



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 2019

WARHAMMER 40,000 CHAMPIONSHIP BATTLE ORDERS

BATTLE ORDERS

I. Exchange Lists and Discuss Terrain Rules

- **Reminder:** Warlord, Warlord Trait, Psychic Powers, Relics, and other similar pre-game (i.e. 'pre-deployment') decisions, including Command Point expenditures, are to be included in your and your opponents' lists.
 - **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. 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.
 - 3. 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.
 - 4. 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.
 - 5. Determine Deployment Zones & Deployment Order:** Armies roll-off and the winner chooses their deployment zone. The other player begins deploying first.
 - 6. 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: TIDE OF BATTLE OR ETERNAL WAR

Tide of Battle Objectives: A maximum of 30 Victory Points may be earned from Tide of Battle, regardless of the number of available VP.

- Worth 2 Victory Points to the player that controls it at the start of their turn. No VPs may be scored in this manner during Battle Round 1. Contested Objectives score no points for either player.
- Worth 1 Victory Point to a player if, by the end of their turn, they take control of an Objective that was controlled by their opponent at its beginning. VPs may be scored in this manner from Battle Round 1 forward.

Eternal War Objectives: A maximum of 30 Victory Points may be earned from this objective. Contested Objectives score no points for either player. Eternal War objectives are scored at the end of the game.

ACROSS THE VOID OF SPACE, MEN LIVE AS THEY
HAVE LIVED FOR MILLENNIA UPON THE SAND,
ROCK AND SOIL OF WORLDS BATHED IN THE
LIGHT OF ALIEN SUNS. SO IS HUMANITY'S SEED
CAST FAR AND WIDE BEYOND THE KNOWLEDGE
OF MAN, TO THRIVE BITTERLY IN THE DARKNESS,
TO TAKE ROOT AND CLING WITH ROBUST AND
SAVAGE DETERMINATION.



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WARHAMMER 40,000 CHAMPIONSHIP BATTLE ORDERS

SECONDARY OBJECTIVES: MODIFIED KILL POINTS OR MEAT GRINDER

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.

- 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 12 Victory Points** may be earned from Kill Points regardless of the number of units in a player's army.

Meat Grinder: During each *Battle Round*, starting with the first, each player must inflict a minimum number of wounds on their opponent's forces. Players may not accumulate more than 3 Victory Points per Battle Round from this Objective. A **maximum of 12 VP** may be earned from Meat Grinder.

- Versus Vehicles & Monsters: 5-11 Wounds = 1 VP, 12-23 Wounds = 2 VP, 24+ Wounds = 3 VP
- Versus all other targets: 8-16 Wounds = 1 VP, 17-29 Wounds = 2 VP, 30+ Wounds = 3 VP

TERTIARY OBJECTIVES

All missions include the same three Tertiary Objectives. They are worth 2 Victory Points each.

- **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.
- **Vanguard:** At the *beginning* of any of your turns after the first Battle Round, have more than one of your units entirely within your opponent's deployment zone.

WIPEOUT BONUS

In the case of a 'wipeout' (see: Sudden Death), the player achieving the 'wipeout' earns 4 Victory Points and the game is scored as normal.

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.



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WARHAMMER 40,000 CHAMPIONSHIP

MISSION I: MAZE OF THE ENCHANTER

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

Primary Objectives (6 total): During Step 5: Place Objective Markers, using any six objective markers, roll-off to see who places the first marker and then alternate placing markers until all six objectives markers are placed.

Note: Objectives may not be placed on 'impassible' pieces (e.g. rocks) or the upper floors of buildings/ruins. Terrain must be shifted in a mutually agreeable manner to accommodate this rule.

PRIMARY OBJECTIVE

Tide of Battle Objectives: A maximum of 30 VP may be earned from Tide of Battle, regardless of the number of available VP.

- Worth 2 Victory Points to the player that controls it at the start of their turn. No VPs may be scored in this manner during Battle Round 1. Contested Objectives score no points for either player.
- Worth 1 Victory Point to a player if, by the end of their turn, they take control of an Objective that was controlled by their opponent at its beginning. VPs may be scored in this manner from Battle Round 1 forward.

