ADEPTICON 2009

WARHAMMER 40K CHAMPIONSHIPS

NOTE: 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 2009
Warhammer 40K Championships

Scenario 1: Annihilation

*** Read the entire scenario before setting up ***

Overview

The plan is simple, find the enemy and destroy them! Leave no stone unturned! Leave no survivors!

Line of Retreat

Units that fall back must do so towards the owning player's long table edge via the shortest possible route.

Game Length

Random Game Length—At the end of turn 5 roll a die: on a 3+ a 6th turn is played. At the end of turn 6 roll a die: on a 4+ a 7th turn is played. In all instances, games will end after turn 7, or when time is called – whichever comes first.

Alternatively, the game ends immediately when the tournament judge declares that time has elapsed. The time remaining in the round will be displayed in the tournament hall. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

Deployment (Pitched Battle)

Both players roll a D6 to see who will have the first turn, re-rolling in case of a tie. The winner of the roll chooses to go first or second. The player with the first turn then deploys their force along one long table edge, staying more than 12" from the centerline of the playing surface. They must then declare any and all units entering the game using the **Reserves** special rule.

The player with the second turn then deploys their force along the opposite long table edge, once again staying more than 12" from the centerline of the playing surface. They must then declare any and all units entering the game using the **Reserves** special rule.

In this way, no enemy units will be deployed within 24" of each other.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Special Rules

Infiltrate, Deep Strike, Reserves.

Objectives

Primary (Annihilation): The player with the most kill points as defined in the 5th Edition 40k rulebook (pg. 91) wins the primary. (Scoring: Win = 20, Draw = 10, Loss = 0)

Secondary (Victory Points): The player must score at least 250 more victory points than their opponent. See the 5th Edition 40K rulebook (pg. 300)/Mini-Rulebook (pg.108). (Scoring: Win = 15, Draw = 7, Loss = 0)

Tertiary: Eliminate all of the opponent's Troop choices. This includes any dedicated transports taken as part of a Troops selection. Note that both players can achieve this objective and there are no draws. (Scoring: Win = 10, Loss = 0)

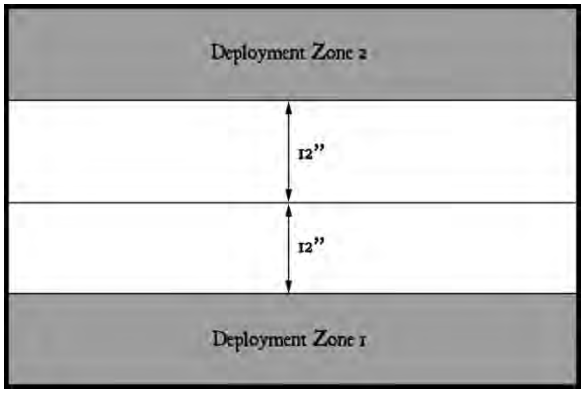
Tactical Bonuses

Note: These points are automatic if your opponent has no choices from that Force Organizational slot.

+1 If your opponent has no surviving Fast attack Choices

+1 If your opponent has no surviving Heavy Support Choices

+1 If your opponent has no surviving Elite Choices



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Scenario 2: Unplanned Assault

***** Read the entire scenario before setting up (Turn 1 will use Night Fight Rules) *****

Overview

This sector is currently unoccupied. Your mission is to scout the area quickly and determine if there are any positions or resources worth capturing. Engage the enemy if necessary.

Line of Retreat

Units that fall back must do so towards the owning player's long table edge via the shortest possible route.

Game Length

Modified Random Game Length – The game will be a minimum of 6 turns. At the end of turn 6 roll a die: on a 4+ a 7th turn is played.

In all instances, games will end after turn 7, or when time is called – whichever comes first.

Alternatively, the game ends immediately when the tournament judge declares that time has elapsed. The time remaining in the round will be displayed in the tournament hall. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

NOTE: If the game does not reach the end of turn 4 for any reason other than the total annihilation of one force, NEITHER PLAYER CAN CLAIM POINTS FOR THE PRIMARY OBJECTIVE.

Deployment (Modified Dawn of War)

Both players roll a D6 to see who will have the first turn, re-rolling in case of a tie.

The winner of the roll chooses to go first or second. The player with the first turn then deploys up to 2 Troops **units** (not choices) and 1 Headquarters **unit** (not choice) along one long table edge, staying more than 6" from the centerline of the playing surface. They must then declare whether each of the army's remaining units will be deployed using the **Reserves** special rule, or whether they will move onto the table at the beginning of their first turn.

The player with the second turn then deploys up to 2 Troops **units** (not choices) and 1 Headquarters **unit** (not choice) along one long table edge, staying more than 6" from the centerline of the playing surface. They must then declare whether each of the army's remaining units will be deployed using the **Reserves** special rule, or whether they will move onto the table at the beginning of their first turn. In this way, no enemy units will be deployed within 12" (yes, 12") of each other.

Once both forces are deployed, players alternate making Scout moves. The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Special Rules

Deep Strike, Reserves, Night Fight (Turn 1 only).

