

After my previous weekend reports, Jeff Chua (one of the founders of AdeptiCon) asked me to join the AdeptiCon Council as a marketing and publicity writer. I accepted, joining the rest of the all-volunteer crew that puts together greatest GW convention in the world. As a member of the Council, I got to see a lot of the behind-the-scenes work that goes into making AdeptiCon happen. Monthly meetings/conference calls, terrain-building sessions, lining up sponsors, scheduling, logistics...all in all, an amazing amount of work.

One of the benefits of being part of the marketing/promotions crew (under the leadership of Hank “Muhwe” Edley) is that for the most part, once dice start rolling on Friday, our job is done. So for the third year in a row, I would attempt to secure the title of 40K Iron Man. Eleven games in three days would determine who would walk away from AdeptiCon with the title of Iron Man (and incidentally carry off a brand new Tyranid Heirophant courtesy of Forge World).

I left my home in Holland, MI on Thursday night. Two of my teammates were arriving at O'Hare Int'l airport at 8:00, and I was supposed to pick them up. Packing up my car, I loaded everything, checking to make sure it was all there. Clothes and sundries: check. Armies: check. Dice: check. Codexes and army lists: check. Team display boards: check. Personal display board: check.

I'd driven for about a half hour when I realized that I'd forgotten to bring along two banners that I'd printed, huge 44"x36" signs with the weekend's schedule.

Filling the interior of my car with profanities, I turned the car around, got the banners, and hit the road again. Some judicious violations of the speed limit (knowing where all the likely speed traps on the way to Chicago helped immensely) brought me to the arrival terminal at O'Hare just as Allan and Kevin (Blackmoor and Janthkin) were getting their bags. Perfect timing. Fifteen minutes after that, we were at the Schaumburg Marriott, home to AdeptiCon for the second year in a row.

Original plan: drop off some gear, Allan gets a hotel room, and Kevin and I spend the night at my folk's house, about twenty minutes away. Drive back the next morning after a full night's sleep.

Actual events: drop off some gear, help set up the Hall, help set up terrain, fold and staple programs, then proceed to the hotel bar and drink with other Council members, early arrivals, and Jes Goodwin until two in the morning. Then wake up early the next morning and finish setup.

Hey, no plan survives first contact with the enemy, right?

This year, AdeptiCon held the 40K and Fantasy tournaments in separate rooms. The 40K tournaments were held in the main ballroom, while the Fantasy tournaments were held in a semi-permanent pavilion set up outdoors. Friday morning was hectic, as the Fantasy pavilion was the last thing we could set up. Between setting up tables, securing extra lighting, and having the local Fire Marshall giving his OK, there were times we wondered if we'd get everything squared away in time.

The 40K tournaments were held in the main Ballroom. The AdeptiCon terrain elves had improved on their outstanding work from last year, and several clubs had provided additional terrain for yet more tables. Here's a picture of some of the tables provided by the Casus Belli gaming club out of Peoria, IL.



Around 11:00, the main ballroom began filling up with 40K players. 120 players showed up to compete in Friday's event, the 40K Gladiator. A no-holds-barred clash of the Titans, the 40K Gladiator is a tournament with a single rule: No Whining. At noon, dice began rolling as those 120 players began staking their claim for the title of AdeptiCon 2006 40K Gladiator Champion.

Each scenario had 3 objectives with 3 point values depending on a win or a draw or a loss: a primary (15/10/0), secondary (10/5/0), and a tertiary (5/3/0). On top of that there were always 2 bonus point modifiers in play for each game so the most points you could get in each round was 32pts.

I decided to make use of the Baneblade I'd won in the 2004 AdeptiCon 40K Gladiator. 634 points of blasting, zapping, crushing

death. The rest of my list consisted of a fairly typical guard army, along with a fairly atypical Ordo Malleus Inquisitor Lord.

Here's the list:

- *Iron Discipline, Cameleoline, Close Order Drill, Drop Troops*
- HQ: Junior Officer, *Iron Discipline*; 3 Guardsmen, Mortar; Standard Bearer, *Cameleoline*
- HQ: Ordo Malleus Inquisitor Lord, pscannon, null rod, psychic hood, Emperor's Tarot; 3 Warriors, 3 plasma guns; 2 Mystics; 2 Sages; 1 Familiar; Rhino, extra armor, smoke launchers
- T: Junior Officer; 4 guardsmen, 2 flamers; *Cameleoline*; Chimera, multilaser, heavy bolter; Infantry Squad, lascannon, plasma gun, *Cameleoline*; Infantry Squad, lascannon, plasma gun, *Cameleoline*
- T: Junior Officer; 4 guardsmen, 2 flamers; *Cameleoline*; Chimera, multilaser, heavy bolter; Infantry Squad, lascannon, plasma gun, *Cameleoline*; Infantry Squad, lascannon, plasma gun, *Cameleoline*
- FA: Hellhound
- FA: Cyclops Demo Vehicle
- FA: Cyclops Demo Vehicle
- HS: Baneblade Super-Heavy Tank
- HS: Basilisk, indirect fire



My first opponent was Scott Priz and his Godzilla Tyranids. The mission had as its primary objective moving scoring units into the enemy deployment zone, victory points as a secondary objective, and survival of your highest point unit as a tertiary objective. Bonus points for being the first to destroy the enemy's lowest cost unit and for having your highest cost unit kill enough enemy to equal or exceed its own point value.

