

THURSDAY  
APRIL 18

12:00PM  
9:00PM

# ADEPTICON



## HORUS HERESY BETRAYAL

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 2013

HORUS HERESY - BETRAYAL

## RULES REMINDERS

### TERMINOLOGY

**Battle Results:** Each mission will define 2 Primary Objectives and 3 Secondary Objectives. The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory (10). If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory (6) and his opponent earns a Minor Defeat (4). If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw (5 each).

**Battle Record:** Each Battle Result is assigned a weighted value as shown in the parentheses above. A player's Battle Record is the cumulative total of these weighted values.

**Honor:** Honor is a cumulative total of all objectives achieved throughout the entire tournament and will be used when seeding subsequent games and breaking applicable Award ties. Each Primary Objective achieved can earn you up to 10 Honor. Each Secondary Objective achieved earns you 2 Honor.

**Strength of Schedule:** A player's Strength of Schedule is calculated by adding together the total Honor gained by all of his opponents over the course of the entire tournament. Strength of Schedule will be used as a final tie breaker in all applicable award categories.

**A Note on Sportsmanship and Disqualification:** Players who receive 2 or more negative sportsmanship marks will be disqualified from the event and will no longer be eligible to receive any awards.

### SCORING

- **Battle Results:** Determined by type and number of objectives achieved.
- **Honor:** Earned by achieving objectives. Max 26 per game.
- **Sportsmanship Marks:** Special (see below). Max 15 points.
- **Favorite Opponent:** Voted on by players. Max 15 points.
- **Appearance:** Judge scored (see below). Max 30 points.
- **Player's Choice:** Voted on by players

### GAME LENGTH

All missions will use the Variable Game Length rule (pg. 122).

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

### VICTORY CONDITIONS

The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

### CONCEDING AND WIPEOUTS!

If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.

### TOURNAMENT SCHEDULE

12:00PM – 1:00PM	Check-in, Setup & Voting
1:00PM – 3:30PM	Game #1
3:30PM – 3:45PM	Break
3:45PM – 6:15PM	Game #2
6:15PM – 6:30PM	Break
6:30PM – 9:00PM	Game #3
9:00PM	Awards

**Awards:** Best Overall, The Emperor's Champion, The Betrayer's Butcher, Best Sportsman, Best Appearance and Player's Choice.



# ADEPTICON 2013

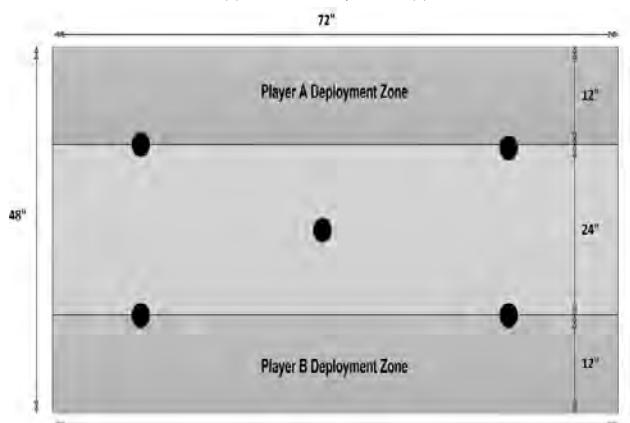
HORUS HERESY • BETRAYAL

## MISSION I: BROTHER VERSUS BROTHER...

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### DEPLOYMENT

#### :: DAWN OF WAR ::



The table is divided into two deployment zones on each long board edge. Each player will have up to 12" to deploy their force once their side has been determined.

Place five total objective markers on the table (Objective markers are supplied). Four of these objectives are deployed 12" away from the long and short board edge (see photo). The last objective is placed directly in the middle of the board. Objectives do not block line of sight and models may move over them with no ill effect—however a model may not end its movement on an objective.

Before any deployment occurs, both players should roll for their Warlord Traits and Psychic Powers as necessary.

Roll off—the winner may choose to deploy first or second. The player who deploys first deploys their entire force, except for any units held in reserve, into their deployment zone. Rules for deploying into fortifications, infiltrators, scout and transport vehicles, etc. are found on page 121 of the Warhammer 40,000 Rulebook.

### FIRST TURN

The player who deployed first also has the first turn, unless their opponent chooses to attempt to Seize the Initiative (pg. 122).

### LINE OF RETREAT

Units that fall back move directly towards their own table edge by the shortest route possible as described in the Warhammer 40,000 rulebook (pg. 30).

### MISSION SPECIAL RULES

Reserves (pg. 124)

### PRIMARY OBJECTIVES

- Victory Points:** Each player receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this mission. The player with the most Victory Points at the end of the game achieves this objective.

*Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.*

- Objectives:** The four table quarter objectives are worth **2 points** each and the center objective is worth **3 points**. Objectives can only be controlled by Scoring Units and follow all of the normal Warhammer 40,000 rules for objectives scoring. The player that scores the most points achieves this objective.

### SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- Last Man Standing:** The side with the greatest number of surviving units at the end of the game achieves this objective.



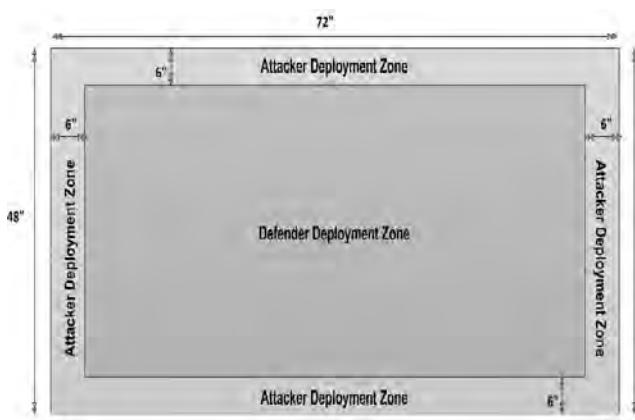
# ADEPTICON 2013

HORUS HERESY • BETRAYAL

## MISSION 2: STAND YOUR GROUND!

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### DEPLOYMENT



Roll off—the winner may choose to play as the Attacker or Defender.

Before any deployment occurs, both players should roll for their Warlord Traits and Psychic Powers as necessary.

Once the Attacker has been determined, the Defending Player then deploys his entire force within the Defender Deployment Zone, except for any units held in reserve. The only units that may be held in reserve are units that are forced to do so—and the Defending Player must nominate a long board edge where those reinforcements will arrive when available.

The Attacker then deploys his entire force within the Attacker Deployment Zone, except for any units held in reserve—and the Attacking Player's Reserve Board Edge is automatically set to the opposite long board edge previously chosen by the Defender. Rules for deploying into fortifications, infiltrators, scout and transport vehicles, etc. are found on page 121 of the Warhammer 40,000 Rulebook.

Please see the Secondary Objective "The Vital Unit" below before playing!

### FIRST TURN

The Attacking Player has the first turn, unless their opponent chooses to attempt to Seize the Initiative (pg. 122).

### LINE OF RETREAT

The Attacking Player's units will fall back to his Reinforcement long board edge (chosen later in deployment). Defending Player units fall back towards the nearest board edge. Units fall back via the shortest route possible as described in the Warhammer 40,000 Rulebook.

### MISSION SPECIAL RULES

Reserves (pg. 124)

**Deadly Atmosphere:** For the duration of the game, all armor saves of 6 must be re-rolled (invulnerable and cover saves are unaffected). Other saves are unaffected. Additionally, all armor penetration rolls of 1 must be re-rolled.

### PRIMARY OBJECTIVES

- Victory Points:** Each player receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this mission. The player with the most Victory Points at the end of the game achieves this objective.

*Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.*

- Survive Unto the Last:** Add up the total number of units, excluding vehicles or characters left alive at the end of the game - each unit is worth one point to the owning player. The player that scores the most points achieves this objective.

### SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- The Vital Unit:** Pick one non-HQ, non-vehicle unit in your army before the game and inform your opponent. If that unit survives the game and your opponent's Vital Unit does not - you achieve this objective.



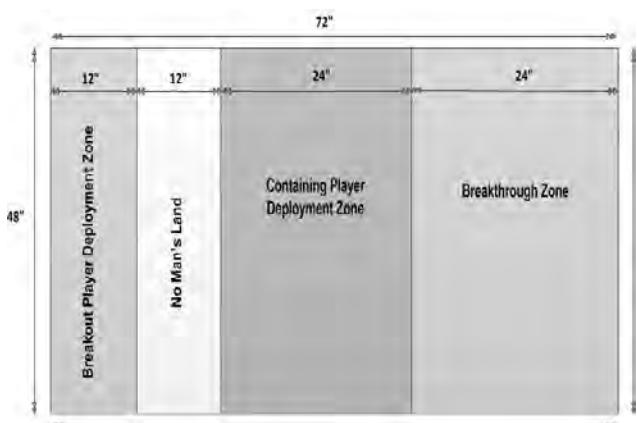
# ADEPTICON 2013

HORUS HERESY - BETRAYAL

## MISSION 3: AND THEY SHALL KNOW FEAR...

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### DEPLOYMENT



Roll off—the winner may choose to play as the Breakout Player or Containing Player.

Before any deployment occurs, both players should roll for their Warlord Traits and Psychic Powers as necessary.

Once the Breakout Player has been determined, the Containing Player then deploys his entire force within the Containing Player Deployment Zone, except for any units held in reserve. The only units that may be held in reserve are units that are forced to do so—when those units are available, they may enter from either long board edge within the **BREAKTHROUGH ZONE** area (IE—24" up the field, on either side of the table).

