
ADEPTICON 2015



WARHAMMER 40K CHAMPIONSHIP PRIMER

THESE MISSIONS ARE
SUBJECT TO CHANGE

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WARHAMMER 40K CHAMPIONSHIP PRIMER BATTLE ORDERS

BATTLE ORDERS

- 1. Terrain:** Terrain is not fixed; players roll-off and alternate placing terrain. No piece of terrain may be placed within 4" of another piece of terrain or the board edge.
- 2. Maelstrom of War:** For this event, Tactical Objective decks should **ONLY** contain the 36 white cards. Remove the 18 shaded cards from the deck prior to the start of the tournament. In missions that utilize the Tactical Objective deck, players should shuffle their deck and offer their opponent the opportunity to "cut". At their discretion, players may also check that their opponent's deck contains the proper 36 unique cards.
- 3. Generate Pre-game Abilities:** Determine Combat Squads, determine pre-game abilities such as Warlord Traits, Psychic Powers, Gifts of Mutation, Demonic Rewards and the like. When generating Warlord Traits, re-roll any roll that results in Tactical Trait: Master of Fate (#5).
- 4. Place Primary Objective Markers:** Using Objective Markers 1-6, roll-off to see who places the first marker and then alternate placing markers until all six Objectives Markers are placed. No Objective Marker can be placed within 6" of the battlefield edge, within 12" of another Objective Marker, on impassable terrain or inside a building.
- 5. Commander's Choice:** If the mission includes a Commander's Choice Primary Objective, choose it now.
- 6. Night Fighting:** Either player can declare that they wish to fight the battle at night. If either player does so, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1 and all units have the Stealth special rule.
- 7. Determine Deployment Zones:** Players roll-off and the winner chooses his deployment zone/table half.
- 8. Determine Deployment Order:** Players roll-off and the winner decides who will deploy first and who will deploy second.
- 9. Deployment:** The side deploying first then must set up all units in their army (including Fortifications*). Then the other side sets up all units in their army (including Fortifications*). Resolve Infiltrating units and Scout moves.
- 10. Determine First Player:** The player that deployed first can choose to take the first or second turn; their opponent can attempt to Seize the Initiative. If your opponent's army includes a Lord of War, and yours does not, you receive +1 to this roll.

Game Length: Variable Game Length will be utilized in all missions.

Mission Special Rules: Night Fighting, Mysterious Objectives and Reserves are in effect for all missions.

* *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 player's Deployment Zone, ignoring the minimum distance rules for terrain. If no such space exists in a player's Deployment Zone, a single piece of terrain may be shifted the minimum distance required to fit the Fortification.*

PRIMARY OBJECTIVE: MAELSTROM OF WAR

- Players will score Victory Points throughout the game. These will primarily come from Maelstrom of War Tactical Objectives or other defined Primary Objectives. Additionally, players will score Victory Points from Secondary Objectives such as Slay the Warlord, First Blood, Linebreaker or Warlord Traits such as Legendary Fighter.
- Both players begin the game with 15 Battle Points.
- At the end of the game, players will compare total Victory Points earned. The difference in Victory Points will be added to the winning player's Battle Points and subtracted from the losing player's Battle Points.

Example: Player One scores 15 total Victory Points (10 from Maelstrom of War objectives, 2 from Through Attrition Victory, 2 from First Blood/Linebreaker and 1 from Legendary Fighter). Player Two scores 8 Victory Points. There is a 7 Victory Point Differential between the two players. The game is scored as such:

- *Player One: 22 Battle Points (15 starting +7 for Victory Point Differential)*
- *Player 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 player receives an additional 10 Victory Points to their total and the game is scored normally.



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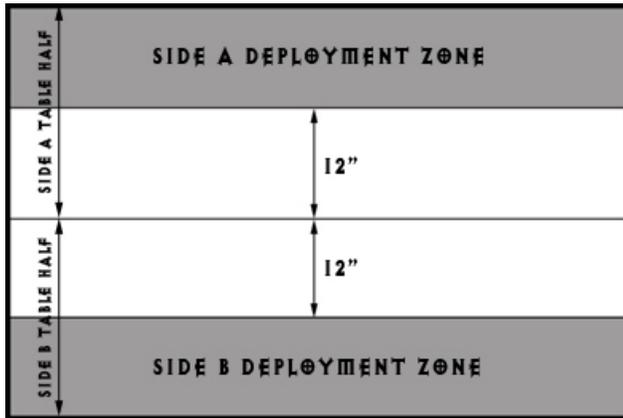
MISSION I: ALL BLACKENED SKY

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40K Championship Battle Orders sheet. Do not forget to place six Objective Markers!

:: DAWN OF WAR ::



MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)

Night Fighting (pg. 124)

Reserves (pg. 124)

PRIMARY OBJECTIVE

Maelstrom of War: Each player generates 1 Tactical Objective at the start of his first turn. If, at the start of his turn, a player has fewer Active Tactical Objectives than the current turn number, he must generate a number of new Tactical Objectives until he has a number equal to the current turn number.

You score Victory Points for achieving Tactical Objectives at the end of your turn.

Each player may discard 1 Tactical Objective at the end of his turn.



SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, you score 1 Victory Point.
- First Blood:** The first unit to be completely destroyed during the game is worth 1 Victory Point to the opposing player at the end of the game.
- Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring units completely within 12" of the enemy's table edge, you score 1 Victory Point.
- Through Attrition, Victory:** At the end of the game you score 1 Victory Point for every 3 full Wounds or Hull Points lost by an enemy Lord of War unit.

SCORING TRACKER

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



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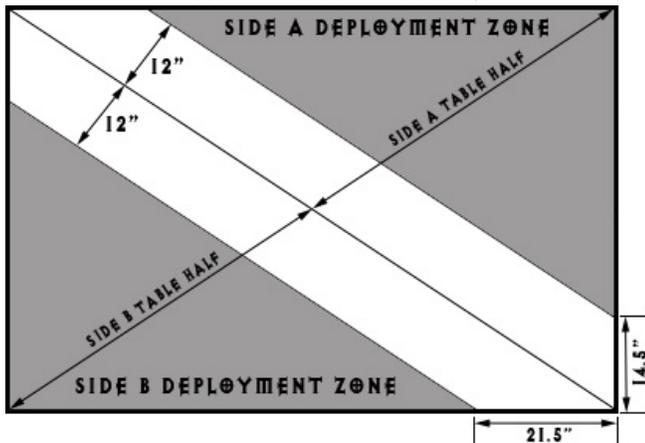
MISSION 2: SOLARFALL

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40K Championship Battle Orders sheet. Do not forget to place six Objective Markers!

:: VANGUARD STRIKE ::



PRIMARY OBJECTIVES

1. **Kill Points:** At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed.
2. **Commander's Choice (Choose One):** After objectives are placed (Battle Orders, step #4) both players secretly choose one of the Commander's Choice Primary Objectives listed below. Once both players have selected an objective, they are revealed.

Aggressor: At the end of the game, score 3 Victory Points for each enemy detachment that was completely destroyed.

Opportunist: At the end of the game, each Objective Marker is worth 2 Victory Points to the player that controls it.

MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)

Night Fighting (pg. 124)

Reserves (pg. 124)

SECONDARY OBJECTIVES

1. **Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, you score 1 Victory Point.
2. **First Blood:** The first unit to be completely destroyed during the game is worth 1 Victory Point to the opposing player at the end of the game.
3. **Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring units completely within 12" of the enemy's table edge, you score 1 Victory Point.
4. **Through Attrition, Victory:** At the end of the game you score 1 Victory Point for every 3 full Wounds or Hull Points lost by an enemy Lord of War unit.





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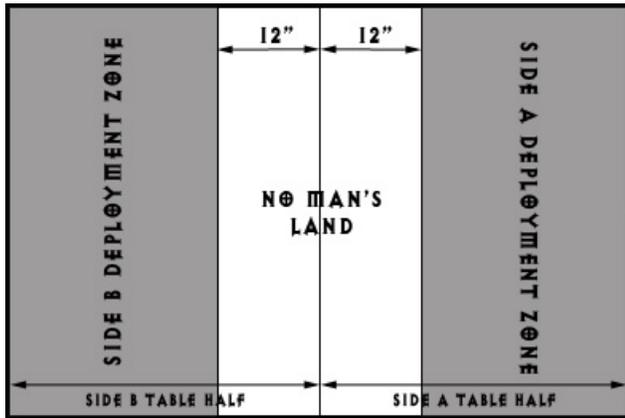
MISSION 3: IN OUR MYSTIC VISIONS BLEST

*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40K Championship Battle Orders sheet. Do not forget to place six Objective Markers!

:: HAMMER AND ANVIL ::



MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)

Night Fighting (pg. 124)

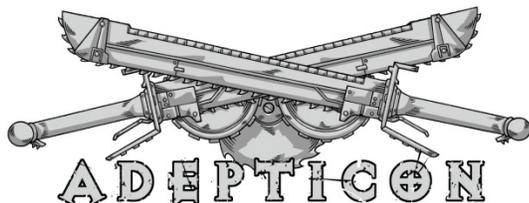
Reserves (pg. 124)

PRIMARY OBJECTIVE

Maelstrom of War: Each player generates 1 Tactical Objective at the start of his first turn. If, at the start of his turn, a player has fewer than 3 Active Tactical Objectives, he must generate new Tactical Objectives until he has a total of 3.

You score Victory Points for achieving Tactical Objectives at the end of your turn.

Each player may discard 1 Tactical Objective at the end of his turn.



SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, you score 1 Victory Point.
- First Blood:** The first unit to be completely destroyed during the game is worth 1 Victory Point to the opposing player at the end of the game.
- Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring units completely within 12" of the enemy's table edge, you score 1 Victory Point.
- Through Attrition, Victory:** At the end of the game you score 1 Victory Point for every 3 full Wounds or Hull Points lost by an enemy Lord of War unit.

SCORING TRACKER

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



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WARHAMMER 40K CHAMPIONSHIP PRIMER

RESULTS FOR MISSION 3: IN OUR MYSTIC VISIONS BLEST

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	+/-		=	

Max: 30 / Min: 0

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

 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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RESULTS FOR MISSION 2: SOLARFALL

YOUR NAME	TABLE N \oplus	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	+/-		=	

Max: 30 / Min: 0

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

 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 CHAMPIONSHIP PRIMER

RESULTS FOR MISSION 1: ALL BLACKENED SKY

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	+/-		=	

Max: 30 / Min: 0

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

	Positively 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.