

AdeptiCon 2008
Warhammer 40k National Team Tournament
Mission Debriefing Packet



**** NOTE:** Do not lose this packet! It contains all necessary and vital rules, missions, and results sheets required for you to participate in today's Team Tournament. Each Team will be given 2 packets upon sign-in. It is your team's responsibility to hold onto and not lose these packets during the tournament. If you lose this packet, be prepared to be docked points! **



**Warhammer 40,000
National Team Tournament Addendum:**

Commander's Heads, Tournament Schedule, and Mulligan Tokens

Commander's Heads

During the AdeptiCon 40k Team Tournament, your HQ choice (i.e. a single model commander if joined by a retinue) represents a vital portion of your army. As such, bonus points can be achieved by keeping your Commander alive while eliminating your opponent's Commanders. (Remember, each coalition will always start the game with 2 Commanders taking part in the battle) If during the course of a Team Tournament game one of your Commanders is killed by the enemy side, your opponent's will claim your Commander's "head". This rule also affects your opponents. Therefore, if you kill an enemy Commander during the course of the game, you will claim your opponent's Commander's "head". These results are recorded as part of the game results sheets that each coalition turns in at the conclusion of each game.

If your Commander is not on the table at the conclusion of a game (i.e. Saint Celestine), your Commander counts as being killed for Commander's Head purposes. In addition, if an Independent Character is part of a squad that has fallen off the table or is fleeing when the game ends, he/she will count as having lost their Commander's Head.

For the purposes of Commander's Heads, army HQ's which do not have a distinct commander model (i.e. a unit of Tyranid Warriors) must nominate one single model at the beginning of the game as their Commander. As such, during the course of game play, it may be entirely possible to have to destroy the entire HQ unit to claim the Commander's head.

During the course of a single game, it is possible to lose a maximum of 2 Commander's Heads and gain a maximum of 2 Commander's Heads (1 for each player participating in the game) leaving a minimum of 0 and a maximum of 4 Commander's Head points to be scored during each game.

Planned Tournament Schedule

7:00 am - 8:00 am	Registration and Table Assignments
7:00 am - 9:30 am	Paint Judging and Theme Judging
9:00 am – 9:15 am	Team Quiz
9:30 am - 12:00 pm	Game #1
12:00 pm - 1:00 pm	Lunch and Paint / Theme Judging continued
1:00 pm - 3:30 pm	Game #2
3:30 pm - 4:00 pm	Break
4:00 pm - 6:30 pm	Game #3
6:30 pm - 7:00 pm	Break
7:00 pm - 9:30 pm	Game #4
10:00 pm - 11:00 pm	Awards Ceremony

Mulligan Tokens

In each of your games today, each coalition of your team will have the option of using a *single* Mulligan. If used, the Mulligan will allow **YOUR** coalition to make a single re-roll during your game (you may not force an opponent to re-roll any of their dice). This can be used for any roll you are required to make (i.e. armor save, to-wound, first turn, leadership, difficult terrain, table side, etc) and as such, the re-roll may require 2d6 or 3d6 to be rolled. Please note, though, the standard rule of 40k applies – you may not re-roll a re-roll (so no Venerable Dreads getting two re-rolls to go first!) It is up to you and your teammate to decide when (or even if) to use your Mulligan.

Please note once a Mulligan is used (either by you or against you) during a game and record it appropriately at the end of your game on your game results sheet. In effect, each Mulligan is worth 1 bonus Battle Point in the tournament (+1 Battle Point for every Mulligan that your team does not use and +1 Battle Point for every Mulligan used by your opponents against you).

At the end of the tournament, depending on how you and your opponents used your Mulligans, you can score anywhere between 0 (if you used a Mulligan in each of your games and no team used theirs against you) and 16 (if your team did not use any of your Mulligans and your opponents used one in each of their games against you) bonus points.

