



ADEPTICØN

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 2020

WARHAMMER 40,000 CHAMPIONSHIP BATTLE ORDERS

BATTLE ORDERS

I. Exchange Lists, Discuss Terrain Rules, Review Mission Rules & Note Secondaries

- **Reminder:** 'Elements' (small, removable pieces of terrain on flats) are NOT to be removed, or moved, for ANY reason during games, nor are players legally allowed to place non-flying models on the elements. Models that do not fit between the elements may not move through them. Elements must be considered when determining line-of-sight.

2. Note Deployment Style & Place Objective Markers: Deployment style and objective placement are dictated by the Deployment Style. See the Missions for which Deployment Style to follow.

3. Terrain: Terrain is not fixed; Players 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.

- **Note:** 'Impassible' terrain pieces (e.g. big rocks, Necron monuments, etc.) may not be placed on objective markers. Other terrain pieces (e.g. ruins, hills, forests) may be placed 'under' objective markers, so long as when the marker is returned to its position, it sits flat, either on the terrain piece's base, or on a hill.

4. Determine Deployment Zones & Deployment Order: Players roll-off and the winner chooses their deployment zone. The other player begins deploying first.

5. 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.

6. In Case Of 'Wipeout': Unless the army with models left already has enough VP for a +20 differential, they must play out the remaining turns, until they either achieve a +20 differential, or they earn as many VP as possible.

Fixed Game Length: All games will end after Battle Round 5.

DIFFERENTIAL SCORING & TERTIARIES

HOW DIFFERENTIAL SCORING WORKS

At the end of the game, players compare total VPs earned. The difference in VPs is added to the winning player's Battle Points and subtracted from the losing player's Battle Points. Both players begin the game with 20 Battle Points. A difference of 20VPs 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.

FIXED TERTIARIES & DEFINITIONS

- **Solo Blood [2VP]:** Destroy an enemy unit in a Battle Round in which your opponent does not.
- **Slay the Warlord [2VP]:** Completely destroy the enemy Warlord.
- **Modified Line Breaker [2VP]:** At the end of the game, have at least one of your units entirely within your opponent's Deployment Zone.



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WARHAMMER 40,000 CHAMPIONSHIP

THE OLD WAYS

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

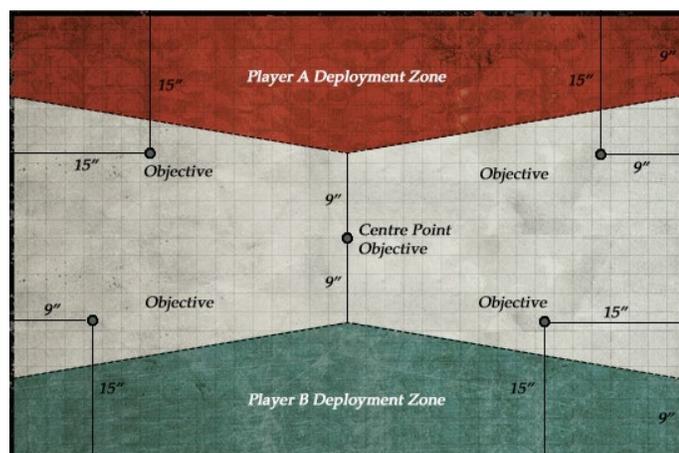
DEPLOYMENT

Follow the Battle Orders and Game Length rules as presented in the Warhammer 40,000 Championship Battle Orders sheet.

Deployment: Modified Pitched Battle, see diagram below.

Primary Objectives (5 total): During Step 2: Place Objective Markers, using any five objective markers, place the objectives in accordance with the diagram below.

Fixed Game Length: 5 Battle Rounds



PRIMARY OBJECTIVE

Take and Hold: Starting with the second Battle Round, at the beginning of your turn, earn VP for each of the following; 6VP max per turn. [24VP Max]

- Holding one objective: 1VP
- Holding two or more objectives: Additional 2VP
- Holding more objectives than your opponent: Additional 3VP

Special Endgame Objective: For the player going *second*, at the end of the game, earn 1VP toward Take and Hold for each objective you hold. [3VP max]

SECONDARY OBJECTIVE

Measured Extermination: Starting with the **second Battle Round**, earn 1VP per enemy unit destroyed during a Battle Round. Max 4VP per round. [12VP Max]

TERTIARY OBJECTIVES

Tertiary Objectives for this mission are listed below. They are worth two 2VP each.