Objectives

Primary (Unplanned Assault): At the beginning of the 4th game turn, roll a D6 and consult the table below to determine the mission's Primary Objective. If the players do not complete 4 full game turns both players score 0 primary battle points. (Scoring: W = 20, D = 10, L = 0)

Roll	Result
1-2	**Table Quarters.** The table is divided into 4 equal standard table quarters. To claim a table quarter, you must have a scoring unit wholly within the uncontested quarter. The player with the most table quarters wins.
3-4	**Seize Ground.** Capture terrain elements, to claim a terrain element you must have a scoring unit touching an uncontested terrain element. The player with the most terrain elements wins.
5-6	**Field of Battle.** Have the most scoring units wholly within 12" of the center of the table. This objective cannot be contested, simply count the number of scoring units for each player, the player with the most wins.

Secondary (Victory Points): The player must score at least 500 more victory points than their opponent. See the 5th Edition 40K rulebook (pg. 300)/Mini-Rulebook (pg.108). (Scoring: Win = 15, Draw = 7, Loss = 0)

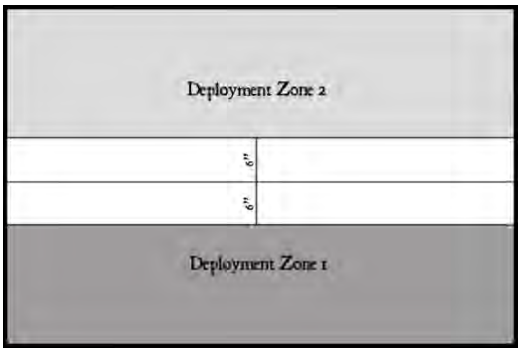
Tertiary: Eliminate all of your opponent's HQ choices. This includes any dedicated transports taken as part of a HQ selection. Note that both players can achieve this objective. There are no draws. (Scoring: W = 10, L = 0)

Tactical Bonuses

+1 If your most expensive HQ unit is not fleeing or dead at the end of the game. If two HQ units qualify as the most expensive (same points value), then either unit surviving will fulfill this tactical bonus.

+1 If your most expensive unit is not fleeing or dead at the end of the game. If two or more units qualify as the most expensive (same points value), then any such unit surviving will fulfill this tactical bonus.

+1 If you have more scoring units left at the end of the game than your opponent.



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Scenario 3: Capture and Control

*** Read the entire scenario before setting up ***

Overview

The field of battle has several vital objectives. The enemy is trying to seize these vital objectives. You must prevent this.

Line of Retreat

Units that fallback will do so towards the owning player's nearest deployment table edge.

Game Length

Random game length—At the end of turn 5 roll a die on a 3+ a 6th turn is played. At the end of turn 6 roll a die on a 4+ a 7th turn is played.

The maximum game length is 7 turns or when time is called.

Alternatively, the game ends immediately when the tournament judge declares that time has elapsed. The time remaining in the round will be displayed in the tournament hall. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

Deployment (Spearhead)

Setup Objective Markers before deployment (see Special Rules to the right).

Both players roll a D6 to see who will have the first turn. The winner of the roll chooses to go first or second. The player with the first turn then deploys his force wholly within a standard table quarter while still staying more than 12" from the table's center point. They must then declare any and all units entering the game using the **Reserves** special rule.

The player with the second turn then deploys their force wholly within the opposite standard table quarter while staying more than 12" from the table's center point. They must then declare any and all units entering the game using the **Reserves** special rule.

Once both forces are deployed, players first alternate deploying Infiltrators and then alternate making any Scout moves.

The player with the first turn now begins his turn. The opposing player may choose to seize the initiative as described in the 40K Rulebook (pg. 92).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Special Rules

Infiltrate, Deep Strike, Reserves, Objective Markers (see the following).

Objective Markers: Before deployment, both players roll a D6. The winner places the first of 4 objective markers, with both players alternating objective placement thereafter. No objective may be placed within 12" of another objective or within 12" or any table edge.

Objectives

Primary (Objective Markers): Each objective captured is worth 5 primary battle points. To capture an objective you must have a scoring unit with at least 1 model within 3" of an uncontested objective marker. Contested objectives are worth 0 points. Individual scoring units may capture multiple objectives if the above criteria are met. (Scoring: 5 points per Objective Controlled. Max Total: 20)

Secondary (Victory Points): The player must score at least 750 more victory points than their opponent. See the 5th Edition 40K rulebook (pg. 300)/Mini-Rulebook (pg.108). (Scoring: Win = 15, Draw = 7, Loss = 0)

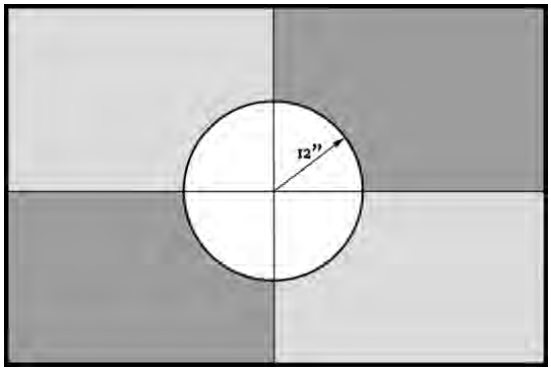
Tertiary: Control the table. To secure the tertiary objective you must have at least one unit wholly in every standard table quarter. The unit need not be scoring, and both players can complete this objective, there are no draws. (Scoring: Win = 10, Loss = 0)

Tactical Bonuses

+1 If your opponent controlled none of the primary objectives.

