



ADEPTICØN

WARHAMMER 40,000
TEAM TØURNAMENT

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 40K TEAM TOURNAMENT BATTLE ORDERS

BATTLE ORDERS

1. Exchange Lists, Discuss Terrain Rules, Review Mission SPECIAL Rules & Primary/Secondary Objectives

- **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; 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.

- **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. Pre-game Options: Nominate Warlords, choose Psychic Powers, assign Relics, and resolve other pre-game options. *The Warlord must have the <Character> keyword, unless there are no Characters in the army.*

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

6. Determine First Turn: After both teams are fully deployed and all pre-game decisions have been resolved, Team Captains will roll off for First Turn Priority. Both Captains will proffer a single die for the roll, with both agreeing on which one to use. The Captain who's die is chosen will roll first, followed by the other Captain. These rolls cannot be modified or re-rolled, except in the case of a tied result. The winner of the roll gains First Turn Priority.

- **First Turn Priority:** The Team Captain must choose which of its team's tables will go first and which will go second. First Turn Priority cannot be declined, and Seize the Initiative is not in effect.
- **Note:** If *both* armies on a team complete deployment before their opponents, that team's Captain receives a +1 to the First Turn Priority roll. Otherwise, there is no bonus.

7. 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 6.

FIXED TERTIARIES & DEFINITIONS

- **First Blood [2VP]:** The first unit destroyed achieves this objective for the other army.
- **Slay the Warlord [2VP]:** To achieve this objective, the enemy Warlord must not be deployed (in a vehicle or on the table) at the end of the game
- **Modified Line Breaker [2VP]:** To achieve this objective, at least one unit from your army must be wholly within the enemy Deployment Zone at the end of the game.



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WARHAMMER 40,000 TEAM TOURNAMENT

MISSION I: NEGOTIATION BREAKDOWN

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

DEPLOYMENT

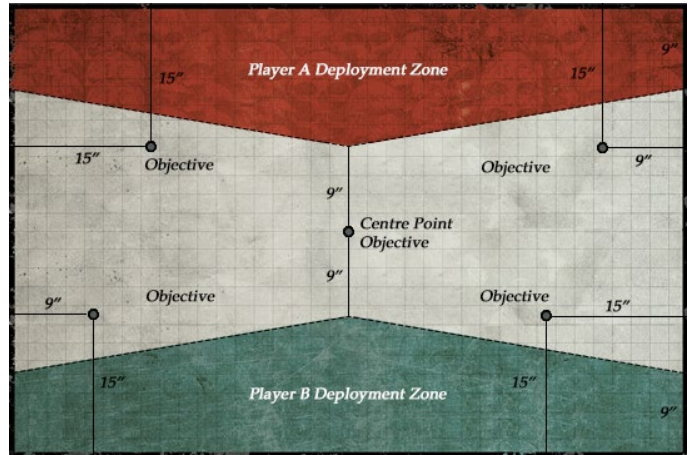
Please follow the Battle Orders rules as presented in the Warhammer 40,000 Team Tournament Battle Orders sheet.

Objectives (5 total): Place five (5) objective markers in accordance with the deployment diagram.

Game Length: Fixed. 6 Battle Rounds.

Special Rule - Diplomatic Null Zone (DNZ): Units within a DNZ do not benefit from any friendly aura-type modifiers (e.g. a Chapter Master's re-roll aura). Additionally, units outside a DNZ do not benefit from aura-type abilities that originate from a unit within a DNZ.

- The DNZ in this mission is centered on the middle of the battlefield, with a 9" radius.
- When arranging the battlefield, no terrain piece may be placed within the DNZ.



PRIMARY OBJECTIVE

Co-Op Kill Points: Starting with the second Battle Round, destroy enemy units to earn VP.

- Destroy one unit; 1VP
- Destroy more units than your opponent; additional 2VP
- Destroy four or more units; additional 2VP

Only enemy units destroyed during the current Battle Round count toward this objective, and at least one (1) wound must be directly inflicted by a unit from each of an army's detachments during the Battle Round in which the enemy unit is destroyed.

