreeable fashion.
4. **Determine Deployment Style:** Players either roll for deployment style (BRB 216-217), or the deployment style is dictated by the mission. See the Missions for specific instructions.
5. **Place Objective Markers:** Players either roll off to place objective markers or place them in accordance with mission directives. See the Missions for specific instructions.
6. **Determine Deployment Zones & Deployment Order:** Armies roll-off and the winner chooses their deployment zone. The other player begins deploying first.
7. **Determine First Turn:** The player that finished deploying first gains a +1 to the roll to go first. The winner of the roll may elect to go first or second; their opponent can attempt to seize the Initiative.

**Game Length:** All games will end after Battle Round 6. Do not roll to see if a game ends after Battle Round 5, or roll to see if it continues to Battle Round 7.

## OBJECTIVES AND DIFFERENTIAL SCORING

### PRIMARY OBJECTIVES

**Eternal War Objectives:** Eternal War Objectives are **ALWAYS** scored at the end of the game.

**Progressive Objectives:** Progressive Objectives are **ALWAYS** scored at the top of the player turn, after the first Battle Round.

### SECONDARY OBJECTIVES

**Modified Kill Points:** All missions include Modified Kill Points as a Secondary Objective.

Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point.

- Example A: 4 units worth 495 points rounds to 500/100 = 5 Victory Points
- Example B: 4 units worth 650 points rounds to 700/100 = 7 Victory Points
- Example C: 8 units worth 320 points rounds to 300/100 = 3 Victory Points
- Example D: 1 unit worth 385 points rounds to 400/100 = 4 Victory Points
- Example E: 1 unit worth 40 points rounds to 0/100 = 0 Victory Points

- **NOTE:** A maximum of 20 Victory Points may be earned from Kill Points regardless of the number of units in a player's army.



# ADEPTICON 2018

## WARHAMMER 40K CHAMPIONSHIP BATTLE ORDERS

### TERTIARY OBJECTIVES

**Player-Selected Objectives:** All missions include Player-Selected Tertiary Objectives. Choose any five (5) after exchanging lists, during Battle Orders Step 2. Record your chosen Tertiary Objectives on your scenario sheet. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- **Slay the Warlord:** By the *end* of the game, destroy your opponent's Warlord. If your Opponent's Warlord is not on the table at the end of the game, it counts as destroyed.
- **Line Breaker:** At the *end* of the game, have one or more of your units entirely within your opponent's Deployment Zone. Flyers count for this Tertiary and do not have to be in Hover mode.
- **Solo Blood:** During the game, in the same Battle Round, destroy an enemy unit without your opponent destroying any of your units.
- **Big Game Hunter:** By the *end* of the game, destroy the most expensive unit in your opponent's army. If there is more than one such unit, any of them qualifies.
- **Vanguard:** At the *start* of any of your turns, have at least 1 of your units entirely within your opponent's Deployment Zone.
- **War to the Knife:** During any of your Fight phases, destroy 3 enemy units. This Tertiary is not scoreable during Battle Round 1.
- **Fire for Effect:** During any of your Shooting phases, destroy 3 enemy units. This Tertiary is not scoreable during Battle Round 1.
- **Lead from the Front:** At the *start* of any of your turns, have your Warlord within 3" of any Objective that is not in your deployment zone. Your Warlord must be completely outside your Deployment Zone.
- **Lead from the Back:** At the *end* of the game, have your Warlord within 3" of any Objective that is in your Deployment zone. Your Warlord must be entirely within your Deployment Zone.
- **Advance:** At the *end* of any of your turns, have all of your units on the table (i.e. not in reserves) and have none of your units within your own Deployment Zone. This Tertiary is not scoreable during Battle Round 1.
- **Push them Back:** By the end of the game, destroy at least 2 enemy units that were at least partially in your deployment zone.
- **Marked for Death:** After exchanging lists, before anything else, secretly but clearly indicate (and mark down) three (3) of your opponent's units that you must destroy before the end of the game. Reveal these units to your opponent at the start of Battle Round 1.