LIGHT IN THE DARKNESS

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WARHAMMER 40K TEAM TOURNAMENT SCENARIO #1

DEPLOYMENT

The Beacon objective marker should be placed in the exact center of table. Once placed, each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone they wish to deploy in.

Next, the team that picked their Deployment Zone will begin to place a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: Heavy Support choices first, followed by coalition Troops choices, then Elites, HQ, and finally Fast Attack.

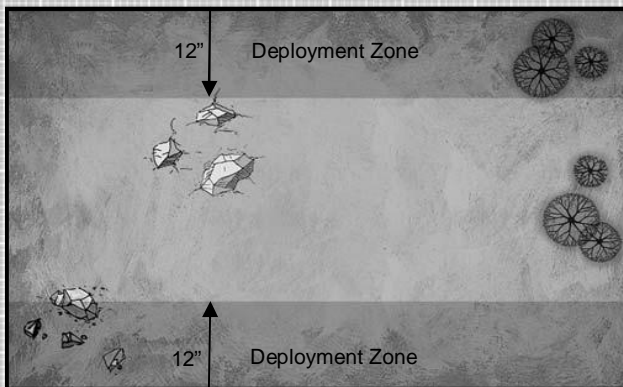
Infiltrators are deployed last using the rules found in the Warhammer 40,000 rulebook on p. 84. If both coalitions have units that Infiltrate, each coalition should roll a single d6. The coalition with the higher roll may choose to begin placing their Infiltrating units first or second in an alternating fashion.

Once units are deployed, have a single player roll a d6. On a result of 1-3, the Beacon will move 2d6" to that player's right on the table's centerline. If the result is a 4-6, the Beacon will move 2d6" to that player's left on the table's centerline.

Finally, starting with the coalition that placed a unit first, each player will take turns assigning one of their Team Objective markers to a single model in their army. This will affect the mission's Tertiary Objective below. A total of 2 Team Objective markers per coalition will be assigned in this fashion.

Who Goes First?

Each coalition rolls a single d6. The coalition with the highest result may elect to go first or second.



SPECIAL RULES

MISSION: Somewhere on this forsaken planet lies a Necrontyr beacon that can lead your forces to an ancient artifact of great power. Find and capture the beacon and crush all who oppose you!

NIGHT FIGHT (Turns 1 and 2 only): Per rules described on pg. 84 of the Warhammer 40,000 rulebook

INFILTRATE

LINE OF RETREAT: Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.

GAME LENGTH: The game lasts 6 turns or until time is called.

OBJECTIVES

Primary: Capture the Beacon. This objective is completed successfully only if, at the end of the game, you have a scoring unit from your coalition partially within 6" of the Beacon AND the enemy coalition does not. If you achieve this Objective, you can keep the Beacon marker.

Secondary: Ensure a sound victory. Score 200 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tertiary: Destroy key enemy equipment. Kill or destroy the enemy models that were designated at the beginning of the game with Team Objective markers. If you destroy or kill **MORE** designated models than your opponents, you will achieve this objective.

Tactical Bonus Points:

+1 for controlling more table quarters than your opponents

+1 if no enemy scoring units have made it more than halfway across the table by the end of the game. (i.e. more than 24" from their starting Deployment



SHIELD GENERATOR DOWN

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WARHAMMER 40K TEAM TOURNAMENT SCENARIO #2

DEPLOYMENT

Begin by placing the Shield Generator objective marker in the exact center of table.

Next, the coalition that has the lowest combined number of scoring units chooses a deployment zone and begins by placing a unit on the table first. The coalition players then take turns deploying one unit at a time until their entire forces are on the table. Coalition units must be deployed in the following order: Heavy Support choices first, followed by coalition Troops choices, then Elites, HQ, and finally Fast Attack.