A maximum of 18VP may be earned from this Objective.

SECONDARY OBJECTIVES

5 Endgame Objective Markers: Contested objectives earn no points for either army.

- The Central (DNZ) Objective Marker is worth 6VP
- Objective Markers closest to enemy Deployment Zone are worth 4VP each
- The Objective Markers closest to own Deployment Zone are worth 2VP each

A maximum of 12 VP may be earned from this Objective.

TERTIARY OBJECTIVES

There are three Tertiary Objectives. They are worth 2 VP each. See the Battle Orders sheet for complete Tertiary Objective descriptions.

- First Blood, Slay the Warlord, Modified Linebreaker

SCORING TRACKER

PRIMARY OBJECTIVE

	Team A	Team B
Battle Round 2		
Battle Round 3		
Battle Round 4		
Battle Round 5		
Battle Round 6		
PRIMARY TOTAL	Max: 18	Max: 18

SECONDARY OBJECTIVE

Central (DNZ) Objective Marker	6	
Objective Markers closest to enemy DZ	4	4
Objective Markers closest to own DZ	2	2
SECONDARY TOTAL	Max: 12	

TERTIARY OBJECTIVES

Number of Tertiary Objectives Achieved	<input type="text"/>	X2 =	<input type="text"/>
TOTAL	Max: 6		

OVERALL TOTAL

Max: 36



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WARHAMMER 40,000 TEAM TOURNAMENT =

MISSION 2: RISING ACTION

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

DEPLOYMENT

Please follow the Battle Orders rules as presented in the Warhammer 40,000 Team Tournament Battle Orders sheet.

Objectives (5 total): Place five (5) objective markers in accordance with the deployment diagram.

Game Length: Fixed. 6 Battle Rounds.

Special Rule - Grand Entrance: Regardless of whether they are normally capable, all Warlords must be placed in Reserves. Warlords, if eligible, may be embarked on a transport. If embarked, and if the Warlord and the transport may normally be placed in Reserves, other eligible units may also be embarked. If either the Warlord or the transport the Warlord is embarked on may not normally be placed in reserves, no other units may be embarked.

- Warlords may enter play in the second Battle Round and must enter play by the end of the third Battle Round, or else they are destroyed.
- Unless the Warlord, or its transport, is capable of Deep Strike (or similar), it must enter play from a point on the table edge inside the army's Deployment Zone, and is considered to have moved its full rate, whether it does.

PRIMARY OBJECTIVE

Team 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. Objectives are held by Qualifying Pairs. If both armies have a Qualifying Pair contesting an objective, the army with the most models within 3" holds it.

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

Qualifying Pairs: A Qualifying Pair is comprised of one unit from each team member's detachment. Qualifying Pairs are only granted 'ObSec' status if both units have ObSec status (or its Codex equivalent). Opposing Qualifying Pairs cancel each other out.

A maximum of 18VP may be earned from this Objective.

SECONDARY OBJECTIVES

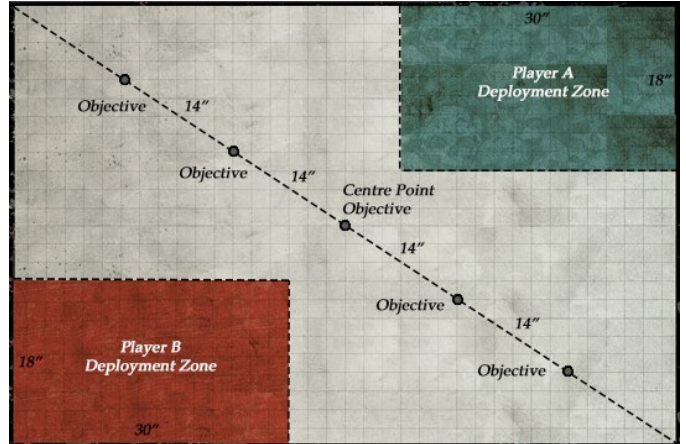
Team Table Quarters: At the end of the game, earn 4VP per table quarter for having the most Qualifying Pairs of units entirely within it, or 2VP if neither army has more Qualifying Pairs entirely within it.