+1 If your opponent's most expensive HQ is dead or fleeing at the end of the game. In the case of two HQ's with the same cost, killing either will award this point.

+1 If your opponent has fewer than 4 units left at the end of the game.



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Results for Scenario 3: Capture and Control

Your Name:		Table No:	

	Objectives Captured		Total Points
Your Primary Objective Battle Result: (circle one) ***NOTE:*** *Each Objective controlled is worth 5 Primary Battle Points. Multiple the number of objectives you controlled by 5 (five) to determine total Primary Battle Points.*		x 5 points =	
	Win	**Draw**	**Loss**
Your Secondary Objective Battle Result: (circle one)	+15 Points	+7 Points	+0 Points
Your Tertiary Objective Battle Result: (circle one) Both Players can complete this Objective.	+10 Points		+0 Points Did not complete this objective.
Tactical Bonus Points Earned (+0, +1, +2, or +3)			
Total Battle Points Earned (Add up totals from previous 4 lines):			

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 ***

Now, in private, rate your Opponent's Composition and Sportsmanship by checking the appropriate choices below.
Do **NOT** share these results with your opponent.

Sportsmanship **(Circle the number on the left for *all* choices that apply)**	
1	My opponent was prompt to report for the start of the round.
1	My opponent shared his/her army list with me before the game.
1	My opponent came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.).
1	My opponent was consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes.
1	My opponent appeared to measure movement and assault distances accurately.
3	My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time. (3 points)
1	Rules issues that may have arose during the game were handled amicably by my opponent.
1	My opponent's army was easy to understand with clear conversions and/or completely WYSWIG.
1	My opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background).
1	I would voluntarily play this person again.
	Total Sportsmanship (Maximum of 12)

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

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Results for Scenario 2: Unplanned Assault

Your Name:		Table No:	

	Win	Draw	Loss
Your Primary Objective Battle Result: (circle one) ***NOTE:*** *If the game does not reach the end of turn 4 for any reason other than the total annihilation of one force, NEITHER PLAYER CAN CLAIM POINTS FOR THE PRIMARY OBJECTIVE.*	+20 Points	+10 Points	+0 Points
Your Secondary Objective Battle Result: (circle one)	+15 Points	+7 Points	+0 Points
Your Tertiary Objective Battle Result: (circle one) Both Players can complete this Objective.	+10 Points		+0 Points Did not complete this objective.
Tactical Bonus Points Earned (+0, +1, +2, or +3)			
Total Battle Points Earned (Add up totals from previous 4 lines):			

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 ***

Now, in private, rate your Opponent's Composition and Sportsmanship by checking the appropriate choices below.
Do **NOT** share these results with your opponent.

Sportsmanship **(Circle the number on the left for *all* choices that apply)**	
1	My opponent was prompt to report for the start of the round.
1	My opponent shared his/her army list with me before the game.
1	My opponent came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.).
1	My opponent was consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes.
1	My opponent appeared to measure movement and assault distances accurately.
3	My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time. (3 points)
1	Rules issues that may have arose during the game were handled amicably by my opponent.
1	My opponent's army was easy to understand with clear conversions and/or completely WYSWIG.
1	My opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background).
1	I would voluntarily play this person again.
	Total Sportsmanship (Maximum of 12)

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

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Results for Scenario 1: Annihilation

Your Name:		Table No:	

	Win	Draw	Loss
Your Primary Objective Battle Result: (circle one)	+20 Points	+10 Points	+0 Points
Your Secondary Objective Battle Result: (circle one)	+15 Points	+7 Points	+0 Points
Your Tertiary Objective Battle Result: (circle one) Both Players can complete this Objective.	+10 Points		+0 Points Did not complete this objective.
Tactical Bonus Points Earned (+0, +1, +2, or +3)			
Total Battle Points Earned (Add up totals from previous 4 lines):			

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 ***

Now, in private, rate your Opponent's Composition and Sportsmanship by checking the appropriate choices below.
Do **NOT** share these results with your opponent.

Sportsmanship **(Circle the number on the left for *all* choices that apply)**	
1	My opponent was prompt to report for the start of the round.
1	My opponent shared his/her army list with me before the game.
1	My opponent came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.).
1	My opponent was consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes.
1	My opponent appeared to measure movement and assault distances accurately.
3	My opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time. (3 points)
1	Rules issues that may have arose during the game were handled amicably by my opponent.
1	My opponent's army was easy to understand with clear conversions and/or completely WYSWIG.
1	My opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background).
1	I would voluntarily play this person again.
	Total Sportsmanship (Maximum of 12)

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

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PLAYER'S CHOICE VOTE

Fill this section out during Player's Choice judging.

Of all the armies at the tournament, which one is the best looking army and the one that you would like to take home with you if you had the choice?

Player's Choice
Player's Name: _____