- **Solo Blood [2VP]:** Destroy an enemy unit in a Battle Round in which your opponent does not.
- **Slay the Warlord [2VP]:** Completely destroy the enemy Warlord.
- **Modified Line Breaker [2VP]:** At the end of the game, have at least one of your units entirely within your opponent's Deployment Zone.

SCORING TRACKER

PRIMARY OBJECTIVE

	Player A	Player B
Battle Round 2		
Battle Round 3		
Battle Round 4		
Battle Round 5		
PRIMARY TOTAL	Max: 24	Max: 24

SECONDARY OBJECTIVE

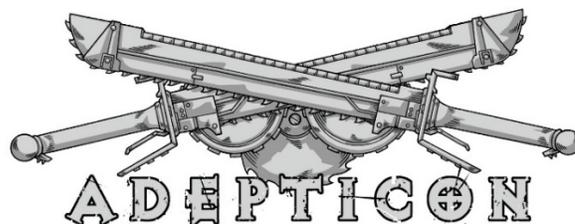
Battle Round 2	Max: 4
Battle Round 3	Max: 4
Battle Round 4	Max: 4
Battle Round 5	Max: 4
SECONDARY TOTAL	Max: 12

TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved	
	x2
TERTIARY TOTAL	Max: 6

OVERALL TOTAL

Max: 42





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WARHAMMER 40,000 CHAMPIONSHIP DRAFT MISSIONS

STRATEGIC ADVANCE

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

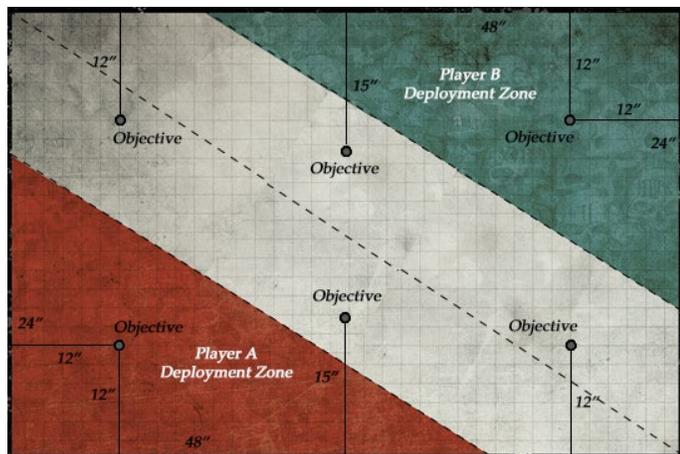
DEPLOYMENT

Follow the Battle Orders and Game Length rules as presented in the Warhammer 40,000 Championship Battle Orders sheet.

Deployment: Modified Vanguard, see diagram below.

Primary Objectives (6 total): During Step 2: Place Objective Markers, using any six objective markers, place the objectives in accordance with the diagram below.

Fixed Game Length: 5 Battle Rounds



PRIMARY OBJECTIVE

Take and Hold: Starting with the second Battle Round, at the beginning of your turn, earn VP for each of the following; 6VP max per turn. [24VP Max]

- Holding one objective: 1VP
- Holding two or more objectives: Additional 2VP
- Holding more objectives than your opponent: Additional 3VP

Special Endgame Objective: For the player going *second*, at the end of the game, earn 1VP toward Take and Hold for each objective you hold. [3VP max]

SECONDARY OBJECTIVE

Key Point: Before deployment, each player chooses an objective not in their Deployment Zone as their Key Point.

At the end of the game, players earn additional 4VP if they control their Key Point, or 8VP if they control their Key Point but their opponent does not, or 12VP if they control both Key Points. [12VP Max]

TERTIARY OBJECTIVES

Tertiary Objectives for this mission are listed below. They are worth two 2VP each.