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. A maximum of 12 VP may be earned from Modified Kill Points.

See the Battle Orders sheet for scoring examples.

TERTIARY OBJECTIVES

Tertiary Objectives for this mission are listed below. They are worth two (2) Victory Points each.

Line Breaker* | Solo Blood | Vanguard



SCORING TRACKER

PRIMARY OBJECTIVE

| | Player A | Player B |
|----------------------|----------------|----------------|
| Battle Round 1 | | |
| Battle Round 2 | | |
| Battle Round 3 | | |
| Battle Round 4 | | |
| Battle Round 5 | | |
| Battle Round 6 | | |
| PRIMARY TOTAL | Max: 30 | Max: 30 |

SECONDARY OBJECTIVE

| | |
|---|----------------|
| Total Point Value of all Enemy Units Destroyed (rounded to nearest 100) | |
| | /100 |
| SECONDARY TOTAL | Max: 12 |

TERTIARY OBJECTIVES

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

| | |
|----------------------|---|
| WIPEOUT BONUS | 4 |
|----------------------|---|

| | |
|----------------------|----------------|
| OVERALL TOTAL | Max: 52 |
|----------------------|----------------|



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WARHAMMER 40,000 CHAMPIONSHIP

MISSION 2: THE EPIPHANY OF DEATH

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

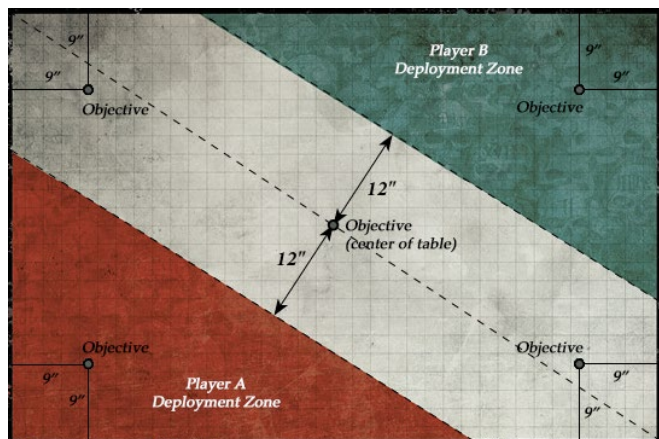
DEPLOYMENT

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

Deployment: Vanguard Strike

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

Note: Objectives may not be placed on 'impassible' pieces (e.g. rocks) or the upper floors of buildings/ruins. Terrain must be shifted in a mutually agreeable manner to accommodate this rule.



PRIMARY OBJECTIVE

Eternal War Objectives: A maximum of 30 VP may be earned from this objective. Contested Objectives score no points for either player.

- Objectives in No Man's Land are each worth 7 Victory Points to the players that control them at the end of the game.
- At the end of the game, the Objective in a player's own DZ is worth zero Victory Points to them. The Objective in a player's opponent's DZ is worth 9 Victory Points.

SECONDARY OBJECTIVE

Meat Grinder: During each *Battle Round*, starting with the first, each player must inflict a minimum number of wounds on their opponent's forces. Players may not accumulate more than 3 Victory Points per Battle Round from this Objective. A maximum of 12 VP may be earned from Meat Grinder.

- Versus Vehicles & Monsters: 5-11 Wounds = 1 VP, 12-23 Wounds = 2 VP, 24+ Wounds = 3 VP
- Versus all other targets: 8-16 Wounds = 1 VP, 17-29 Wounds = 2 VP, 30+ Wounds = 3 VP

TERTIARY OBJECTIVES

Tertiary Objectives for this mission are listed below. They are worth two (2) Victory Points each.