### HOW DIFFERENTIAL SCORING WORKS

At the end of the game, Armies compare total VPs earned. The difference in VPs is added to the winning Army's Battle Points and subtracted from the losing Army's Battle Points. Both Armies begin the game with 20 Battle Points. A difference of 20 VPs or greater is scored 40-0.

**Example Game:** Player One scores 25 total VPs and Player Two scores 18 VPs; a 7 VP differential between the two Armies.

**The Example Game is scored as such:**

- Player One: 27 Battle Points (20 starting +7 for VP Differential)
- Player Two: 13 Battle Points (20 starting -7 for VP Differential)

- The maximum score is 40 Battle Points; the minimum score is 0 Battle Points.
- In the case of concession, the winner is given 40 Battle Points and the other player is given 0.
- In the case of a 'wipeout' (see: Sudden Death), the winner earns 5 Victory Points and the game is scored as normal.





# ADEPTICON 2018

## WARHAMMER 40K CHAMPIONSHIP DRAFT MISSIONS

### MISSION I: THE FOG OF WAR

\*\*\* 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.

**Deployment:** Random (refer to pages 216-217 of the Warhammer 40,000 8th edition rulebook; roll a D6)

**Played-placed Objectives (6 total):** During Step 5: 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 objectives 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 Primary Objective markers.

#### PRIMARY OBJECTIVE

**Progressive Objectives:** Objective control is determined by the player with the greatest number of models within 3" of the center of the objective. Worth 1 VP to the player that controls it at the start of their turn. No Progressive VPs are scored during Battle Round 1. Contested Objectives score no points for either player.

#### SECONDARY OBJECTIVE

**Modified Kill Points:** Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point. See the Battle Orders sheet for scoring examples.

#### TERTIARY OBJECTIVES

During Battle Orders step 2, after exchanging lists, choose any five (5) Tertiary Objectives from the list below. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- |   |  |
|---|--|
| <input type="checkbox"/> Slay the Warlord   | <input type="checkbox"/> Line Breaker        |
| <input type="checkbox"/> Solo Blood         | <input type="checkbox"/> Big Game Hunter     |
| <input type="checkbox"/> Vanguard           | <input type="checkbox"/> War to the Knife    |
| <input type="checkbox"/> Fire for Effect    | <input type="checkbox"/> Lead from the Front |
| <input type="checkbox"/> Lead from the Back | <input type="checkbox"/> Advance             |
| <input type="checkbox"/> Push Them Back     | <input type="checkbox"/> Marked for Death    |

See the Battle Orders sheet for complete Tertiary Objective descriptions.

#### SCORING TRACKER

##### PRIMARY OBJECTIVE

Progressive Objectives are scored at the top of the player turn, after the first Battle Round.

	Player A	Player B
Turn 2		
Turn 3		
Turn 4		
Turn 5		
Turn 6		
TOTAL	Max: 30	Max: 30

##### SECONDARY OBJECTIVE

Total Point Value of all Enemy Units Destroyed (rounded to nearest 100)

/100

TOTAL

Max: 20

##### TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved

x2

TOTAL

Max: 10

OVERALL TOTAL

Max: 60



# ADEPTICON 2018

WARHAMMER 40K CHAMPIONSHIP DRAFT MISSIONS

## MISSION 2: DUST TO DUST

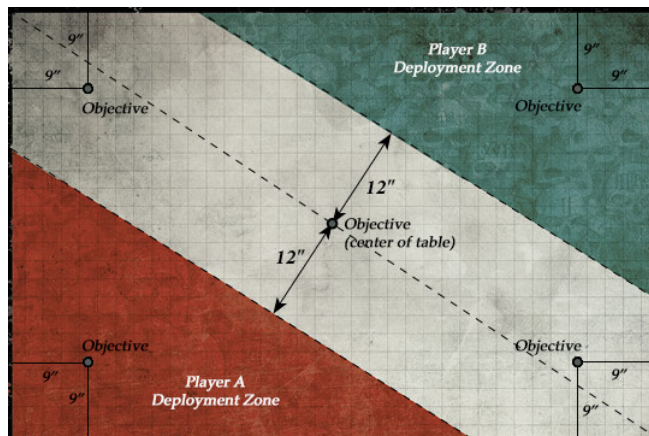
\*\*\* READ THE ENTIRE MISSION BEFORE SETTING UP \*\*\*

### DEPLOYMENT

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

**Deployment:** Vanguard Strike

**Primary Objectives (5 total):** During Step 5: Place Objective Markers, using objective markers 1-5, place the objectives in accordance with the diagram to the right.