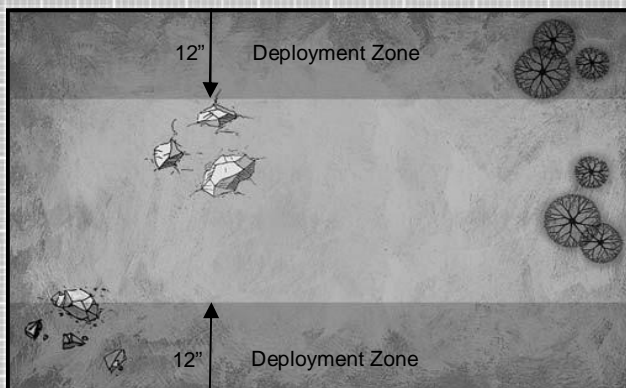
Infiltrators are deployed last using the rules found in the Warhammer 40,000 rulebook on p. 84. If both coalitions have units that Infiltrate, each coalition should roll a single d6. The coalition with the higher roll may choose to begin placing their Infiltrating units first or second in an alternating fashion.

Now, nominate one non-vehicle unit from each player by giving that unit one of your Team Objective markers. This unit has combat engineer expertise. Only these combat engineer units may plant explosives on the Shield Generator. (see Primary Objective below)

Once units are deployed, have a single player roll a d6. On a result of 1-3, the Shield Generator will move 2d6" to that player's right on the table's centerline. If the result is a 4-6, the Shield Generator will move 2d6" to that player's left on the table's centerline.

Who Goes First?

Each coalition rolls a single d6. The coalition with the highest result may elect to go first or second.



SPECIAL RULES

MISSION: Your recon forces have activated the alien beacon which has revealed a hidden Necrontyr pyramid. However, it is protected by an unusually strong field which prevents your forces from entering it. You have been tasked with locating the energy source powering this field and disabling it.

CONCEALMENT

INFILTRATE

DEEP STRIKE

LINE OF RETREAT: Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.

GAME LENGTH: The game lasts 6 turns or until time is called.

OBJECTIVES

Primary: Destroy the Shield Generator. This objective is completed successfully only if, at the end of the game, you have a designated combat engineer unit from your coalition partially within 6" of the Shield Generator **AND** the enemy coalition does not have a designated combat engineer unit of their own partially within 6" of the Shield Generator. The aforementioned combat engineer units do **NOT** need to be scoring. If you achieve this Objective, you can keep the Shield Generator marker.

Secondary: Ensure a sound victory. Score 200 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tertiary: Control the cover. Control more terrain pieces than your opponents. Control is defined as having a scoring unit from your coalition in or directly touching a piece of terrain while your opponents do not. (As a vehicle only needs to touch the terrain feature, it does not have to go into it and take a difficult terrain test) A single unit may not control more than one piece of terrain.

Tactical Bonus Points:

+1 if all enemy Troops choices are non-scoring at the end of the game.

+1 if your coalition has no units within its starting deployment zone



THE MOMENT OF TRUTH

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WARHAMMER 40K TEAM TOURNAMENT SCENARIO #3

DEPLOYMENT

MISSION:

You believe you have located the alien artifact that you have been searching for. If you can wield it, you will surely be able to bring victory to you and your allies. You must secure the area surrounding the artifact, ensuring that no enemy can claim it.

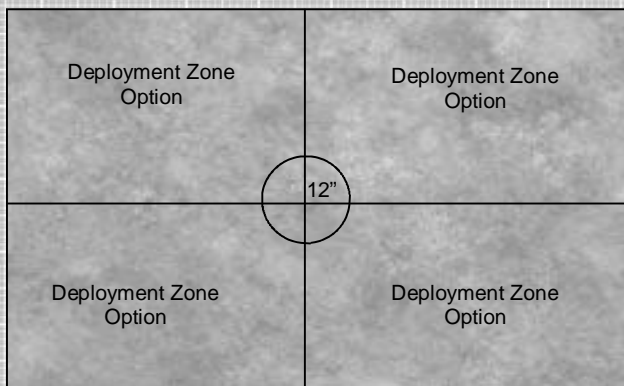
DEPLOYMENT:

Begin by placing the C'taan Artifact objective marker in the exact center of table. Once placed, each coalition rolls a number of dice equal to their lowest available strategy rating and chooses the highest die. The members of the coalition with the highest result may select which Deployment Zone table quarter they wish to deploy in. The loser gets the opposite table quarter. No unit may initially deploy within 12" of the center of the table or within 24" of an enemy unit.