The Breakout Player then deploys his entire force within the Breakout Deployment Zone, except for any units held in reserve. The only units that may be held in reserve are units that are forced to do so—when those units are available, they may enter from either long board edge within the **BREAKOUT PLAYER'S** deployment zone (IE—12" up the field, on either side of the table).

Rules for deploying into fortifications, infiltrators, scout and transport vehicles, etc. are found on page 121 of the Warhammer 40,000 Rulebook.

### FIRST TURN

The Breakout Player always has the first turn.

### LINE OF RETREAT

The Breakout Player's units will fall back to his short board edge/deployment zone. The Containing Player's Units fall back to the nearest board edge. All units fall back via the shortest route possible as described in the Warhammer 40,000 Rulebook.

### MISSION SPECIAL RULES

#### Reserves (pg. 124)

**Ash and Darkness:** Before the armies deploy, but after Warlord Traits have been determined roll a D6:

#### D6 Ash and Darkness Result

1-2	The game is played normally.
3-5	The Night Fighting rules (pg. 124) apply for the duration of the game.
6	Night Fighting (pg. 124) is in effect for the duration of the game. Additionally, any target that is more than 24" away from the firer may only be fired at using the Snap-shot rules.

### PRIMARY OBJECTIVES

**I. Breakout/Cage of Death:** Each Breakout Player unit within the Breakthrough Zone at the end of the battle awards 2 points to the Breakout Player.

Each Breakout Player unit within the Breakout Player's Deployment Zone OR No-Man's Land awards 2 points to the Containing Player. And each break out player unit that is completely destroyed awards the Containing Player 1 point.

When determining what zone a unit is in, use a majority count of the unit (e.g.; 3 models are in the Breakthrough Zone, 2 are not—this unit would count as scoring in the Breakthrough Zone). If you cannot determine the zone the unit is in by majority model count, then award 1 point. The player with the most points at the end of the game achieves this objective.

**2.** Each player receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this mission. The player with the most Victory Points at the end of the game achieves this objective.

*Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.*

### SECONDARY OBJECTIVES

**I. Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.

**2. First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.

**3. Last Man Standing:** The side with the greatest number of surviving units at the end of the game achieves this objective.



# ADEPTICON 2013

HORUS HERESY - BETRAYAL

## FAVORITE OPPONENT VOTING

After the 3rd game, in tandem with the results for that game, players will have an opportunity to vote for their Favorite Opponent of the tournament. This vote should be awarded to the player that best exemplifies the Warhammer 40K hobby and provided a truly enjoyable game. This vote is mandatory and must be turned in with your Mission 3 Results Sheet.

In order to help you better remember your opponents after a series of long games, use the table below to record your opponent from each mission:

MISSION	OPPONENT'S NAME
1	
2	
3	

## FAVORITE OPPONENT

Player's Name: \_\_\_\_\_



# ADEPTICON 2013

HORUS HERESY - BETRAYAL

## RESULTS FOR MISSION 3: AND THEY SHALL KNOW FEAR...

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

### YOUR BATTLE RESULT (CIRCLE ONE)

Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
<b>Primary Objectives Achieved</b> Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		<b>0</b>	<b>1</b>	<b>2</b>
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		<b>Slay the Warlord</b>	<b>First Blood</b>	<b>Linebreaker</b>

\* Finished games are those that are ended by a Variable Game Length die roll (pg. 122) or where all 7 game turns were fully played out.

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: \_\_\_\_\_

**PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT  
TO THE JUDGE'S BOOTH AFTER YOUR GAME.**

\*\*\* 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

	<b>Fantastically Brilliant Game!</b> 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.
	<b>Perfectly Decent Game of Warhammer.</b> 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.
	<b>Just A Terribly Awful Game!</b> 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 <b>NEVER</b> be a reflection on the final results of the game.



# ADEPTICON 2013

HORUS HERESY - BETRAYAL

## RESULTS FOR MISSION 2: STAND YOUR GROUND!

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

### YOUR BATTLE RESULT (CIRCLE ONE)

Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
<b>Primary Objectives Achieved</b> Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		<b>0</b>	<b>1</b>	<b>2</b>
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		<b>Slay the Warlord</b>	<b>First Blood</b>	<b>Linebreaker</b>

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# ADEPTICON 2013

HORUS HERESY - BETRAYAL

## RESULTS FOR MISSION I: BROTHER VERSUS BROTHER...

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

### YOUR BATTLE RESULT (CIRCLE ONE)

Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
<b>Primary Objectives Achieved</b> Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		<b>0</b>	<b>1</b>	<b>2</b>
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		<b>Slay the Warlord</b>	<b>First Blood</b>	<b>Last Man Standing</b>

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# ADEPTICON 2013

HORUS HERESY - BETRAYAL

## PLAYER'S CHOICE

Fill this section out during Player's Choice Voting.

Please turn this sheet into the tournament judges before the start of Game #1.

After looking at the displayed armies, choose the army  
that **YOU** think is the best painted and modeled.

You may not choose your own army!

### FAVORITE ARMY

Player's Name: \_\_\_\_\_