- **Solo Blood [2VP]:** Destroy an enemy unit in a Battle Round in which your opponent does not.
- **Slay the Warlord [2VP]:** Completely destroy the enemy Warlord.
- **Modified Line Breaker [2VP]:** At the end of the game, have at least one of your units entirely within your opponent's Deployment Zone.

SCORING TRACKER

PRIMARY OBJECTIVE

	Player A	Player B
Battle Round 2		
Battle Round 3		
Battle Round 4		
Battle Round 5		
PRIMARY TOTAL	Max: 24	Max: 24

SECONDARY OBJECTIVE

Key Points Controlled (circle one)	4	8	12
SECONDARY TOTAL	Max: 12		

TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved	x2
TERTIARY TOTAL	Max: 6
OVERALL TOTAL	Max: 42



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WARHAMMER 40,000 CHAMPIONSHIP

BURN IT DOWN

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

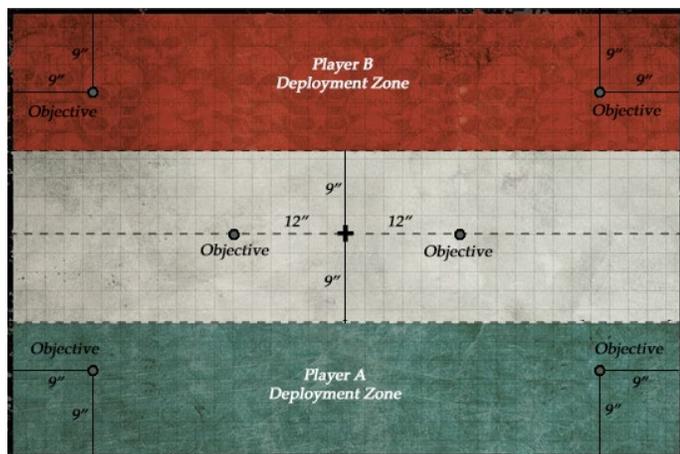
DEPLOYMENT

Follow the Battle Orders and Game Length rules as presented in the Warhammer 40,000 Championship Battle Orders sheet.

Deployment: Centered Box, see diagram below.

Primary Objectives (6 total): During Step 2: Place Objective Markers, using any six objective markers, place the objectives in accordance with the diagram below.

Fixed Game Length: 5 Battle Rounds



PRIMARY OBJECTIVE

Take and Hold: Starting with the second Battle Round, at the beginning of your turn, earn VP for each of the following; 6VP max per turn. [24VP Max]

- Holding one objective: 1VP
- Holding two or more objectives: Additional 2VP
- Holding more objectives than your opponent: Additional 3VP

Special Endgame Objective: For the player going *second*, at the end of the game, earn 1VP toward Take and Hold for each objective you hold. [3VP max]

SECONDARY OBJECTIVE

Scorched Earth: Starting with the second Battle Round, once per turn, rather than counting a held objective toward Take and Hold, the controlling player may elect to destroy it. You may not destroy the objectives in your deployment zone.

Destroyed objectives are removed from play. At the end of the game, earn 2VP for each destroyed objective in No Man's Land, and 4VP for each destroyed objective in your opponent's Deployment Zone. [12VP Max]

TERTIARY OBJECTIVES

Tertiary Objectives for this mission are listed below. They are worth two 2VP each.

- **Solo Blood [2VP]:** Destroy an enemy unit in a Battle Round in which your opponent does not.
- **Slay the Warlord [2VP]:** Completely destroy the enemy Warlord.
- **Modified Line Breaker [2VP]:** At the end of the game, have at least one of your units entirely within your opponent's Deployment Zone.