### PRIMARY OBJECTIVE

**Eternal War Objectives:** Objective control is determined by the player with the greatest number of models within 3" of the center of the objective. Each objective is worth 6 Victory Points to the player that controls it at the end of the game. Contested objectives score 3 Victory Points for each player.

### SECONDARY OBJECTIVE

**Modified Kill Points:** Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point. See the Battle Orders sheet for scoring examples.

### TERTIARY OBJECTIVES

During Battle Orders step 2, after exchanging lists, choose any five (5) Tertiary Objectives from the list below. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- |   |  |
|---|--|
| <input type="checkbox"/> Slay the Warlord   | <input type="checkbox"/> Line Breaker        |
| <input type="checkbox"/> Solo Blood         | <input type="checkbox"/> Big Game Hunter     |
| <input type="checkbox"/> Vanguard           | <input type="checkbox"/> War to the Knife    |
| <input type="checkbox"/> Fire for Effect    | <input type="checkbox"/> Lead from the Front |
| <input type="checkbox"/> Lead from the Back | <input type="checkbox"/> Advance             |
| <input type="checkbox"/> Push Them Back     | <input type="checkbox"/> Marked for Death    |

See the Battle Orders sheet for complete Tertiary Objective descriptions.

### SCORING TRACKER

#### PRIMARY OBJECTIVE

Eternal War Objectives are scored at the end of the game.

Controlled Objectives

x6 =

Contested Objectives

x3 =

TOTAL

Max: 30

#### SECONDARY OBJECTIVE

Total Point Value of all Enemy Units Destroyed (rounded to nearest 100)

/100

TOTAL

Max: 20

#### TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved

x2

TOTAL

Max: 10

OVERALL TOTAL

Max: 60



# ADEPTICON 2018

WARHAMMER 40K CHAMPIONSHIP DRAFT MISSIONS

## MISSION 3: NEVERMORE

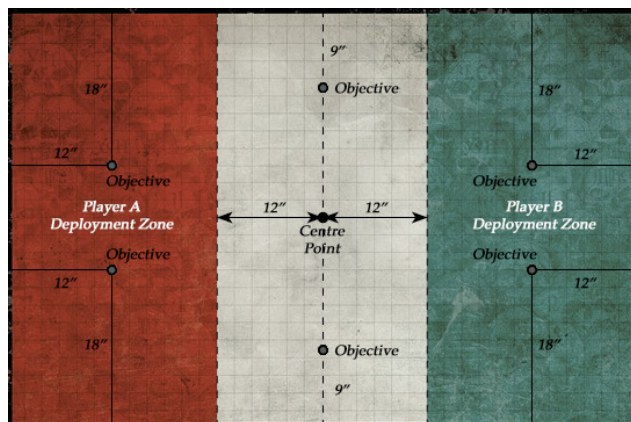
\*\*\* READ THE ENTIRE MISSION BEFORE SETTING UP \*\*\*

### DEPLOYMENT

Follow the Battle Orders and Game Length rules as presented in the Warhammer 40K Championship Battle Orders sheet.

**Deployment:** Hammer & Anvil

**Primary Objectives (6 total):** During Step 5: Place Objective Markers, using objective markers 1-6, place the objectives in accordance with the following diagram.



### PRIMARY OBJECTIVE

**Progressive Objectives:** Objective control is determined by the player with the greatest number of models within 3" of the center of the objective. Worth 1 VP to the player that controls it at the start of their turn. No Progressive VPs are scored during Battle Round 1. Contested Objectives score no points for either player.

### SECONDARY OBJECTIVE

**Modified Kill Points:** Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point. See the Battle Orders sheet for scoring examples.