As a prior Gladiator Champion, I knew that to have any chance at all of winning, I had to be able to claim all the objectives. The only problem was that marching my guard forward into a Godzilla Tyranid list was pretty much the last thing I wanted to do.

So after looking at the situation for a few moments, I decided to take a risk and execute the only plan I thought had a hope of success: I held all my infantry in reserve and used the Drop Troops doctrine.

In deployment, we both opted for strong right deployments...my strength was concentrated on my right side, and his strength was concentrated on my left side. The Emperor's Tarot helped give me the first turn, and I decided to take it.

My left flank moved laterally to reinforce the right flank, as my right flank advanced, moving into firing position on the enemy's weak side. The Inquisitor and his retinue zoomed forwards, popping smoke. Multilaser and heavy bolter fire thinned out the squad holding his left flank, while my ordnance managed to put a wound on several carnifii grouped conveniently together.



His turn 1 consisted mainly of maneuvering, as he pushed his godzillas forward and also moved to reinforce his faltering left flank. His limited shooting caused insignificant damage, and my turn 2 began.

One platoon and the HQ squad arrived. I sacrificed the HQ squad by dropping it into the enemy's rear, behind his strongest concentration of forces. The platoon dropped into the other corner of his deployment zone, into his weakened right flank. They added their firepower to the shots of the Baneblade, Inquisitor, and hellhound, to totally wipe out the Tyranid presence on that flank.



The Command HQ died instantly, but they served their purpose, as a squad of genestealers was pulled back deep into their deployment zone to deal with them. The Tyranid units continued pushing forward, and I dropped my next platoon to reinforce the first.

The two platoon command squads died, but their sacrifice lured the Tyranids into the center of the table, where with my right flank secured, my hellhound, inquisitor, and Baneblade, supported by the two platoons, began sending enfilading fire down the enemy ranks.

By the end of fourth turn, I'd pretty much obliterated all but one squad of the smaller Tyranids. Two of the carnifexes had died, but all the rest of the Godzillas were at two wounds. And then time was called.

We drew on the primary and secondary objectives, while I claimed the tertiary objective as a win, since my Baneblade remained

fully operational while his most expensive Godzilla had died. I got one of the bonus points, to give me 21 points in the first round. Somewhat disappointing, as I knew that another turn would have pretty much guaranteed me the win as all I had to do was to inflict a wound or two on a couple of the enemy Godzillas, but those are the breaks. Deciding whether or not to gamble by deep striking my infantry took me way too much time.

Round 2 saw me face off against Tom Ortman and his Black Templars. Tom's army was gorgeous, with lots of subtle conversions and painting. Unfortunately, I didn't get any close-ups of his models, but they were incredibly well done.

Deep Strike, Escalation and Night Fight were in effect. Since I felt wary of starting only my infantry on that table, I again elected to hold them in reserve and use the Drop Troops doctrine to deep strike them. I figured they were going to die, but hoped I could use them to draw the Black Templars away from the objectives and out of position.

The Emperor's Tarot again gave me the choice of first turn, and I elected to go second. His forces marched forward, followed by some more marching forward and deep striking his land speeders into advanced positions.



My first units rolled onto the table. Combined fire from my Inquisitor's retinue and a Chimera wiped out one squadron of speeders, while one platoon of infantry deep struck into the enemy's rear. Their shots managed to cause a few casualties, and the enemy forces obediently turned around to charge at them.

My plan began falling apart, however, as his reserves rolled onto the table, taking up the positions abandoned by the Black Templars infantry. The first platoon found itself wiped out by the Black

Templars, and the Inquisitor's rhino was destroyed by concentrated fire from the Dreadnought and a predator.



Turn 3 saw the arrival of the bulk of my forces, as the Baneblade, and the remaining platoon arrived. The platoon deep struck even further into the enemy rear, this time attempting to get side shots on an enemy predator with their plasma guns, while the Baneblade advanced on the right flank. The Baneblade began destroying the enemy, but my platoon's plasma guns failed to destroy anything. The platoon was quickly wiped out by the Black Templars squad that had destroyed the first platoon.

With Night Fighting in effect, the game turned into a battle of maneuver, as we both tried to put ourselves into position to secure objectives in the final turn. My left flank collapsed entirely, but the rolling armor on my right easily wiped out the troops in front of them. All of his speeders were swatted from the sky by massed multilaser and heavy bolter fire.

At the end of turn 6, I unveiled my final plot, as a platoon command squad disembarked and moved up to secure the one of the four objectives on the table. This left me holding two, my opponent holding one, and one contested.

Then Tom pointed out that my Baneblade was actually in range to hold two objectives. D'oh! Rolling off for the Baneblade, we found that the objective it was actually holding was the same one that my Basilisk was holding. So the end result was really one held by each side, one contested, and one not held by anyone.

Nuts.

That gave me a draw on the primary, a loss on the secondary, and a draw on the tertiary, with none of the bonus points for that mission.



I could at least console myself that since only the primary objectives counted for win/loss/draw, at 0-0-2, I was still *technically* undefeated for the weekend.

