



ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS FINALS

THE MϠN Ϡ SKULLS

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP (TURN 1 NIGHT FIGHT) ***

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn.

DEPLOYMENT (DAWN Ϡ WAR)

The table is divided lengthways into two halves.

The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge and places the first tactical marker. Players then take turns placing their tactical markers until a total of 6 markers (3 per player) are on the table. Tactical markers must be placed according to the following rules:

- The first tactical marker a player places **MUST** be in his/her own half of the table.
- The remaining two tactical markers **MUST** be placed in their opponent's half of the table.
- All tactical markers **MUST** be at least 12" away from other tactical markers and at least 6" from all table edges.
- Tactical markers may **NEVER** be placed in impassable terrain.

The player that goes first then can deploy up to two units from his Troops selections and up to one unit from his HQ selections in his half of the table (this is his 'deployment zone'). His opponent then does the same in the opposite half, but must position his three units more than 18" from enemy units.

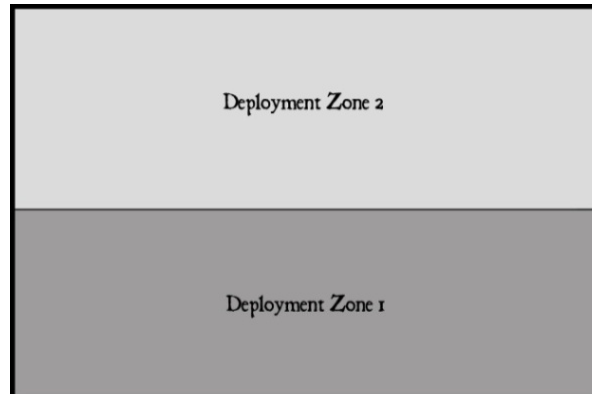
Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

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

Troops and HQ units that can infiltrate, can do so, as long as at the end of deployment the player still has a maximum of one HQ and two Troops on the table. Lastly, players make any scout moves.

All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.

The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).



MISSION SPECIAL RULES

Night Fight (Turn 1 Only), Tactical Markers (see Deployment) Reserves, Deep Strike (pg 94-95)

MISSION OBJECTIVES

Annihilation: The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this mission objective.

Hold the Line: You achieve this mission objective by controlling more tactical markers in your half of the table than your opponent. To control a tactical marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.

Take and Hold: You achieve this mission objective by controlling more tactical markers in your opponent's half of the table than your opponent. To control a tactical marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.

VICTORY CONDITIONS

The player that has successfully achieved the most mission objectives at the end of the game wins.

If neither player has achieved victory through mission objectives, then the game ends in a tiebreak.

Tiebreak: You must score at least 1 more Victory Point than your opponent as described in the Warhammer 40,000 rulebook (pg 300). In the rare instance that Victory Point totals are equal, ties will be broken first by comparing cumulative Strength of Schedules (higher wins) followed by comparing cumulative total mission objectives achieved (most wins).

Wipeout: The player that achieves a 'Wipeout!' automatically wins the game. Mission objectives are scored as normal for both players (see Rules Addendum).



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WARHAMMER 40K CHAMPIONSHIPS FINALS

BY THIS AXE I RULE!

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

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn.

DEPLOYMENT (SPEARHEAD)

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point. Place one tactical marker in the exact center of the table.

The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in one of the two table quarters on his side of the table, more than 12" away from the center of the table (this is his 'deployment zone'). His opponent then deploys in the diagonally opposite quarter, following the same restrictions. The remaining table quarters are considered "neutral" at the start of the game.

Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

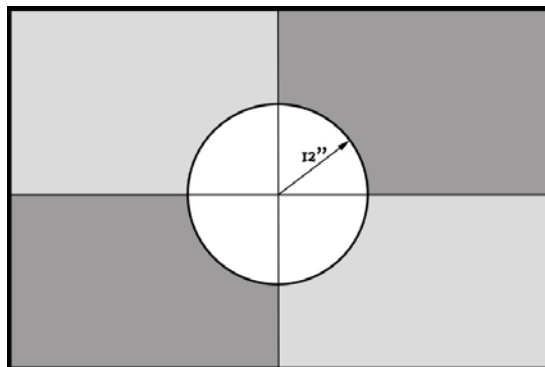
At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves.

The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

MISSION SPECIAL RULES

**Tactical Marker (see Deployment)
Reserves, Deep Strike (pg 94-95)**



MISSION OBJECTIVES

Annihilation: The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this mission objective.

Battlefield Control: The player that controls the most table quarters at the end of the game achieves this mission objective. To control a table quarter there must be a Scoring Unit in that table quarter at the end of the game and the quarter must not be contested by enemy units (any unit, whether scoring or not). A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters, the unit is considered to control or contest the table quarter containing a **MAJORITY** of that unit. If this is unclear, then randomly determine which table quarter that unit is controlling or contesting.

Lead by Example: A player achieves this mission objective by having a model from an HQ unit within 3" of the tactical marker at the center of the table when the game ends. Both players can achieve this mission objective.

VICTORY CONDITIONS

The player that has successfully achieved the most mission objectives at the end of the game wins.

If neither player has achieved victory through mission objectives, then the game ends in a tiebreak.

Tiebreak: You must score at least 1 more Victory Point than your opponent as described in the Warhammer 40,000 rulebook (pg 300). In the rare instance that Victory Point totals are equal, ties will be broken first by comparing cumulative Strength of Schedules (higher wins) followed by comparing cumulative total mission objectives achieved (most wins).

Wipeout: The player that achieves a 'Wipeout!' automatically wins the game. Mission objectives are scored as normal for both players (see Rules Addendum).