Line Breaker* | Solo Blood | Vanguard

SCORING TRACKER

PRIMARY OBJECTIVE

| Opponent's DZ | No Man's Land | | |
|----------------------|----------------|---|---|
| 9 | 7 | 7 | 7 |
| PRIMARY TOTAL | Max: 30 | | |

SECONDARY OBJECTIVE

| | Player A | Player B |
|----------------------|----------------|----------------|
| Battle Round 1 | Max: 3 | Max: 3 |
| Battle Round 2 | Max: 3 | Max: 3 |
| Battle Round 3 | Max: 3 | Max: 3 |
| Battle Round 4 | Max: 3 | Max: 3 |
| Battle Round 5 | Max: 3 | Max: 3 |
| Battle Round 6 | Max: 3 | Max: 3 |
| PRIMARY TOTAL | Max: 12 | Max: 12 |

TERTIARY OBJECTIVES

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

| | |
|----------------------|---|
| WIPEOUT BONUS | 4 |
|----------------------|---|

| | |
|----------------------|----------------|
| OVERALL TOTAL | Max: 52 |
|----------------------|----------------|



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WARHAMMER 40,000 CHAMPIONSHIP

MISSION 3: NEMESIS OF THE UNFINISHED

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

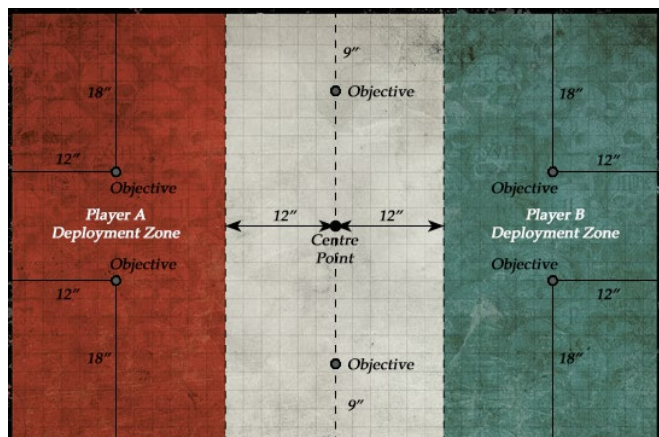
DEPLOYMENT

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

Deployment: Hammer & Anvil

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

Note: Objectives may not be placed on 'impassible' pieces (e.g. rocks) or the upper floors of buildings/ruins. Terrain must be shifted in a mutually agreeable manner to accommodate this rule



PRIMARY OBJECTIVE

Eternal War Objectives: A maximum of 30 VP may be earned from this objective. Contested Objectives score no points for either player.

- Objectives in No Man's Land are each worth 5 Victory Points to the players that control them at the end of the game.
- At the end of the game, the Objectives in a player's own DZ are each worth 3 Victory Points to them. The Objectives in a player's opponent's DZ are each worth 7 Victory Points.

SECONDARY OBJECTIVE

Meat Grinder: During each *Battle Round*, starting with the first, each player must inflict a minimum number of wounds on their opponent's forces. Players may not accumulate more than 3 Victory Points per Battle Round from this Objective. A maximum of 12 VP may be earned from Meat Grinder.

- Versus Vehicles & Monsters: 5-11 Wounds = 1 VP, 12-23 Wounds = 2 VP, 24+ Wounds = 3 VP
- Versus all other targets: 8-16 Wounds = 1 VP, 17-29 Wounds = 2 VP, 30+ Wounds = 3 VP

TERTIARY OBJECTIVES

Tertiary Objectives for this mission are listed below. They are worth two (2) Victory Points each.

Line Breaker* | Solo Blood | Vanguard

SCORING TRACKER

PRIMARY OBJECTIVE

| No Man's Land | | Your Own DZ | | Opponent's DZ | |
|---------------|---|-------------|---|---------------|---|
| 5 | 5 | 3 | 3 | 7 | 7 |

PRIMARY TOTAL

Max: 30

SECONDARY OBJECTIVE

| | Player A | Player B |
|----------------|----------|----------|
| Battle Round 1 | Max: 3 | Max: 3 |
| Battle Round 2 | Max: 3 | Max: 3 |
| Battle Round 3 | Max: 3 | Max: 3 |
| Battle Round 4 | Max: 3 | Max: 3 |
| Battle Round 5 | Max: 3 | Max: 3 |
| Battle Round 6 | Max: 3 | Max: 3 |
| PRIMARY TOTAL | Max: 12 | Max: 12 |