<COMMERCIAL BREAK>

You might notice that little thing in the lower right hand corner of the table in mission 2. That's not terrain: it's a Carved Metal turn counter. I took advantage of being on the Council to pre-order one before its official release at AdeptiCon and painted it up.

The Turn counter was a limited release at AdeptiCon, but I'm guessing that future gaming accessories will be forthcoming from Carved Metal. At \$10, the turn counters were a steal. Check out their products at <http://www.carvedmetal.com>.



</COMMERCIAL BREAK>

Round 3 found me at a table across from Liam O’Brien and his Thousand Sons army. The primary objective was table quarters, the secondary objective was to kill a nominated unit, and the tertiary was victory points.

I’d like to claim brilliant generalship as the reason for the game’s outcome, but really all credit belongs to three things:

- 1) The Iron Chimera. First Platoon’s Command Squad’s Chimera simply couldn’t die, no matter how many bolts of change got thrown at it.
- 2) The Iron Hellhound. The Hellhound must have come from the same forge world as the First Platoon’s Chimera, or been blessed by the Inquisition.
- 3) My Inquisitor Lord. At least 75% of the Tzeentch psychic powers were shut down by my Inquisitor Lord’s psychic hood. Since my opponent depended heavily on his psyker abilities (in particular the bolts of change for killing tanks at range, and the Key to move his Terminators and Thousand Sons around), he was pretty much screwed.

But it’s a Gladiator. I give him props for even taking the Thousand Sons to a Gladiator. After all, we all know that an army with two wounds has a lot going for it.

Here’s a picture post-deployment:



And here’s a picture after a few turns.



To Liam’s credit, he did fight hard. But with the Inquisitor’s psychic hood shutting down his psychic powers, and my massive superiority in long-ranged fire...he was pretty much screwed. When the game was over, I’d claimed the full 32 battle points from the round: 15 for the primary, 10 for the secondary, 5 for the tertiary, and both bonus points.

The final round of the Gladiator saw me up against Ron Spaulding. Last year, I’d faced Ron’s super-shooty Necrons. This year, I was to face off against his super-choppy genestealer horde.

The primary objective was to secure two objectives. The secondary objective was to have your highest point unit destroy enemy models equal to or greater than its points cost in models. And the tertiary objective was to be the first to destroy the enemy’s lowest cost unit.

Ron spread out his forces in a broad line, obviously planning to hit me everywhere at once and overwhelm me by sheer numbers. I placed my immobile units in the center, backed up by the Baneblade, with a squad out on the left flank and my mobile units on the right.

He won the roll to go first (actually, we rolled doubles on the Emperor's Tarot roll, then he won the roll to go first) and moved his models forward en masse.

I did what shooting I could, but my shooting was woefully inadequate all around. My Baneblade did manage to blow big holes all over the place, but they were merely drops of ink into an ocean. On the right flank, one of my platoon squads jumped out of the Chimeras and hosed down a squad of Genestealers with promethium, but the Genestealers' countercharge almost wiped them out in return, to no one's surprise. Only the lieutenant survived due to his IC status, and he managed to pass his morale check.

Turn two saw the first pinpricks of light, as massed lasgun fire and the Hellhound wiped out the Genestealer unit closest to my center. The baneblade and Basilisk continued to blow big holes in the enemy lines, and the center of the enemy assault began to look survivable. I also managed to wipe out his cheapest unit (a squad of Ravens) with sustained heavy bolter fire from the Baneblade.

Most surprisingly, I charged in the remaining platoon command squad into the assault on my right flank, and managed to overcome the genestealers in assault. I guess a 3 to 1 numerical advantage can overcome even total incompetence, sometimes.



By turn 3, massive amounts of dice were being rolled to assault the Baneblade as the Genestealers got into range, but only superficial damage was caused. Disheartened by the lack of results (and the automatic fallback that his genestealers suffered due to the super-heavy rules), Ron began diverting his genestealers away from the Baneblade and towards my softer guardsmen huddled behind it.

My left flank collapsed entirely, but the baneblade continued rolling on, crashing through difficult terrain as its guns continued to blaze. Its movement was reduced by the difficult terrain, but since it was a superheavy it wasn't immobilized.

Ron once again sent Genestealers after my Baneblade on Turn 5, but the end result was only a single structure point lost and the mega-battle cannon rendered inoperable for a turn. My remaining Guardsmen in the center began crumbling as the genestealers reached my rear areas, but the right flank continued its advance up the right flank unimpeded.

At the end of turn 6, almost all of my infantry had been torn to shreds...but my baneblade held one objective, and the platoon command squad that survived from my right flank held the other. Primary and Tertiary objectives achieved, Secondary objective draw.

Although I knew I was in no danger of winning the Gladiator, that left my record for the weekend at 2-0-2. I still remained *technically* undefeated.

Congratulations to “Mick” Jagger, aka PapaNurgle, for winning the Gladiator with his Drop Pod Space Marines and a perfect score of 128. Welcome to the Gladiator Champions' Club, Mick.

<COMMERCIAL BREAK>

After the Gladiator, I wanted two things: food, and beverages. The hotel bar provided both. They were also running a special: pints of Samuel Adams for \$4.50. Not bad when it comes to ridiculously priced hotel beverages.