The losers of the Deployment Zone roll begin by placing an eligible unit on the table first using the **Modified Escalation** special rules. The coalition players will take turns deploying one unit at a time until their eligible forces are on the table. Coalition units must be deployed in the following order: Heavy Support choices first, followed by coalition Troops choices, then Elites, HQ, and finally Fast Attack.

Who Goes First?

Each coalition rolls a single d6. The coalition with the highest result may elect to go first or second.



SPECIAL RULES

DEEP STRIKE

MODIFIED ESCALATION: As per normal Escalation rules found on p. 84 of the Warhammer 40,000 rulebook except all units in Reserve that have not arrived prior to the owning coalition's Turn 4 will automatically arrive at the beginning of their Turn 4 with no Reserve rolls necessary.

UNPREDICTABLE OBJECTIVE: At the end of Turn 6, roll a single d6. On a roll of a 4, 5, or 6, the game will go an extra turn before ending. (i.e. the game will end on Turn 7).

LINE OF RETREAT: Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.

GAME LENGTH: See the *Unpredictable Objective* scenario rules or until time is called.

OBJECTIVES

Primary: Secure Ground. Hold more **Allied** Table Quarters than your opponents. To accomplish this mission, use the normal table quarter rules found on p. 81 of the Warhammer 40,000 rulebook with one modification: the table quarter must be held or contested by scoring units from **BOTH** armies making up a coalition.

Secondary: Capture the C'taan artifact: This objective is completed successfully only if you have an HQ unit (scoring status is irrelevant) from your coalition partially within 6" of the C'taan artifact AND the enemy coalition does not have one of their HQ units partially within 6" of the C'taan artifact. If you achieve this Objective, you can keep the C'taan artifact marker.

Tertiary: Ensure a sound victory. Score 200 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tactical Bonus Points:

+1 for completely destroying (including dedicated transport, if applicable) or breaking your opponents' highest point unit. If more than one unit has the same highest point cost, then eliminating any one of these units will earn this bonus.

+1 for having a scoring unit in your opponents' Deployment Zone



WARP VOID

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WARHAMMER 40K TEAM TOURNAMENT SCENARIO #4

DEPLOYMENT

MISSION:

Since acquiring the C'taan artifact, a sense of emptiness surrounds you. This artifact does not seem to be worth the sacrifice it has taken to retrieve it. No matter. You will crush your enemies without it's famed power!

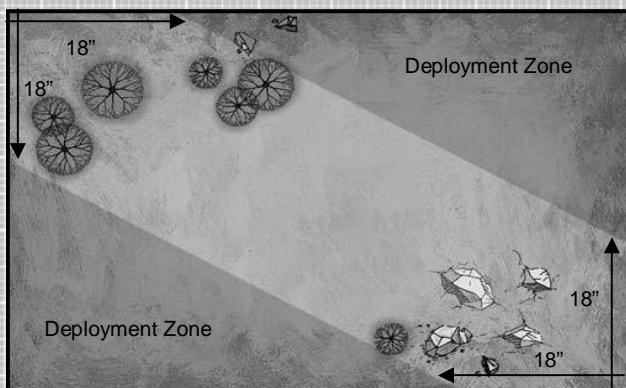
PRE-DEPLOYMENT:

Before Deployment Zones are chosen, each player will use a Team Objective marker to pick out an enemy unit per the "Marked for Death" scenario special rules.