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WARHAMMER 40K CHAMPIONSHIPS FINALS

DIG ME NO GRAVE

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

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn.

DEPLOYMENT (PITCHED BATTLE)

Before deciding deployment zones, each player must declare a single, non-dedicated transport unit in the opposing army to be **Marked for Termination**. This selection happens prior to any special rules that may alter the unit's makeup before the battle. Additionally, units that split from, combine with or are permanently added to a Marked unit throughout the course of the game will also be considered Marked and must be destroyed to achieve the mission objective. Record this unit under the mission objective.

Next, the players roll-off and the winner places a tactical marker on the table. Then his opponent does the same and the players alternate placing tactical markers **until five (5) tactical markers** have been placed. These markers may not be placed in impassable terrain, or within 12" of a table edge or another marker.

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.

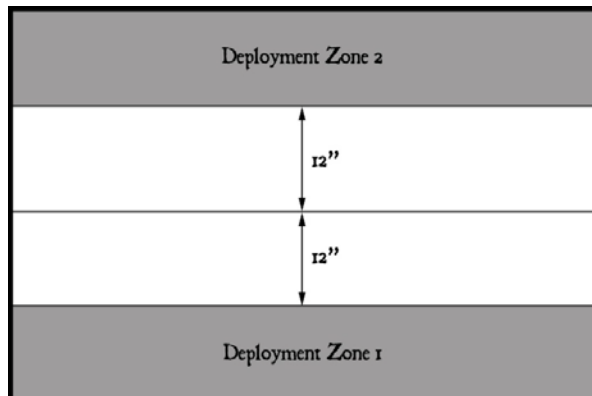
Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half, following the same restrictions.

Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

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

Finally, alternate deploying any infiltrators and making any scout moves.

The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).



MISSION SPECIAL RULES

Tactical Markers, Marked for Termination (see Deployment) Reserves, Deep Strike (pg 94-95)

MISSION OBJECTIVES

Annihilation: The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this mission objective.

Seize Ground: The player that controls the most tactical markers at end of the game achieves this mission objective. To control a tactical marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.

Marked for Termination: A player achieves this mission objective by destroying the opposing unit that was Marked for Termination at the start of the game (see Deployment). Both players can achieve this mission objective.

Unit Marked for Termination	
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VICTORY CONDITIONS

The player that has successfully achieved the most mission objectives at the end of the game wins.

If neither player has achieved victory through mission objectives, then the game ends in a tiebreak.

Tiebreak: You must score at least 1 more Victory Point than your opponent as described in the Warhammer 40,000 rulebook (pg 300). In the rare instance that Victory Point totals are equal, ties will be broken first by comparing cumulative Strength of Schedules (higher wins) followed by comparing cumulative total mission objectives achieved (most wins).

Wipeout: The player that achieves a 'Wipeout!' automatically wins the game. Mission objectives are scored as normal for both players (see Rules Addendum).



ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS FINALS

WOLVES BEYOND THE BORDER

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

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

Each game will last two hours and fifteen minutes. Players should continue to start new game/player turns until the final five (5) minute warning, after which **NO** additional game turns shall be started. If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn.

DEPLOYMENT (PITCHED BATTLE)

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.

Place one tactical marker in the exact center of the table. Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge and places another tactical marker wholly within his opponent's deployment zone at least 6" from all table edges and 18" from the tactical marker in the center of the table. The opposing player then does the same. **There should be a total of three (3) tactical markers on the table at this point.**

The player that goes first then deploys his; with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half, following the same restrictions.

Both players may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

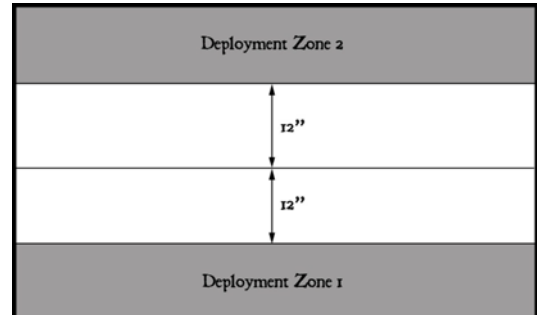
At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves.

The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

MISSION SPECIAL RULES

Tactical Markers (see Deployment)
Reserves, Deep Strike (pg 94-95)



MISSION OBJECTIVES

The Sum of Parts: A player achieves this mission objective by destroying half or more (rounding up) of his opponent's available Kill Points as **calculated from his opponent's army list prior to the start of the game.** Both players can achieve this mission objective.

This is the 'target number' required to achieve this mission objective. This 'target number' cannot be altered by events that increase or decrease the number of units/Kill Points on the table throughout the game.

Tactical Markers: The player that controls the most tactical markers at end of the game achieves this mission objective. To control a tactical marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.

Recon: The player with the most units (scoring or otherwise) **entirely within** the enemy deployment zone at the end of the game wins this mission objective. The goal of this mission objective is not to "control" the enemy deployment zone, simply total up the number of eligible units in each deployment zone to determine the winner.

VICTORY CONDITIONS

The player that has successfully achieved the most mission objectives at the end of the game wins. If neither player has achieved victory through mission objectives, then the game ends in a tiebreak.

Tiebreak: You must score at least 1 more Victory Point than your opponent as described in the Warhammer 40,000 rulebook (pg 300). In the rare instance that Victory Point totals are equal, ties will be broken first by comparing cumulative Strength of Schedules (higher wins) followed by comparing cumulative total mission objectives achieved (most wins).

Wipeout: The player that achieves a 'Wipeout!' automatically wins the game. Mission objectives are scored as normal for both players (see Rules Addendum).