<http://www.samueladams.com/>

After several \$4.50 samples of Boston's best, I felt much more relaxed and ready to face the rigors of the rest of the weekend. It was also a great time to chat with the square-basers who were reminiscing about the Fantasy Escalation tournament that had been going on concurrently over in the Fantasy Pavilion.

</COMMERCIAL BREAK>

On Saturday, the AdeptiCon 40K National Team Tournament took center stage. Teams from across the country came to test their mettle in four rounds of intense competition. Beautifully painted armies were the rule, with many teams going the extra mile to create themed army display boards, and even full-sized standards.

After two years of trying, Dakka Detachment One had finally been organized and was ready for battle. Allan “Blackmoor” Hernandez, Kevin “Janthkin” Brown, Jon “Yakface” Regul, and myself were ready to hoist the Dakka standard high. Our lists were pure theoryhammer, since getting together as a team and running practice games was impractical for our team. In fact, AdeptiCon was the first time that I’d met Allan and Jon in person. Great guys, even if Jon and Allan were wondering what that white stuff falling out of the sky was.

The team tourney format imposes some unique restrictions on army lists. 1 HQ, 2-3 Troops, 1 Elite, 1 Fast Attack, and 1 Heavy Support per player. In addition there are 3 “floating” choices per team, allowing one player per team to take an additional Elite, Fast Attack, and Heavy Support choice.

Each round of the Team Tourney splits the team into two two-player coalitions, facing off against two coalitions from another team. And in addition to the normal categories of battle, sportsmanship, appearance, and theme, the Team Tournament added several other categories. Headhunter points were earned by preserving your HQ units and killing your opponents HQs. Each team also received eight mulligan tokens. Each mulligan token allowed a single re-roll per game, but at the end of the day the number of mulligan tokens in your team’s possession would give you bonus points.

For our army lists, we’d settled on four Imperial Guard armies. Here were our lists:

Army #1 – Allan “Blackmoor” Hernandez

92nd Jantrine Patricians

Drop Troops, Grenadiers, Iron Discipline

HQ: Captain Julian Meridius - Junior Officer, bolter, Iron Discipline; 2 flamers, standard bearer; Chimera, multilaser, heavy bolter; Sentinel, lascannon

T: Alpha Squad - 6 Grenadiers, 2 plasma guns; Chimera, multilaser, heavy bolter

T: Beta Squad - 6 Grenadiers, 2 plasma guns; Chimera, multilaser, heavy bolter

T: Gamma Squad - 6 Grenadiers, 2 meltaguns; Chimera, multilaser, heavy bolter, searchlight

FA: Flames of Jant Normanidus - Hellhound

FA: Emperor’s Eyes - Sentinel, lascannon

HS: Thunder of the Throne - Basilisk, indirect fire

Army #2 – Kevin “Janthkin” Brown

43rd Padua Mechanized

Mechanized, Close Order Drill, Iron Discipline

HQ: Captain Lofgren Howe - Junior Officer, Iron Discipline; standard bearer; Chimera, multilaser, heavy bolter

T: 1st Platoon, Howe’s Company - Junior Officer; 3 meltaguns; Chimera, multilaser, heavy bolter, smoke launchers; Infantry Squad, lascannon, plasma gun; Chimera, multilaser, heavy bolter; Infantry Squad, lascannon, plasma gun; Chimera, multilaser, heavy bolter

T: Trojan 42L1 - Trojan

FA: Padua’s Revenge - Cyclops Demo Vehicle

HS: Padua’s Thunder – Griffon, infernus shells

HS: Padua’s Fury - Leman Russ Demolisher, lascannon, plasma cannons, searchlight

Army #3 – Jon “Yakface” Regul

81st Solvientz Brigade

Mechanized, Close Order Drill, Allow Rough Riders

HQ: Salamander Command - Salamander, 2 heavy bolters

T: 2nd Platoon, Lt. Nicholas Ivantroz - Junior Officer; 3 flamers; Chimera, multilaser, heavy bolter; Infantry Squad, lascannon, plasma gun; Chimera, multilaser, heavy bolter; Infantry Squad, lascannon, plasma gun; Chimera, multilaser, heavy bolter

T: 3rd Squad, 2nd Platoon - Armored Fist Squad, lascannon, plasma gun; Chimera, multilaser, heavy bolter

FA: Sibeern Rough Riders - Rough Rider Veteran Sergeant, 5 Rough Riders, hunting lances

HS: Metallus Gravis - Leman Russ, heavy bolter

Army #4 – Bill “Centurian99” Kim

Vervunhive Recon Task Force

Grenadiers, Mechanized, Close Order Drill, Iron Discipline

HQ: General Grizmund - General Grizmund

T: 7th Platoon, Tanith 1st and Only - Junior Officer, Iron Discipline; Chimera, multilaser, heavy bolter, searchlight; Infantry Squad, lascannon, plasma gun; Chimera, multilaser, heavy bolter; Infantry Squad, lascannon, plasma gun; Chimera, multilaser, heavy bolter

T: 10th Volpone Bluebloods - 6 Grenadiers, 2 plasma guns; Chimera, multilaser, heavy bolter

FA: Cyclops Demo Vehicle - Cyclops

HS: Vervunhive’s Resolve - Basilisk, indirect fire

Round one pitted Dakka Detachment One against the boys from Team Leadership 10. I partnered with Allan in this round, and we faced off against two shooty Space Marine armies, an Imperial Fists and an Iron Hands army. The mission was “None Shall Fight Alone”: Cleanse 2 deployment, with the objective of holding table quarters. The twist was that units from both armies in a coalition were required to hold or contest a table quarter.