TERTIARY OBJECTIVES

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

WIPEOUT BONUS

4

OVERALL TOTAL

Max: 52



ADEPTICON 2019

WARHAMMER 40,000 CHAMPIONSHIP

MISSION 4: THE DARK EIDOLON

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

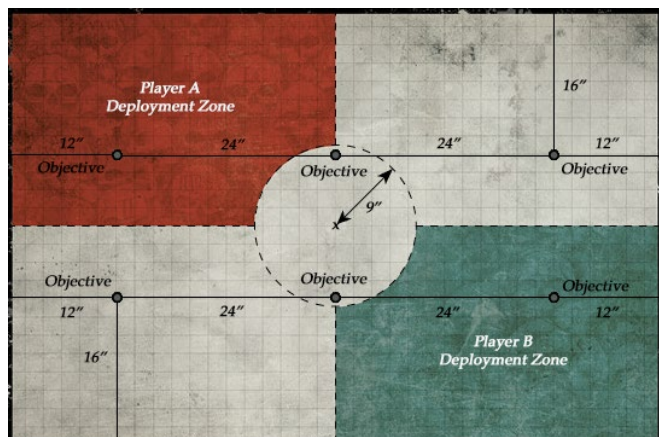
DEPLOYMENT

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

Deployment: Search & Destroy

Primary Objectives (6 total): During Step 5: Place Objective Markers, using any six objective markers, place the objectives in accordance with the diagram below

Note: Objectives may not be placed on 'impassible' pieces (e.g. rocks) or the upper floors of buildings/ruins. Terrain must be shifted in a mutually agreeable manner to accommodate this rule.



PRIMARY OBJECTIVE

Tide of Battle Objectives: A maximum of 30 VP may be earned from Tide of Battle, regardless of the number of available VP.

- Worth 2 Victory Points to the player that controls it at the start of their turn. No VPs may be scored in this manner during Battle Round 1. Contested Objectives score no points for either player.
- Worth 1 Victory Point to a player if, by the end of their turn, they take control of an Objective that was controlled by their opponent at its beginning. VPs may be scored in this manner from Battle Round 1 forward.

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. A maximum of 12 VP may be earned from Modified Kill Points.

See the Battle Orders sheet for scoring examples.

TERTIARY OBJECTIVES

Tertiary Objectives for this mission are listed below. They are worth two (2) Victory Points each.

Line Breaker* | Solo Blood | Vanguard

SCORING TRACKER

PRIMARY OBJECTIVE

| | Player A | Player B |
|----------------------|----------------|----------------|
| Battle Round 1 | | |
| Battle Round 2 | | |
| Battle Round 3 | | |
| Battle Round 4 | | |
| Battle Round 5 | | |
| Battle Round 6 | | |
| PRIMARY TOTAL | Max: 30 | Max: 30 |

SECONDARY OBJECTIVE

| | |
|---|----------------|
| Total Point Value of all Enemy Units Destroyed (rounded to nearest 100) | |
| | /100 |
| SECONDARY TOTAL | Max: 12 |

TERTIARY OBJECTIVES

| | |
|--|----------------|
| Total Number of Tertiary Objectives Achieved | |
| | x2 |
| TERTIARY TOTAL | Max: 6 |
| | |
| WIPEOUT BONUS | 4 |
| OVERALL TOTAL | Max: 52 |



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WARHAMMER 40,000 CHAMPIONSHIP

RESULTS FOR MISSION 4: THE DARK EIDOLON

| YOUR NAME | TABLE N ^o | 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 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

| | |
|---|---|
|  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. |
|  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 to 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. |
|  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. |



ADEPTICON 2019

WARHAMMER 40,000 CHAMPIONSHIP

RESULTS FOR MISSION 3: NEMESIS OF THE UNFINISHED

| 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 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

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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. |
|  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 to 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. |
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ADEPTICON 2019

WARHAMMER 40,000 CHAMPIONSHIP

RESULTS FOR MISSION 2: THE EPIPHANY OF DEATH

| YOUR NAME | TABLE N° | 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 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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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. |
| | 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 to 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. |
| | 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. |



ADEPTICON 2019

WARHAMMER 40,000 CHAMPIONSHIP

RESULTS FOR MISSION I: MAZE OF THE ENCHANTER

| 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 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

| | |
|---|---|
|  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. |
|  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 to 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. |
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