SCORING TRACKER

PRIMARY OBJECTIVE

	Player A	Player B
Battle Round 2		
Battle Round 3		
Battle Round 4		
Battle Round 5		
PRIMARY TOTAL	Max: 24	Max: 24

SECONDARY OBJECTIVE

No Man's Land	<input type="radio"/>	<input type="radio"/>	x2	=	
Enemy DZ	<input type="radio"/>	<input type="radio"/>	x4	=	
SECONDARY TOTAL					Max: 12

TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved	
	x2
TERTIARY TOTAL	Max: 6
OVERALL TOTAL	Max: 42



ADEPTICON 2020

WARHAMMER 40,000 CHAMPIONSHIP

FORTUNE FAVORS THE BOLD

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

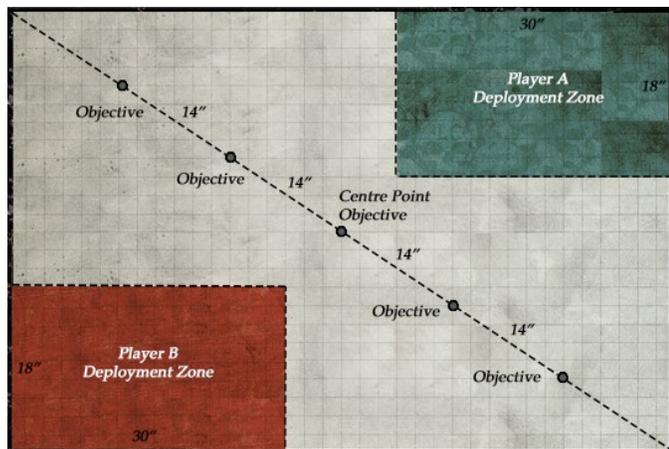
DEPLOYMENT

Follow the Battle Orders and Game Length rules as presented in the Warhammer 40,000 Championship Battle Orders sheet.

Deployment: Off-set Box, see diagram below.

Primary Objectives (5 total): During Step 2: Place Objective Markers, using any five objective markers, place the objectives in accordance with the diagram below.

Fixed Game Length: 5 Battle Rounds



PRIMARY OBJECTIVE

Take and Hold: Starting with the second Battle Round, at the beginning of your turn, earn VP for each of the following; 6VP max per turn. [24VP Max]

- Holding one objective: 1VP
- Holding two or more objectives: Additional 2VP
- Holding more objectives than your opponent: Additional 3VP

Special Endgame Objective: For the player going *second*, at the end of the game, earn 1VP toward Take and Hold for each objective you hold. [3VP max]

SECONDARY OBJECTIVE

Stake Claim: Starting with the **second Battle Round**, rather than counting a held objective toward Take and Hold, the controlling player may elect to claim to it.

After being claimed, the objective remains in play for Take and Hold, and may change hands on subsequent turns.

At the end of the game, earn 4VP for each objective you still have claimed. [12VP Max]

TERTIARY OBJECTIVES

Tertiary Objectives for this mission are listed below. They are worth two 2VP each.

- **Solo Blood [2VP]:** Destroy an enemy unit in a Battle Round in which your opponent does not.
- **Slay the Warlord [2VP]:** Completely destroy the enemy Warlord.
- **Modified Line Breaker [2VP]:** At the end of the game, have at least one of your units entirely within your opponent's Deployment Zone.

SCORING TRACKER

PRIMARY OBJECTIVE

	Player A	Player B
Battle Round 2	<input type="text"/>	<input type="text"/>
Battle Round 3	<input type="text"/>	<input type="text"/>
Battle Round 4	<input type="text"/>	<input type="text"/>
Battle Round 5	<input type="text"/>	<input type="text"/>
PRIMARY TOTAL	Max: 24	Max: 24

SECONDARY OBJECTIVE

Objectives Claimed	<input type="text"/>
	x4
SECONDARY TOTAL	Max: 12

TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved	<input type="text"/>
	x2
TERTIARY TOTAL	Max: 6
OVERALL TOTAL	Max: 42



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WARHAMMER 40,000 CHAMPIONSHIP

RESULTS SHEET

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

* Finished games are those where all 5 Battle Rounds were fully played out.

VICTORY POINTS

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

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 and sign below to acknowledge the results are accurate.

Opponent's Signature: _____

***** STOP *****

D^o 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

 Good	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. Good marks are worth three (3) Sportsmanship points.
 Amazing	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 and someone you would always consider playing. Positive marks are worth five (5) Sportsmanship points.
 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 results of the game.