With deep striking terminators, including a fearful librarian, we deployed with the objective of keeping them from having good landing spots for their reserves, while still trying to hide from the enemy's three tank-hunting devastator squads. The relative scarcity of LOS-blocking terrain made that difficult, and eventually we had to place some of our Chimeras in LOS of the enemy devastators.

We rolled off for first turn...and our die roll came up as a 1, versus our opponents 3. Our opponents were about to begin moving when we told them to hold on for a second. A quick glance between me and Allan, and we took our mulligan, winning the roll to go first.

This turned out to be critical, as we got to get off a vicious first volley that crippled several enemy squads and allowed us to get better positions with our vehicles. Our ordnance proved devastating, as they eviscerated squads left and right.

We continued to lay down steady fires, crippling squads and rendering them non-scoring while managing to avoid the bulk of their incoming fire. Things looked good, when the Imperial Fist terminators arrived. One squad deep struck on our left flank, while the librarian took a risk and deep struck into the middle of our deployment zone.

The risk paid off, and Fear of the Darkness immediately chased one of my squads and the Cyclops controller off the table. As a cherry on the sundae, the Terminators' storm bolters blew Allan's command squad away.



Allan brought his grenadiers around to deal with the Librarian and his bodyguard. The results were...underwhelming to say the least. Only two terminators died as 3 plasma guns, 2 meltaguns, a lascannon, and a squad of lasguns opened up.

Although the shooting was underwhelming, two casualties was enough to force a morale check...and the Librarian failed it. Stuck in the middle of our army, the squad was unable to rally.

On the next turn, we surrounded the squad, blocking all possible fallback routes. It cost us one of the Basilisks, immobilized by difficult terrain, but unable to rally and with no where to go, the Librarian and his squad were destroyed on their next turn.

That pretty much decided the game. Ordnance and lascannon fire crippled all of the remaining Imperial Fist units, preventing our opponents from claiming or contesting any table quadrants. With two quadrants in our possession, that gave our team a crushing victory. Combined with Jon and Kevin's victorious slaughter, that gave our team a nice start.

As I stated before, our lists were pure theoryhammer. Since we were spread out geographically, our team never got a chance to

practice together. But some practice games did manage to get played. Jon and Allan are both from LA, and got in a few games together with their armies. Kevin was on his own in San Jose, but I managed to find a local player who had enough Imperial Guard that he could proxy my teammates' lists.

Round two matched our team up with the Flying Hellfish, an Imperial Guard SAFH. Including, of course, the only person at AdeptiCon who had seen our lists and knew how they functioned. Nuts.

The second round's mission, "Supply Raid," used the objective markers that each team brought. Each objective gave the owning team a bonus of 250 victory points. To make things interesting, night fighting rules were in effect for at least the first turn, and possibly the second.

I partnered with Jon (Yakface) in this round. Our opponents deployed in a typical gunline, with their numerous heavy weapons behind a screen of conscripts. We deployed with our units hidden behind terrain and kept the infantry mounted in their Chimeras.

Our opponents won the roll for the first turn, but with night fighting in mind, gave us the first turn in the hopes that we'd get close enough to allow their weapons to engage.



With the terrain giving us some "safe zones" we moved the bulk of our forces up the left flank. On the right flank, Jon advanced

with his Russ and Salamander Command vehicle, while I zoomed my platoon command's Chimera up the center. The platoon command's Chimera used its searchlight to illuminate an enemy heavy weapons squad, which the Russ and Salamander proceeded to pound with heavy weapons fire.

The Flying Hellfish's shooting was crippled by the Night Fighting rules, and what shots did find the range were unable to destroy the Chimeras obscured by terrain. Turn 2 rolled around, and night fighting remained in effect.

Jon and I continued to push forward on the left, this time limiting our movement to 6" so that our Chimeras could fire at full effect. Ignoring the screen of conscripts, our Chimeras reached out and began pummeling the heavy weapons squads. Ordnance blasts added their fire and the enemy's rear began crumbling.

Once again, terrain and night fighting crippled the Hellfish shooting phase, and although Detachment One suffered some casualties, the bulk of our forces remained in position and ready to bring down some serious hurting.

My Cyclops had zoomed through a hole in the Conscripts line, but in their turn, the Hellfish surrounded the Cyclops with conscripts, preventing it from advancing further. Enemy fire eventually blew it up.



When daylight arrived, Jon and I began the serious pounding, tank shocking the conscripts and rolling straight into the enemy's flank. All of the enemy's anti-tank heavy weapons teams had been obliterated by our Chimeras and ordnance, and the uselessness of the heavy bolters squads against our Chimeras front armor proved their undoing.