A maximum of 12 VP may be earned from this Objective.

TERTIARY OBJECTIVES

There are three Tertiary Objectives. They are worth 2 VP each. See the Battle Orders sheet for complete Tertiary Objective descriptions.

- First Blood, Slay the Warlord, Modified Linebreaker



SCORING TRACKER

PRIMARY OBJECTIVE

	Player A	Player B
Battle Round 2	Max: 6	Max: 6
Battle Round 3	Max: 6	Max: 6
Battle Round 4	Max: 6	Max: 6
Battle Round 5	Max: 6	Max: 6
Battle Round 6	Max: 6	Max: 6
PRIMARY TOTAL	Max: 18	Max: 18

SECONDARY OBJECTIVE

Table Quarters	○ ○ ○ ○
	X4
SECONDARY TOTAL	Max: 12

TERTIARY OBJECTIVES

Number of Tertiary Objectives Achieved	<input type="text"/>	X2	<input type="text"/>
TOTAL	Max: 6		

OVERALL TOTAL

Max: 36



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WARHAMMER 40,000 TEAM TOURNAMENT

MISSION 3: HOLD STEADY

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

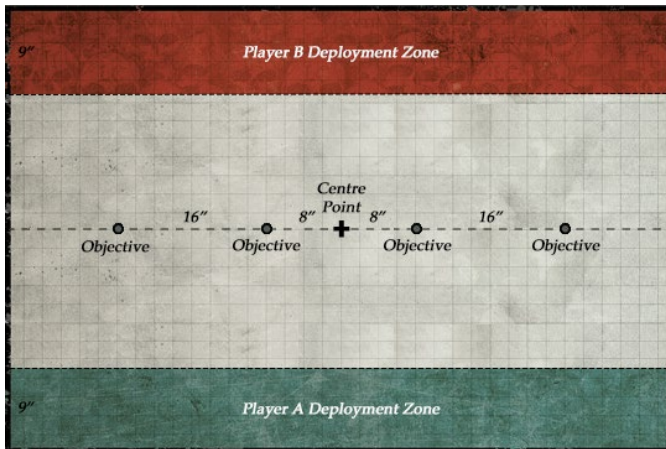
DEPLOYMENT

Please follow the Battle Orders rules as presented in the Warhammer 40,000 Team Tournament Battle Orders sheet.

Objectives (4 total): Place four (4) objective markers in accordance with the deployment diagram.

Game Length: Fixed. 6 Battle Rounds.

Special Rule - Attack/Defend: The army going first is the *Attacker*. The army going second is the *Defender*.



PRIMARY OBJECTIVE

ATTACKER, earn up to 18VP [Max] from the following:

- Starting with the First Battle Round, earn 4VP at the end of your turn for having two (2) or more units within the Defender's table half.
- At the end of the game, earn 6VP if none of your units are within your table half.

DEFENDER, earn up to 18VP [Max] from the following:

- Starting with the First Battle Round, earn 2VP for each enemy unit destroyed within your table half, regardless of whose turn it is. If an enemy unit was within your table half at the beginning of a turn, removing models will not change its status.
- At the end of the game, earn 1VP for every unit less than five (5) the Attacker has wholly within your table half. If the Attacker has 5+ units wholly within your table half, you earn no VP.

SECONDARY OBJECTIVES

4 Endgame Objectives: Contested objectives earn no points for either army. At the end of the game, earn 4VP for each objective marker you control.

A maximum of 12 VP may be earned from this Objective

TERTIARY OBJECTIVES

There are three Tertiary Objectives. They are worth 2 VP each. See the Battle Orders sheet for complete Tertiary Objective descriptions.