Next, each coalition will pick a single non-vehicle model (walkers are ok) to designate as the holder of the C'taan artifact. Any time a psychic test is taken by any model within 12" of this designated model, that power is nullified on a roll of a 2+ on a d6. (Perils of the Warp apply as normal) Additionally, Daemons may not enter play within 12" of this model.

DEPLOYMENT and WHO GOES FIRST:

Each coalition will roll a single d6. (Emperor's Tarot wargear will affect this single roll, however a Liber Hesusius will not) The coalition that rolled lowest will pick their deployment zone. The coalition that rolled highest will setup their entire armies first **AND** declare if they will be going first or second. Then the coalition that rolled lowest will deploy their entire armies last.



SPECIAL RULES

MARKED FOR DEATH: At the beginning of the game and before any units are deployed, each coalition player will take one of their markers and assign it to an enemy unit. If that enemy unit is completely destroyed (including any dedicated transport), broken, or off the table at the end of the game, you will earn double victory points for that unit.

LINE OF RETREAT: Units that fall back will do so towards their nearest Deployment Zone table edge via the shortest route possible.

GAME LENGTH: The game lasts 6 turns or until time is called.

OBJECTIVES

Primary: Crush your enemies. Have the most kill points at the end of the game. Each coalition receives a variable number of 'kill points' for each enemy unit that has been completely destroyed (including dedicated transport, if applicable) or is falling back at the end of the game. Units from the Elites, Fast Attack and Heavy Support sections are worth 2 kill points each, while units from the HQ section are worth 3 kill points each, and units from the Troops section are worth 1 kill point each.

Secondary: Control the Battlefield. Hold more Table Quarters than your opponents. To accomplish this mission, use the normal table quarter rules found on p. 81 of the Warhammer 40,000 rulebook.

Tertiary: Annihilate the enemy. Score 1601 or more victory points than your opponents. Use the Victory Points rules found on p. 85 of the Warhammer 40,000 rulebook.

Tactical Bonus Points:

+1 if all enemy Troops choices are non-scoring at the end of the game.

+1 for having a scoring unit in your opponents' Deployment Zone



++ ADEPTICON 40K NATIONAL TEAM TOURNAMENT GAME RESULTS ++

ROUND# 4

Please answer ALL questions in the section below:

Your Table Number:			
Your Team Name:			
Your Primary Objective Battle Result: (circle one)	We Completed Successfully +15 points	Neither Team Completed Successfully +7 Points	Our Opponent's Completed Successfully +0 points
Your Secondary Objective Battle Result: (circle one)	We Completed Successfully +10 points	Neither Team Completed Successfully +5 Points	Our Opponent's Completed Successfully +0 points
Your Tertiary Objective Battle Result: (circle one)	We Completed Successfully +5 points	Neither Team Completed Successfully +2 Points	Our Opponent's Completed Successfully +0 points
Tactical Bonus Points Earned (circle one)	+0 points	+1 points	+2 points
Total Battle Points Earned (Add up totals from previous 4 lines):			
How many enemy HQ choices (Commander's Heads) did you kill? (circle one)	0 +0 Points	1 +1 Point	2 +2 Points
How many of your own HQ choices (Commander's Heads) survived? (circle one)	0 +0 Points	1 +1 Point	2 +2 Points
Did <i>your</i> team use a Mulligan re-roll during this game? (circle one)	Yes +0 Points		No +1 Point
Did your <i>opponents</i> use a Mulligan re-roll against you during this game? (circle one)	Yes +1 Point		No +0 Points

Have your opponent's double check your results above. Have one of them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

STOP

Now, in private with your other teammate, rate your Opponents' Composition and Sportsmanship by checking the appropriate choices below. Do NOT share these results with your opponents.

Team Army Composition (Circle One Choice Below)

3 Points	Our opponents' armies were a representation of a competitive tournament force.
0 Points	Our opponents' armies were abusive and totally over the top. They were certainly not fun to play against and were built to win at all costs.