Jon's Rough Riders and my grenadiers proved the coup de grace, driving a stake into the enemy's heart. When the dust had settled, they'd taken casualties (and the grenadiers were wiped out)

but the Hellfish had only a few scattered units remaining. Our teammates did equally well, with another pair of crushing victories to Dakka Detachment One's credit.

<COMMERCIAL BREAK>

The first commercial break featured the AdeptiCon limited edition turn counter by Carved Metal. The picture also included two dice, part of the AdeptiCon dice set available on the Adeptus Windy City web site.

<http://www.adeptuswindycity.com>



Available in blue and black, these dice are the perfect complement to any gamer's arsenal. The AdeptiCon buzzsaw logo replaces the "6" on each die, so that your opponents can be certain when you rend your way through their armies.

</COMMERCIAL BREAK>

Round 3 of the Team Tournament pitted our team against the boys of Team High Rollers. The High Rollers consisted of four identical word bearer armies, including decked out Khornate daemon princes, min-sized las/plas squads, bikers, obliterator, and defilers.

The mission was Unexpected Engagement 2, using Reverse Escalation. Basically, any units that would normally start off the table in escalation were deployed, and any units that would start on-board started in reserve.

Our opponents deployed a pair of Khornate Daemon princes, two defilers, and two bike squadrons. We deployed everything. Our opponents rolled a two compared to our three, and elected to burn a Mulligan in the hopes of going first. Then they rolled a one.

The first two turns were predictable, as Kevin (Janthkin) and I combined our firepower to wipe everything the High Rollers had off the table. Only the Daemon Princes and a single biker survived to turn two, and all were completely wiped before their reserves arrived.



Feeling pretty good, we started rolling forward to try and get better firing solutions, but this proved to be a huge mistake. The enemy infantry marched on into the table and straight into ruins. The High Rollers truly lived up to their name, making armor saves and cover saves left and right. Lascannon and plasma gun fire began taking its toll on our Chimeras, and by the end of Turn 6, our massive VP advantage from turn 2 had been whittled down to a draw.

The other half of our team did worse, getting away with a solid loss. I expected this to dash our hopes of placing, but when the pairings for Round 4 were released, our team still held fourth place.

So...going into round 4, we were contenders! Of course, I didn't know this, since Jon had been the one to find out which tables we were playing on, and I didn't see for myself how high we were in the standings.

Anyways, round 4 of the Team Tourney was "Captain's Choice." That meant that I, as team captain, got to choose the pairings. We discussed it as a team, and decided our best bet was to spread out our ordnance to give us three ordnance tanks per coalition. That meant I would pair with either Jon or Allan. After

discussing it, we decided to go with the Kevin/Allan and Jon/Bill, mainly because of the better balance in model count.

Our round four opponents were Team Poor Sportsmen of the Apocalypse. Apparently, their team had somehow managed to achieve the lowest sportsmanship score last year at AdeptiCon. I have no idea how they did so, since they were some of our most fun opponents all day long. If they had used a lick of theme (besides destroying all opponents as efficiently as possible) we would probably have picked them as our player's choice nomination. But none of us could justify giving that to a team that included both White Scars and World Eaters.

Anyways, Jon and I opposed an Iron Warriors/World Eaters coalition. Unfortunately, I failed to take any pictures of this game,, so you'll have to settle for my description.

The mission was Endgame Scramble, and our objective markers again came into play. This time, the mission depended entirely on achieving the objective...that is, only holding objectives mattered.

Placement of objectives was curious. Essentially, one objective was in the center of the table, one was on left side, and two were on the right. Jon and I decided to deploy the majority of our troops inside their Chimeras, with the eventual goal of grabbing objectives, with only a single squad hunkered down in building.

We deployed with what looked like a balanced deployment, with our forces spread out across the deployment zone. Our deployment was heavily weighted towards the center and the right flank. Although we had units on our left flank, for the most part they were our “throw-away” units, but with a Leman Russ and a Basilisk there as well, it looked impressive as hell. Our opponents fell for the bait, and deployed in a largely balanced formation, anchored by their defilers on either flank.

We burned a mulligan to gain a re-roll on the first turn roll, and managed to gain the all-important first volley. Our plan worked like a charm. Our center and right flank forces eradicated the bulk of the iron warriors facing them, while we advanced some of our forces up the left. Combined with my Cyclops zooming forward, we lured the World Eaters off to the left flank as well.

Our thrust up the left flank collapsed, but we'd planned for that. Our secondary forces on that flank began picking apart the enemy units, led off by my grenadiers and Jon's Leman Russ gutting the bikers, while my Basilisk killed one of the defilers before succumbing to enemy fire.

We began a strong push up the right flank. Jon's Rough Riders galloped forward and finished off the Iron Warriors Daemon Prince, wounded by concentrated plasma gun fire from our infantry squads.

Our opponents had a few units holding the objective on our left flank, but concentrated fire wiped out those units capable of contesting or capturing the others. With our remaining units, we zoomed forward and deployed our infantry, securing three of the objectives.

Their few remaining scoring units were all too far away to challenge our ownership of the three objectives. But our opponents had a single defiler remaining. With all three objectives that we controlled within the defiler's minimum range, and the Defiler itself to far away, our opponents did the only thing they could...the defiler moved up and shot a direct-fire shot at one of our squads. Luck was with them, and the resulting blast landed on target, gutting a squad of guardsmen securing one of the objectives. This last shot reduced the squad to below scoring strength, which left us with only two objectives in our possession, for a solid victory.