### TERTIARY OBJECTIVES

During Battle Orders step 2, after exchanging lists, choose any 5 Tertiary Objectives from the list below. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- |   |  |
|---|--|
| <input type="checkbox"/> Slay the Warlord   | <input type="checkbox"/> Line Breaker        |
| <input type="checkbox"/> Solo Blood         | <input type="checkbox"/> Big Game Hunter     |
| <input type="checkbox"/> Vanguard           | <input type="checkbox"/> War to the Knife    |
| <input type="checkbox"/> Fire for Effect    | <input type="checkbox"/> Lead from the Front |
| <input type="checkbox"/> Lead from the Back | <input type="checkbox"/> Advance             |
| <input type="checkbox"/> Push Them Back     | <input type="checkbox"/> Marked for Death    |

### SCORING TRACKER

#### PRIMARY OBJECTIVE

Progressive Objectives are scored at the top of the player turn, after the first Battle Round.

	Player A	Player B
Battle Round 2		
Battle Round 3		
Battle Round 4		
Battle Round 5		
Battle Round 6		
TOTAL	Max: 30	Max: 30

#### SECONDARY OBJECTIVE

Total Point Value of all Enemy Units Destroyed (rounded to nearest 100)

/100

TOTAL

Max: 20

#### TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved

x2

TOTAL

Max: 10

OVERALL TOTAL

Max: 60



# ADEPTICON 2018

WARHAMMER 40K CHAMPIONSHIP DRAFT MISSIONS

## MISSION 4: THE LONG GOODBYE

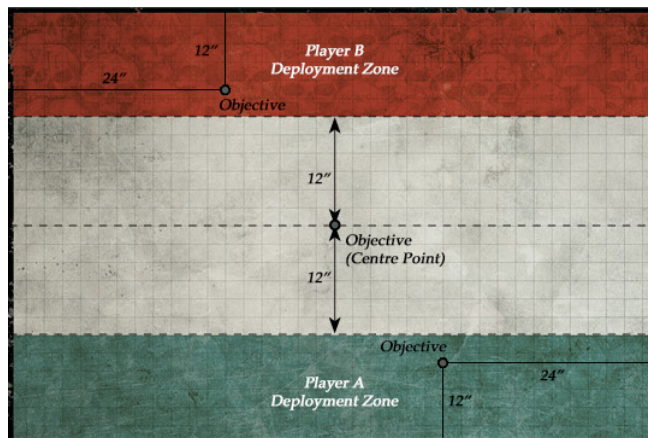
\*\*\* READ THE ENTIRE MISSION BEFORE SETTING UP \*\*\*

### DEPLOYMENT

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

**Deployment:** Dawn of War

**Primary Objectives (3 total):** During Step 5: Place Objective Markers, using objective markers 1-3, place the objectives in accordance with the diagram to the right.



### PRIMARY OBJECTIVE

**Eternal War Objectives:** Objective control is determined by the player with the greatest number of models within 3" of the center of the objective. Each objective is worth 10 Victory Points to the player that controls it at the end of the game. Contested objectives score 5 Victory Points for each player.

### SECONDARY OBJECTIVE

**Modified Kill Points:** Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point. See the Battle Orders sheet for scoring examples.

### TERTIARY OBJECTIVES

During Battle Orders step 2, after exchanging lists, choose any five (5) Tertiary Objectives from the list below. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- |   |  |
|---|--|
| <input type="checkbox"/> Slay the Warlord   | <input type="checkbox"/> Line Breaker        |
| <input type="checkbox"/> Solo Blood         | <input type="checkbox"/> Big Game Hunter     |
| <input type="checkbox"/> Vanguard           | <input type="checkbox"/> War to the Knife    |
| <input type="checkbox"/> Fire for Effect    | <input type="checkbox"/> Lead from the Front |
| <input type="checkbox"/> Lead from the Back | <input type="checkbox"/> Advance             |
| <input type="checkbox"/> Push Them Back     | <input type="checkbox"/> Marked for Death    |

See the Battle Orders sheet for complete Tertiary Objective descriptions.

### SCORING TRACKER

#### PRIMARY OBJECTIVE

Eternal War Objectives are scored at the end of the game.