- First Blood
- Slay the Warlord
- Modified Linebreaker

SCORING TRACKER

PRIMARY OBJECTIVE

	Attacker	Defender
Battle Round 1		
Battle Round 2		
Battle Round 3		
Battle Round 4		
Battle Round 5		
Battle Round 6		
End of Game		
PRIMARY TOTAL	Max: 18	Max: 18

SECONDARY OBJECTIVES

Number of Objectives Held	<input type="text"/>	x3	<input type="text"/>
TOTAL			Max: 12

TERTIARY OBJECTIVES

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

OVERALL TOTAL

Max: 36



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WARHAMMER 40,000 TEAM TOURNAMENT

MISSION 4: GAMBIT

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

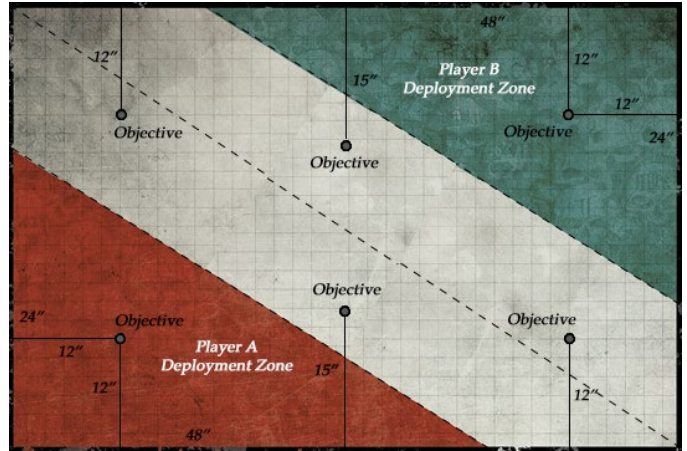
DEPLOYMENT

Please follow the Battle Orders rules as presented in the Warhammer 40,000 Team Tournament Battle Orders sheet.

Objectives (6 total): Place six (6) objective markers in accordance with the deployment diagram.

Game Length: Fixed. 6 Battle Rounds.

Special Rule - Endgame Gambit, "All or Nothing.": During Step 1 (Exchange Lists), both armies SECRETLY decide, and clearly note, whether or not they choose the Endgame Gambit, "All or Nothing," or "Team Take and Hold" as their Primary Objective. Armies reveal their decision after the end of the first Battle Round, but before the second Battle Round begins.



PRIMARY OBJECTIVE

All or Nothing: At the end of the game, if you hold the objective marker in your opponent's DZ, and hold more objectives overall, earn 18VP. Otherwise: No VP.

A maximum of 18VP may be earned from this Objective.

Team 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. Objectives are held by Qualifying Pairs. If both armies have a Qualifying Pair contesting an objective, the army with the most models within 3" holds it.

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

Qualifying Pairs: A Qualifying Pair is comprised of one unit from each team member's detachment. Qualifying Pairs are only granted 'ObSec' status if both units have ObSec status (or its Codex equivalent). Opposing Qualifying Pairs cancel each other out.

A maximum of 18VP may be earned from this Objective.

SECONDARY OBJECTIVE

Measured Extermination: Starting with the SECOND Battle Round, earn 1VP per enemy unit destroyed during a Battle Round. Max 3VP per round.

A maximum of 12 VP may be earned from this Objective.

TERTIARY OBJECTIVES

There are three Tertiary Objectives. They are worth 2 VP each. See the Battle Orders sheet for complete Tertiary Objective descriptions.

- First Blood
- Slay the Warlord
- Modified Linebreaker

SCORING TRACKER

PRIMARY OBJECTIVE

	Team A	Team B
Battle Round 2		
Battle Round 3		
Battle Round 4		
Battle Round 5		
Battle Round 6		
All or Nothing	18	18
PRIMARY TOTAL	Max: 18	Max: 18

SECONDARY OBJECTIVE

	Team A	Team B
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
TOTAL	Max: 12	Max: 12

TERTIARY OBJECTIVES

Number of Tertiary Objectives Achieved	<input type="text"/>	X2 =	<input type="text"/>
TOTAL			Max: 6

OVERALL TOTAL

Max: 36



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WARHAMMER 40,000 TEAM TOURNAMENT