Allan and Kevin contributed another crushing victory to our team's total, for a final record of 1 victorious slaughter, 4 crushing victories, 1 solid victory, a draw, and a solid loss. Not too shabby for Dakka Detachment One, especially considering that our team had never practiced together and our lists were pure theoryhammer.

After a short break, the standings were announced. Dakka Detachment One was honored with the Best Team Tacticians title. We actually came in second in that category, but the only team with more points was Team So. Cal GW League, the AdeptiCon 2006 Team Tournament Overall Champions. So since they won the only award that superseded the Best Team Tacticians, Dakka Detachment One got its share of the bragging rights.

<COMMERCIAL BREAK>

What could be more appropriate for commercial break than to recognize that which brought team Dakka Detachment One together...the website and forums of Dakka Dakka. So here's to Russ Wakelin, founder of Dakka Dakka, for creating that which brought Dakka Detachment One together.

<http://www.dakkadakka.com>



Dakka Dakka is one of the longest-running Games Workshop forums, with an attached website that includes articles, reviews, and other features. With a world-wide membership, we can sometimes be a bit rough and tumble, but it's a generally good natured place.

Dakka also includes discussion forums for non-GW miniature games, such as Flames of War, Warmachine, Babylon 5, and Starship Troopers, so check it out for yourself and see what you can bring to the table.

Here's a picture of Team Dakka Detachment One. This picture was actually taken on Sunday, so we're not wearing the Dakka hoodies that were our team uniforms, so to speak. (Well, the Dakka hoodies that Allan, Jon, and I wore, since Kevin forgot to bring his...)



From left to right: Me (Centurian 99), Jon (Yakface), Kevin (Janthkin), and Allan (Blackmoor).

Saturday night after the team tourney, we also got a chance to gather up what Dakkaites we could and got a group photo. Unfortunately, we missed a bunch of people, but here we are:



</COMMERCIAL BREAK>

Late-night partying and hanging out with friends kept me up till four in the morning, but at eight I was up and ready to go. Three more games, and AdeptiCon 2006 would be finished. After two days of Imperial Guard, I was ready to put them on the shelf for a while. So I brought my Night Lords to spread terror and woe.

HQ: The Dark Lord - Chaos Lord (60), close combat weapon (1), Dreadax (25), daemonic aura (15), daemonic flight (20), daemonic essence (10), daemonic resilience (10), daemonic stature (15), spiky bitz (10), Mark of Chaos Undivided (5)

E: The Dark Riders - 5 Chosen Aspiring Champions (135), 5 Chaos Space Marine bikes (100), 5 daemonic armors (50), *skilled rider* (10), Mark of Chaos Undivided (5), 2 plasma guns (20), 2 power fists (30), Icon of Chaos Undivided (20)

E: The Twisted Brotherhood - 2 Obliterators (140)

T: The Brotherhood of Fear - 6 Chaos Space Marines (84), lascannon (15), plasma gun (10), *stealth adept* (6) Mark of Chaos Undivided (6)

T: The Brotherhood of Terror - 6 Chaos Space Marines (84), lascannon (15), plasma gun (10), *stealth adept* (6) Mark of Chaos Undivided (6)

FA: The Brotherhood of Hatred - Raptor Aspiring Champion (42), power weapon (10), daemonic strength (5), daemonic mutation (10), 5 Raptors (145), 2 flamers (12), *furious charge* (18), Mark of Chaos Undivided (6)

FA: The Brotherhood of Vengeance - Raptor Aspiring Champion (42), power weapon (10), daemonic strength (5), daemonic mutation (10), 5 Raptors (145), 2 flamers (12), *furious charge* (18), Mark of Chaos Undivided (6)

FA: Anger Ascendant - 8 Furies (120)

FA: Rage Incarnate - 8 Furies (120)

HS: The Brotherhood of Thunder - 6 Havocs (84), 2 missile launchers (40), autocannon (20), *stealth adept* (6), *infiltrate* (18), *tank hunter* (18)

In round one, I got paired up with Chris Hill. I'd played him before at AdeptiCon 2004, where I'd managed to defeat him in my rise to claim the Gladiator championship. I won the Gladiator, but he won Championships that year, and repeated in 2005. He's the only guy who's ever repeated as an overall champion in any AdeptiCon event, so I knew I was in for a fight.

He came with his beautifully painted Slaanesh army. The mission was Clear the Way, a table quarters mission with Night Fight on the first turn.

I'd like to claim that my supreme tactical abilities allowed me to claim victory, and I did have a plan that executed nicely, namely the eradication of icons on my right flank, forcing his daemons to appear where my Dreadax-equipped statures prince could easily jump in and dispatch them and my shooting could all be brought to bear.



But a major component to my getting a victorious slaughter along with the secondary and tertiary objectives was the way that his Dreadnought fire frenzied in the first three turns. With night fight on the first turn, the Slaaneshii Dreadnought killed off the Slaaneshii predator, then shot up a few innocent trees on the second as it couldn't see anything, and on the third it took potshots at my Obliterators, but was unable to charge them, letting them wound his Daemon Prince.