Team Sportsmanship (Check *all* choices that apply)

	Our opponents were prompt to report for the start of the round.
	Our opponents came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
	Our opponents appeared to measure movement and assault distances accurately
	Our opponents put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
	Rules issues that may have arisen during the game were handled amicably by our opponents.
	We had fun playing our opponents.
	We would voluntarily play this team again.
	Total # of Sportsmanship Boxes Checked Above (maximum of 7)

Please turn in this sheet to the judge's booth after your game TOGETHER with your opponents

++ ADEPTICON 40K NATIONAL TEAM TOURNAMENT GAME RESULTS ++

ROUND# 3

Please answer ALL questions in the section below:

Your Table Number:			
Your Team Name:			
Your Primary Objective Battle Result: (circle one)	We Completed Successfully +15 points	Neither Team Completed Successfully +7 Points	Our Opponent's Completed Successfully +0 points
Your Secondary Objective Battle Result: (circle one)	We Completed Successfully +10 points	Neither Team Completed Successfully +5 Points	Our Opponent's Completed Successfully +0 points
Your Tertiary Objective Battle Result: (circle one)	We Completed Successfully +5 points	Neither Team Completed Successfully +2 Points	Our Opponent's Completed Successfully +0 points
Tactical Bonus Points Earned (circle one)	+0 points	+1 points	+2 points
Total Battle Points Earned (Add up totals from previous 4 lines):			
How many enemy HQ choices (Commander's Heads) did you kill? (circle one)	0 +0 Points	1 +1 Point	2 +2 Points
How many of your own HQ choices (Commander's Heads) survived? (circle one)	0 +0 Points	1 +1 Point	2 +2 Points
Did <i>your</i> team use a Mulligan re-roll during this game? (circle one)	Yes +0 Points		No +1 Point
Did your <i>opponents</i> use a Mulligan re-roll against you during this game? (circle one)	Yes +1 Point		No +0 Points

Have your opponent's double check your results above. Have one of them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

STOP

Now, in private with your other teammate, rate your Opponents' Composition and Sportsmanship by checking the appropriate choices below. Do NOT share these results with your opponents.

Team Army Composition (Circle One Choice Below)

3 Points	Our opponents' armies were a representation of a competitive tournament force.
0 Points	Our opponents' armies were abusive and totally over the top. They were certainly not fun to play against and were built to win at all costs.

Team Sportsmanship (Check *all* choices that apply)

	Our opponents were prompt to report for the start of the round.
	Our opponents came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
	Our opponents appeared to measure movement and assault distances accurately
	Our opponents put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
	Rules issues that may have arisen during the game were handled amicably by our opponents.
	We had fun playing our opponents.
	We would voluntarily play this team again.
	Total # of Sportsmanship Boxes Checked Above (maximum of 7)

Please turn in this sheet to the judge's booth after your game TOGETHER with your opponents

++ ADEPTICON 40K NATIONAL TEAM TOURNAMENT GAME RESULTS ++

ROUND# 2

Please answer ALL questions in the section below:

Your Table Number:			
Your Team Name:			
Your Primary Objective Battle Result: (circle one)	We Completed Successfully +15 points	Neither Team Completed Successfully +7 Points	Our Opponent's Completed Successfully +0 points
Your Secondary Objective Battle Result: (circle one)	We Completed Successfully +10 points	Neither Team Completed Successfully +5 Points	Our Opponent's Completed Successfully +0 points
Your Tertiary Objective Battle Result: (circle one)	We Completed Successfully +5 points	Neither Team Completed Successfully +2 Points	Our Opponent's Completed Successfully +0 points
Tactical Bonus Points Earned (circle one)	+0 points	+1 points	+2 points
Total Battle Points Earned (Add up totals from previous 4 lines):			
How many enemy HQ choices (Commander's Heads) did you kill? (circle one)	0 +0 Points	1 +1 Point	2 +2 Points
How many of your own HQ choices (Commander's Heads) survived? (circle one)	0 +0 Points	1 +1 Point	2 +2 Points
Did <i>your</i> team use a Mulligan re-roll during this game? (circle one)	Yes +0 Points		No +1 Point
Did your <i>opponents</i> use a Mulligan re-roll against you during this game? (circle one)	Yes +1 Point		No +0 Points

