



ADEPTICON 2015

WARHAMMER 40K TEAM TOURNAMENT ORDERS SHEET

PRE-DEPLOYMENT ORDERS

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

1. Terrain is not fixed; teams dice off and alternating terrain placement. No piece of terrain may be placed within 4" of another piece of terrain or the board edge.
2. Teams should shuffle their Tactical Objective decks and offer their opponent the opportunity to "cut". Teams may also check that their opponent's deck contains 36 unique cards at their discretion.
3. Determine Combat Squads, Roll off for Warlord Traits, Psychic Powers, Gifts and other pre-game abilities.
4. Using objective markers 1-6, roll off for placing objectives and alternate placement until all objectives are placed. Standard objective placement rules apply. (6" or more from a board edge and 12" or more from another objective).
5. Roll for night fighting if desired.
6. Roll off to choose deployment zone / table halves.
7. Roll off for choosing deployment order. The winner may choose to deploy first or second. The team who deploys first chooses to go first or second AFTER deployment.
8. Teams deploy armies (including fortifications*), then resolve infiltrate and scout.
9. Roll to Seize the initiative (If your opponents army includes a LoW and yours does not, you receive +1 to this roll).

Rules in effect for all Missions: Night Fighting, Mysterious Objectives, Reserves

* Fortifications now deploy with the rest of your army in your Deployment Zone. In general, fortifications may not be placed in terrain and must be placed in an open area in the team's deployment zone ignoring the minimum distance rules for terrain. If no such space exists in a team's deployment zone a single piece of terrain may be shifted the minimum distance required to fit the fortification.

PRIMARY MISSION OBJECTIVE: MAELSTROM OF WAR (VICTORY POINTS)

- Teams will accumulate Victory Points throughout the game, these will primarily come from Maelstrom of War objectives or other defined Mission Objectives and may also come from Secondary Objectives such as Slay the Warlord, Through Attrition Victory (3 HP/Wounds from a Lord of War = 1 point) or Warlord Traits (Legendary Fighter).
- Both Teams begin the game with 15 Battle Points.
- After the game has ended, the teams will compare total Victory Points earned. The difference in Victory Points will be added to the winning team's Battle Points and subtracted from the losing team's Battle Points.

Example: Team One scores 15 total Victory Points (10 from Maelstrom of War objectives), 2 from Through Attrition Victory, 2 for their opponents using both Twists of Fate, and 1 from Legendary Fighter). Team Two scores 8 Victory Points. There is a 7 Victory Point Differential between the two teams. The game is scored as such:

- Team One: 22 Battle Points (15 starting +7 for Victory Point Differential)
- Team Two: 8 Battle Points (15 starting -7 for Victory Point Differential)
- The Maximum score is 30 Battle Points; the minimum score is 0 Battle Points.
- In the case of a Wipeout, the surviving team receives an additional 10 Victory Points to their total and the game is scored normally.

TWISTS OF FATE

Each Coalition will receive two Twists of Fate per game. This ability may be used to re-roll any of the following rolls regardless of the original result:

- Warlord Traits • Mysterious Objectives • Outflank • Reserves •

Standard re-roll rules apply (pg. 5) – second result counts and no single dice can be re-rolled more than once. Each unused Twist of Fate scores your Coalition 1 point. Each used Twist of Fate earns your opponents Coalition 1 point. Certain missions may present alternative uses for Twists of Fate in the Mission Special Rules section. If a Twist of Fate is used to invoke an alternate Missions Special Rule, it may **NOT** be used for a re-roll later on and is considered spent for the purposes of scoring.



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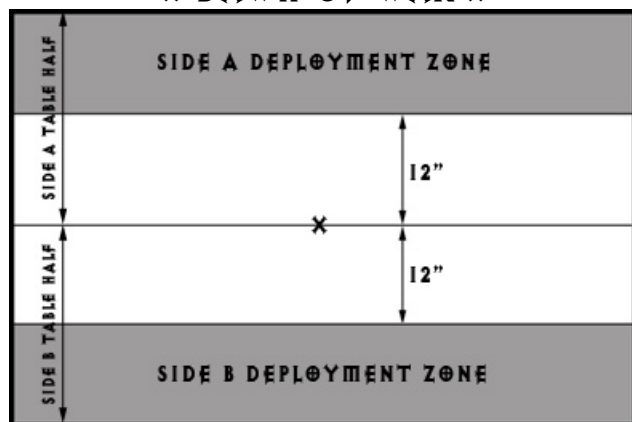
WARHAMMER 40K TEAM TOURNAMENT PRIMER

MISSION I: MEPHISTOPHELES' BARGAIN

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

DEPLOYMENT MAP

:: DAWN OF WAR ::



MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)

Night Fighting (pg. 124)

Reserves (pg. 124)

MAELSTROM OF WAR

Each Team generates 1 Tactical Objective at the start of their first turn. At the beginning of each subsequent team's turn the active team generates Tactical Objectives up to the current turn number. For example in Turn 4, teams draw cards until they reach 4. Teams complete and score objectives at the end of their Team Turns. Teams may also choose to discard one Tactical Objective at the end of their team turn.