So, with a victorious slaughter under my belt, I moved on to round two. Paul Murphy, of NATO (the North Atlanta Tactical Organization) brought his Blood Angels out to play. The mission was Advancing Assault, an escalation mission. Primary objective was victory points, secondary objective was table quarters, tertiary to hold the center of the table.

The game was a tough, hard fought one. The stealth adept upgrade paid off in this mission, as it allowed my havocs and troop squads to survive concentrated fire from six las/plas squads. My bikers came in on turn two, turbo-boosting into the center of the table, and providing a target for his vindicator and baal predators that came on the table next. Thanks to their 2+ invulnerable, only one bike died, and the next turn the bikers proceeded to charge straight into the largest concentration of tactical marines, supported by my Furies.

The arrival of an assault squad and a Sanguinary High Priest gutted the Chosen bikers, but one power-fist equipped model survived to strike back, and killed the high priest. Meanwhile, the havocs, Chaos marines, and Obliterators crippled or killed off the enemy armor.

Paul began pulling his troops back, forcing me to chase after him. With random game length making it an open question as to whether there would be a fourth turn, I had to chase after him or risk losing the secondary and tertiary objectives. As it turned out, the game ended after turn 6, leaving me with a solid victory for the primary objective, and achieving the secondary and tertiary objectives.

A good, and definitely a well-played, game.

<COMMERCIAL BREAK>

Army Builder 3.1, made by Lone Wolf Development, is an amazing program for any wargamer. It makes army creation a breeze, and allows you to print out detailed army rosters for playing use.

Not only that, but Wolf Lair is a proud sponsor of AdeptiCon. Along with prize support, they provided AdeptiCon with an Army Builder workstation. Located in the AdeptiCon vendor hall, this computer and printer were available for use by all AdeptiCon attendees.

<http://www.wolflair.com>

</COMMERCIAL BREAK>

One of the global rules at AdeptiCon was full army list disclosure. That meant that you had to tell your opponent which unit was in which transport, what wargear your characters were equipped with, etc. It also meant that you had to provide your opponent with a copy of your army list before each game.

A few went above and beyond, such as Paul Murphy's gorgeous army booklet for his Blood Angels, complete with pictures and backstory. However, most were simple Army Builder printouts, functional and complete. My 40K Championships Round 3 opponent, who shall remain nameless, provided me with the following army list:

Demon Lord

w/B	S	T	w/Sv	A
6	3	5	6	4

attacks with 1 re-roll (197)

wind of chaos

Thousand Sons

9 men rubric
champion w/fist
wind of chaos
rhino w/ea. & smoke

/ 11

✓ 9 flammers (314)
" (314)
9 horrors (207)
5 terminators (153)
✓ champion w/fist: (238)
✓ las-pred: (145)
✓ las-dred: (130)
✓ defiler: (150)

250
153
116
62
150
145
(676)

Now, I'll admit that by this point, I probably reacted with a bit more exasperation than I would have normally. In point of fact, I was so tired that I really didn't even look at the list until the middle of the game. Also, in my opponent's defense, I was told after the game that he'd lost his list at some point and had to scribble down a copy for games 2 and 3 of the 40K Championships. He also supposedly felt really bad about it.

But...c'mon. That list was utterly unacceptable. Especially since it wasn't even correct. My opponent tried to tell me in the middle of the game that the Daemon Prince was supposed to have a 2+/5+ save instead of the 3+/5+ he had written down.

As it was, we played out the game, and I managed to pull off a victorious slaughter and the secondary victory condition. Even with that, though, I just really didn't have a whole lot of fun in this game. Fatigue, lack of sleep, and general frustration with the army list all played their part, and that was just too bad.

With the exception of that game, I had a great time all weekend. 11 games in three days, with mostly great opponents, a bunch of ridiculously good looking armies, an undefeated record (8-0-3, to be precise...so I was technically “undefeated” for the weekend), and of course, being part of the AdeptiCon 2006 National Team Tournament “Best Team Tacticians” all combined to the most fun I've ever had in a Games Workshop-related weekend.

The third time proved not to be a charm for my Iron Man quest, but that was fine by me. I'm happier with the Team Tourney “Best Tacticians” award than I would have been with the Iron Man. So with three attempts to claim the AdeptiCon Iron Man title, I regretfully announce my retirement from future Iron Man competitions. Well, not really all that regretfully, because next year I'm looking forward to playing in the 40K Gladiator and Team Tournament, as well as possibly running a tournament myself, or attending some hobby seminars (which I unfortunately missed out on this year due to Iron Man competition).

Without a doubt, Dakka Detachment One will be back at AdeptiCon 2007 to defend our Best Team Tacticians title. Or if we can't achieve that, we'll settle for the Overall Champions title.

All smack talking aside, I'd like to extend my heartfelt thanks to the AdeptiCon Executive Council, Jeff Chua, Matt Weeks, and Hank Edley, for providing the leadership and motivation that keeps AdeptiCon going. I'm already looking forward to next year, and I'm sure we'll continue to improve and build on the excitement and excellence that have become signatures of AdeptiCon.



The 40K Gaming Hall – My Home for Three Days



The Fantasy Pavillion – Where the Square-Basers Played