Have your opponent's double check your results above. Have one of them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

STOP

Now, in private with your other teammate, rate your Opponents' Composition and Sportsmanship by checking the appropriate choices below. Do NOT share these results with your opponents.

Team Army Composition (Circle One Choice Below)

3 Points	Our opponents' armies were a representation of a competitive tournament force.
0 Points	Our opponents' armies were abusive and totally over the top. They were certainly not fun to play against and were built to win at all costs.

Team Sportsmanship (Check *all* choices that apply)

	Our opponents were prompt to report for the start of the round.
	Our opponents came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
	Our opponents appeared to measure movement and assault distances accurately
	Our opponents put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
	Rules issues that may have arisen during the game were handled amicably by our opponents.
	We had fun playing our opponents.
	We would voluntarily play this team again.
	Total # of Sportsmanship Boxes Checked Above (maximum of 7)

Please turn in this sheet to the judge's booth after your game TOGETHER with your opponents

++ ADEPTICON 40K NATIONAL TEAM TOURNAMENT GAME RESULTS ++

ROUND# 1

Please answer ALL questions in the section below:

Your Table Number:			
Your Team Name:			
Your Primary Objective Battle Result: (circle one)	We Completed Successfully +15 points	Neither Team Completed Successfully +7 Points	Our Opponent's Completed Successfully +0 points
Your Secondary Objective Battle Result: (circle one)	We Completed Successfully +10 points	Neither Team Completed Successfully +5 Points	Our Opponent's Completed Successfully +0 points
Your Tertiary Objective Battle Result: (circle one)	We Completed Successfully +5 points	Neither Team Completed Successfully +2 Points	Our Opponent's Completed Successfully +0 points
Tactical Bonus Points Earned (circle one)	+0 points	+1 points	+2 points
Total Battle Points Earned (Add up totals from previous 4 lines):			
How many enemy HQ choices (Commander's Heads) did you kill? (circle one)	0 +0 Points	1 +1 Point	2 +2 Points
How many of your own HQ choices (Commander's Heads) survived? (circle one)	0 +0 Points	1 +1 Point	2 +2 Points
Did <i>your</i> team use a Mulligan re-roll during this game? (circle one)	Yes +0 Points		No +1 Point
Did your <i>opponents</i> use a Mulligan re-roll against you during this game? (circle one)	Yes +1 Point		No +0 Points

Have your opponent's double check your results above. Have one of them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

STOP

Now, in private with your other teammate, rate your Opponents' Composition and Sportsmanship by checking the appropriate choices below. Do NOT share these results with your opponents.

Team Army Composition (Circle One Choice Below)

3 Points	Our opponents' armies were a representation of a competitive tournament force.
0 Points	Our opponents' armies were abusive and totally over the top. They were certainly not fun to play against and were built to win at all costs.

Team Sportsmanship (Check *all* choices that apply)

	Our opponents were prompt to report for the start of the round.
	Our opponents came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
	Our opponents appeared to measure movement and assault distances accurately
	Our opponents put forward a good faith effort to play at a timely pace and complete the game in the allotted time.
	Rules issues that may have arisen during the game were handled amicably by our opponents.
	We had fun playing our opponents.
	We would voluntarily play this team again.
	Total # of Sportsmanship Boxes Checked Above (maximum of 7)

Please turn in this sheet to the judge's booth after your game TOGETHER with your opponents