SPECIAL RULES

Twist of Fate (Alternate Use): Teams may spend a Twist of Fate token whenever a Tactical Objective is generated to immediately discard it and draw a new Tactical Objective.

SECONDARY OBJECTIVES

- 1. Slay the Warlord:** You receive 1 Victory Point if your opponent's Warlord has been removed as a casualty.
- 2. First Blood:** The first unit of any kind to be completely destroyed during the game awards 1 Victory Point to the opposing team.
- 3. Linebreaker:** If, at the end of the game, you have at least one model from a scoring unit completely within 12" of your opponents board edge you receive 1 Victory Point.
- 4. Through Attrition Victory:** At the end of the game you receive 1 Victory point for every 3 full Wounds or Hull Points lost by an Enemy Lord of War unit.
- 5. Twist of Fate:** Each Twist of Fate token used by your opponent (max 2) and unused by you (max 2) is worth 1 victory point.

TEAM SCORING TRACKER

	TEAM 1	TEAM 2
TURN 1		
TURN 2		
TURN 3		
TURN 4		
TURN 5		
TURN 6		
TURN 7		
END		
TOTAL		



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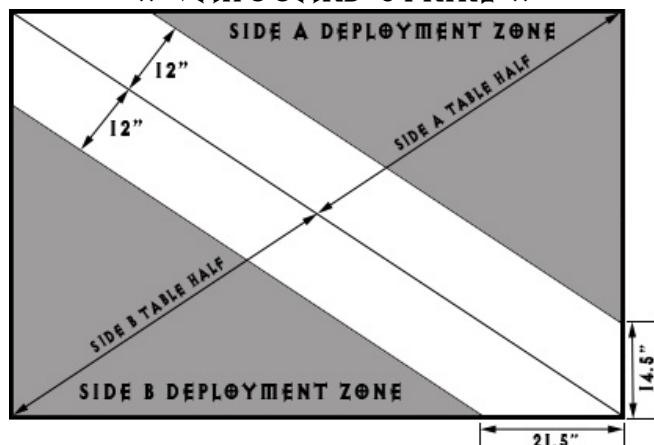
WARHAMMER 40K TEAM TOURNAMENT PRIMER

MISSION 2: QUANTUM ENTANGLEMENT

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

DEPLOYMENT MAP

:: VANGUARD STRIKE ::



MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)

Night Fighting (pg. 124)

Reserves (pg. 124)

PRIMARY OBJECTIVE: ALLIED TABLE QUARTERS

Table Quarters are determined by drawing imaginary lines horizontally and vertically through the center of the table. This will produce 4 rectangles of equal size. To control a table quarter there must be a Scoring Unit from each Coalition Team Member in the table quarter at the end of the game and the quarter must not be contested. To contest a table quarter there must be at least one Scoring Unit from each Coalition Team Member in the table quarter. Units with the "Objective Secured" rule may control or contest a table quarter without its Coalition counterpart. 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 the unit is controlling or contesting. EACH table quarter controlled at the end of the game is worth 7 Victory Points.

SPECIAL RULES: TWIST OF FATE

A unit may be assigned a Twist of Fate token during **Step 3** of Pre-game orders. That unit gains the "Objective Secured" rule for the game. The Twist of Fate token is considered used and maynot be utilized again for any other ability.

SECONDARY OBJECTIVES

- Objective Markers:** Each objective controlled at the end of the game is worth 2 Victory Points.
- Slay the Warlord:** You receive 1 Victory Point if your opponent's Warlord has been removed as a casualty.
- First Blood:** The first unit of any kind to be completely destroyed during the game awards 1 Victory Point to the opposing team.
- Linebreaker:** If, at the end of the game, you have at least one model from a scoring unit completely within 12" of your opponents board edge you receive 1 Victory Point.
- Through Attrition Victory:** At the end of the game you receive 1 Victory point for every 3 full Wounds or Hull Points lost by an Enemy Lord of War unit.
- Twist of Fate:** Each Twist of Fate token used by your opponent (max 2) and unused by you (max 2) is worth 1 victory point.

TEAM SCORING TRACKER

Table Quarter 1 7 Victory Points Owner: _____	Table Quarter 2 7 Victory Points Owner: _____
Table Quarter 3 7 Victory Points Owner: _____	Table Quarter 4 7 Victory Points Owner: _____

Team 1 Objectives Controlled _____ x 2= _____
Team 2 Objectives Controlled _____ x 2= _____