MISSION 5: ALL IN

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

DEPLOYMENT

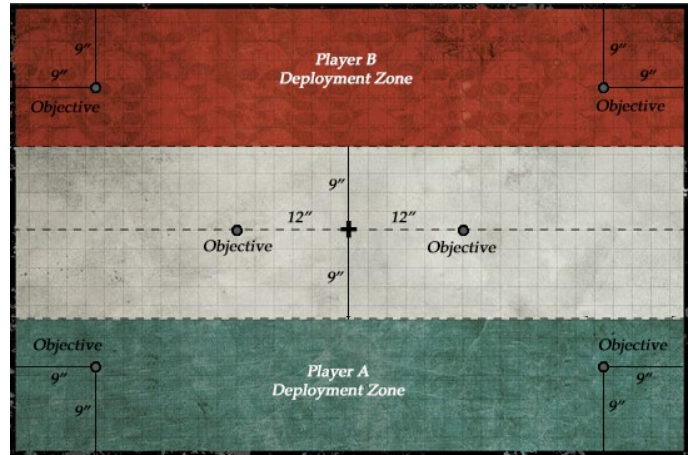
Please follow the Battle Orders rules as presented in the Warhammer 40,000 Team Tournament Battle Orders sheet.

Objectives (6 total): Place six (6) objective markers in accordance with the deployment diagram.

Game Length: Fixed. 6 Battle Rounds.

Special Rule - Attack/Defend: The army going first is the *Attacker*. The army going second is the *Defender*.

Special Rule - Present and Accounted For: All units must be deployed, unless they must begin the game in reserves (e.g. Drop Pods, but they will be empty).



PRIMARY OBJECTIVE

ATTACKER & DEFENDER - Calculated Carnage: At the end of the game, earn 3VP for every full 200 points worth of enemy units destroyed.

A maximum of 18VP may be earned from this Objective.

DEFENDER SPECIAL RULE - Fighting Withdrawal: Starting with the Second Battle Round, during their turn, the Defender may withdraw a single unit from the battle by moving any part of it off the table, anywhere on the long table edge in their DZ.

- Units are not eligible to withdraw until they have suffered at least one (1) wound from enemy action.
- Withdrawn units do not count as destroyed.
- The Warlord may not withdraw.

SECONDARY OBJECTIVE

6 Endgame Objectives: Contested objectives earn no points for either army. At the end of the game, earn 3VP for each objective marker you control.

A maximum of 12 VP may be earned from this Objective.

TERTIARY OBJECTIVES

There are three Tertiary Objectives. They are worth 2 VP each. See the Battle Orders sheet for complete Tertiary Objective descriptions.

- First Blood
- Slay the Warlord
- Modified Linebreaker

SCORING TRACKER

PRIMARY OBJECTIVE

Total Points Destroyed /200 =

VPs are earned for every FULL 200 points destroyed.

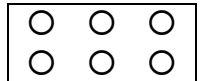
X3

PRIMARY TOTAL

Max: 18

SECONDARY OBJECTIVE

Objectives Controlled



x3

SECONDARY TOTAL

Max: 12

TERTIARY OBJECTIVES

Number of Tertiary Objectives Achieved

X2 =

TOTAL

Max: 6

OVERALL TOTAL

Max: 36



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WARHAMMER 40,000 TEAM TOURNAMENT

RESULTS FOR ALL MISSIONS

TEAM 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
<input type="text"/>	<input type="text"/>	<input type="text"/>

If one Army is wiped out or concedes the battle, the winning Army automatically receives 40 Battle Points and the losing Army receives 0 Battle Points.

BATTLE POINTS

	STARTING BATTLE POINTS		VICTORY POINT DIFFERENTIAL	=	TOTAL BATTLE POINTS
YOUR TOTAL	20	+/-	<input type="text"/>	=	<input type="text"/>
OPPONENT'S TOTAL	20	+/-	<input type="text"/>	=	<input type="text"/>

TERTIARIES

Check all Tertiary Objectives achieved by your Army regardless of outcome:

- SLAY THE WARLORD
- FIRST BLOOD
- LINEBREAKER

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.