Controlled Objectives

x10 =

Contested Objectives

x5 =

TOTAL

Max: 30

#### SECONDARY OBJECTIVE

Total Point Value of all Enemy Units Destroyed (rounded to nearest 100)

/100

TOTAL

Max: 20

#### TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved

x2

TOTAL

Max: 10

OVERALL TOTAL

Max: 60



# ADEPTICON 2018

## WARHAMMER 40K CHAMPIONSHIP DRAFT MISSIONS

### RESULTS FOR MISSION 4: THE LONG GOODBYE

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

\* Finished games are those where all 6 Battle Rounds were fully played out.

### VICTORY POINTS

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

If one Army is 'wiped out' (see: Sudden Death), the winning Army automatically receives 5 VICTORY Points and the game is scored as normal.  
If one player concedes the battle, the winning Army receives 40 BATTLE Points and the losing army receives 0.

### BATTLE POINTS

	STARTING BATTLE POINTS		VICTORY POINT DIFFERENTIAL		TOTAL BATTLE POINTS
YOUR TOTAL	20	+/-		=	
OPPONENT'S TOTAL	20	+/-		=	

Max: 40 / Min: 0

Your Battle Points + Your Opponent's Battle Points should **ALWAYS** equal 40. 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

	<b>Perfectly Decent Game of Warhammer.</b> 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.
	<b>Fantastically Brilliant Game!</b> 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.
	<b>Just A Terribly Awful Game!</b> 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 <b>NEVER</b> be a reflection on the final results of the game.





# ADEPTICON 2018

## WARHAMMER 40K CHAMPIONSHIP DRAFT MISSIONS

### RESULTS FOR MISSION 3: NEVERMORE

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

\* Finished games are those where all 6 Battle Rounds were fully played out.

### VICTORY POINTS

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

If one Army is 'wiped out' (see: Sudden Death), the winning Army automatically receives 5 VICTORY Points and the game is scored as normal.  
If one player concedes the battle, the winning Army receives 40 BATTLE Points and the losing army receives 0.

### BATTLE POINTS

	STARTING BATTLE POINTS		VICTORY POINT DIFFERENTIAL		TOTAL BATTLE POINTS
YOUR TOTAL	20	+/-		=	
OPPONENT'S TOTAL	20	+/-		=	

Max: 40 / Min: 0

Your Battle Points + Your Opponent's Battle Points should **ALWAYS** equal 40. 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: \_\_\_\_\_

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# ADEPTICON 2018

## WARHAMMER 40K CHAMPIONSHIP DRAFT MISSIONS

### RESULTS FOR MISSION 2: DUST TO DUST

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

\* Finished games are those where all 6 Battle Rounds were fully played out.

### VICTORY POINTS

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

If one Army is 'wiped out' (see: Sudden Death), the winning Army automatically receives 5 VICTORY Points and the game is scored as normal.  
If one player concedes the battle, the winning Army receives 40 BATTLE Points and the losing army receives 0.

### BATTLE POINTS

	STARTING BATTLE POINTS		VICTORY POINT DIFFERENTIAL		TOTAL BATTLE POINTS
YOUR TOTAL	20	+/-		=	
OPPONENT'S TOTAL	20	+/-		=	

Max: 40 / Min: 0

Your Battle Points + Your Opponent's Battle Points should **ALWAYS** equal 40. 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** \*\*\*

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### SPORTSMANSHIP MARK

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# ADEPTICON 2018

## WARHAMMER 40K CHAMPIONSHIP DRAFT MISSIONS

### RESULTS FOR MISSION 1: THE FOG OF WAR

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

\* Finished games are those where all 6 Battle Rounds were fully played out.

### VICTORY POINTS

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

If one Army is 'wiped out' (see: Sudden Death), the winning Army automatically receives 5 VICTORY Points and the game is scored as normal.  
If one player concedes the battle, the winning Army receives 40 BATTLE Points and the losing army receives 0.

### BATTLE POINTS

	STARTING BATTLE POINTS		VICTORY POINT DIFFERENTIAL		TOTAL BATTLE POINTS
YOUR TOTAL	20	+/-		=	
OPPONENT'S TOTAL	20	+/-		=	

Max: 40 / Min: 0

Your Battle Points + Your Opponent's Battle Points should **ALWAYS** equal 40. 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** \*\*\*

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