Team 1 Other Victory Points _____
Team 2 Other Victory Points _____

Team 1 Total Victory Points _____
Team 2 Total Victory Points _____



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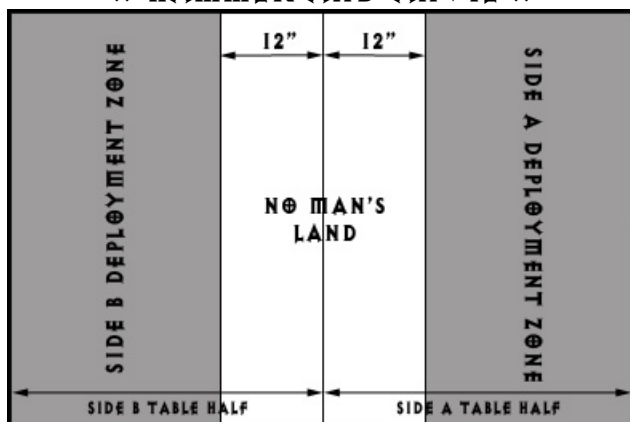
WARHAMMER 40K TEAM TOURNAMENT PRIMER

MISSION 3: THE TRAP OF THE FOURTH DIMENSION

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

DEPLOYMENT MAP

:: HAMMER AND ANVIL ::



MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)

Night Fighting (pg. 124)

Reserves (pg. 124)

MAELSTROM OF WAR

Each team generates 1 Tactical Objective at the start of their first turn. At the beginning of each subsequent team's turn the active team generates Tactical Objectives up to a maximum of 3. Teams complete and score objectives at the end of their team's Turns. Teams may also choose to discard one Tactical Objective at the end of their team turn.

SPECIAL RULES

Twist of Fate (Alternate Use): Teams may assign a single Twist of Fate token (max 2) to up to two different units during **Step 3** of the pregame orders. For the entire game, each unit with a Twist of Fate Token contributing to the achievement of a Tactical Objective may add 1 Victory Point to that Tactical Objectives value. Only one objective may be modified per unit per team turn. The Twist of Fate token is considered used and may not be utilized again for any other ability.

SECONDARY OBJECTIVES

- 1. Slay the Warlord:** You receive 1 Victory Point if your opponent's Warlord has been removed as a casualty.
- 2. First Blood:** The first unit of any kind to be completely destroyed during the game awards 1 Victory Point to the opposing team.
- 3. Linebreaker:** If, at the end of the game, you have at least one model from a scoring unit completely within 12" of your opponents board edge you receive 1 Victory Point.
- 4. Through Attrition Victory:** At the end of the game you receive 1 Victory point for every 3 full Wounds or Hull Points lost by an Enemy Lord of War unit.
- 5. Twist of Fate:** Each Twist of Fate token used by your opponent (max 2) and unused by you (max 2) is worth 1 victory point.

TEAM SCORING TRACKER

	TEAM 1	TEAM 2
TURN 1		
TURN 2		
TURN 3		
TURN 4		
TURN 5		
TURN 6		
TURN 7		
END		
TOTAL		



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

RESULTS FOR MISSION 3: WORLD PAINTED BLOOD

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

* 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.

VICTORY POINTS

YOUR VICTORY POINTS	YOUR OPPONENT'S VICTORY POINTS	VICTORY POINT DIFFERENTIAL

In the case of a Wipeout, the surviving player receives an additional 10 Victory Points to their total and the game is scored normally.

BATTLE POINTS

	STARTING BATTLE POINTS		VICTORY POINT DIFFERENTIAL		TOTAL BATTLE POINTS
YOUR TOTAL	15	+/-		=	
OPPONENT'S TOTAL	15	+/-		=	

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 ***

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

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



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

RESULTS FOR MISSION 2: QUANTUM ENTANGLEMENT

TEAM NAME	TABLE N°	FINISH?*
		<input type="checkbox"/> Yes
		<input type="checkbox"/> No

* 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.

VICTORY POINTS

YOUR VICTORY POINTS		YOUR OPPONENT'S VICTORY POINTS		VICTORY POINT DIFFERENTIAL
<input type="text"/>	-	<input type="text"/>	=	<input type="text"/>

In the case of a Wipeout, the surviving player receives an additional 10 Victory Points to their total and the game is scored normally.

BATTLE POINTS

	STARTING BATTLE POINTS		VICTORY POINT DIFFERENTIAL		TOTAL BATTLE POINTS
YOUR TOTAL	15	+/-	<input type="text"/>	=	<input type="text"/>
OPPONENT'S TOTAL	15	+/-	<input type="text"/>	=	<input type="text"/>

Have your opponent double check your results above.

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Opponent's Signature: _____




*** **STOP** ***

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SPORTSMANSHIP MARK

 Positive	Fantastically Brilliant Game! 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 of 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.
 Average	Perfectly Decent Game of Warhammer. 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.
 Negative	Just A Terribly Awful Game! 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 NEVER be a reflection on the final results of the game.



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

RESULTS FOR MISSION 1: MEPHISTOPHELES' BARGAIN

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

* 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.

VICTORY POINTS

YOUR VICTORY POINTS		YOUR OPPONENT'S VICTORY POINTS		VICTORY POINT DIFFERENTIAL
	-		=	

In the case of a Wipeout, the surviving player receives an additional 10 Victory Points to their total and the game is scored normally.

BATTLE POINTS

	STARTING BATTLE POINTS		VICTORY POINT DIFFERENTIAL		TOTAL BATTLE POINTS
YOUR TOTAL	15	+/-		=	
OPPONENT'S TOTAL	15	+/-		=	

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** ***

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