
ADEPTICON 2015



WARHAMMER 40K CLASSIC TOURNAMENT

THURSDAY - MARCH 19TH
12:00PM - 10:30PM

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament.
If you lose this packet, be prepared to be docked points!

WARHAMMER 40K CLASSIC RULES RECAP

- Armies will consist of **1500 points** or less.
- Players **MUST** use the same army list throughout the tournament.
- Codices that are released prior to February 19th, 2015 will be allowed in this event (including Codex Eldar Harlequins). Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event.
- Players must construct their army using one Combined Arms Detachment (CAD) only. No other Detachments are allowed. This means any Codex that does not have HQ or Troops selections (Codex Inquisition, Codex Legion of the Damned, Codex Imperial Knights and the Assassins Data Slate) **MAY NOT** be used.
- Lords of War **WILL NOT** be allowed in this event.
- Fortifications **WILL NOT** be allowed in this event.
- Formations **WILL NOT** be allowed in this event.
- All supplemental Codex armies will use their parent Codex to construct army lists.
- Imperial Armour units (Forge World) are allowed in this event and are considered to be part of the relevant Codex or faction, however due to the scarce nature of these units; **each unit is considered unique (0-1) and may only be taken once per player**. Imperial Armour weapon/turret options for a codex unit are **NOT** bound by this 0-1 limitation. In **ALL** cases, only the most currently published rules for any particular unit will be allowed. A complete list of allowable units and rules locations can be found in the [AdeptiCon 2015 Warhammer 40K Approved Imperial Armour Units](#) document.
- A printed army list is required for the judges and each of your opponents (minimum of 5 copies required). Each army list **MUST** contain the following details: Player Name, Faction/Codex used and have their Warlord clearly designated.
- The Warhammer 40,000 7th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used. In the case of a conflict between a printed and digital versions, the most recent update or FAQ will take precedence.
- The [AdeptiCon 2015 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes.
- Each player must bring a Warhammer 40,000 rulebook, the most currently published rules for all units represented in their army and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-colors).
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2015 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

GAMES

Each Warhammer 40K Classic scenario in this packet follows what is generally known as the "Battle Points" format, where the margin of victory is determined by achieving more of three equally weighted Mission Objectives. Each tournament round will have its own unique scenario which conforms to the guidelines in this summary.

- All players will play three 2 hour and 30 minute games.
- In order to keep the tournament running on schedule, several warnings will be issued as time runs out. Players should continue to start new game/player turns until the final five (5) minute warning (2 hours and 25 minutes into the game). After the five (5) minute warning has been announced, **NO** additional game turns shall be started – there will be no exceptions! If the current game turn has not been completed when 2 hours and 30 minutes have expired, the game will be afforded a grace period in order to finish out the current game turn. This grace period will extend into the break periods and should be reconciled as quickly as possible. The judges reserve the right to end any game that is taking too long to resolve.
- All missions will use the Variable Game Length rule.
- Every scenario uses the Night Fighting, Mysterious Objectives, and Reserves special rules as described in Warhammer 40,000: The Rules.
- The pregame procedures for every scenario are specified on the Warhammer 40K Classic Setup Sheet. The deployment method will be clearly noted on the scenario.
- Pairings for the first round game will be randomly determined. Subsequent games will be seeded by Battle Points first and then randomly within those divisions.

SCORING SUMMARY

- **Battle Points:** Earned by achieving Mission Objectives and Tactical Bonuses. Max 99 points.
- **Appearance:** Judge scored. Max 40 points.
- **Sportsmanship Marks:** Special. Max 15 points.
- **Favorite Opponent:** Voted on by players. Max 15 points.
- **Player's Choice:** Special. Voted on by players.

Battle Points: Every scenario lists three Mission Objectives, or MOs for short. Winning an MO is worth 10 Battle Points, drawing an MO is worth 5, and losing 0. Details on the MOs and their particular win conditions are specified in the Warhammer 40K Classic Mission Objectives section of this packet.

Tactical Bonuses: Every scenario lists three Tactical Bonuses. How to achieve each Tactical Bonus will be clearly specified in the scenario. Achieving a Tactical Bonus is worth 1 Battle Point.

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

Winning a Warhammer 40K Classic Scenario: Players do not "win" a 40K Classic Scenario in the traditional sense. Instead, each player earns a number of Battle Points (out of a maximum of 33) which translate directly into awards calculations. Players earn these Battle Points in one of three ways:

- **Standard Victory:** At the end of the game, either because the turn limit has been reached or time has been called by the Tournament Organizer, each player adds up the total points that they earned by winning MOs and achieving Tactical Bonuses.
- **Conceding:** At any point either player may concede victory to their opponent. The match will be scored as a 0-33 loss for the conceding player regardless of actual table conditions.
- **Sudden Death Victory:** If at the end of any game turn, one player has no models on the battlefield, their entire army is immediately considered destroyed. The match will be scored as a 0-33 loss for the destroyed player.

Appearance: Judges will evaluate and score each army based on the checklist provide in the event rules.

Sportsmanship: After each game, you will be required to evaluate your opponent's sportsmanship. Positive marks are worth five (5) Sportsmanship points, Average marks are worth three (3) Sportsmanship points and Negative marks are worth zero (0) Sportsmanship points. Multiple Negative marks can possibly result in disqualification.

Favorite Opponent Voting: After the 3rd game, in tandem with the results for that game, players will have an opportunity to vote for their Favorite Opponent of the tournament. This vote should be awarded to the player that best exemplifies the Warhammer 40K hobby and provided a truly enjoyable game. This vote is mandatory and will be part of your final results sheet. Each vote a player receives is worth five (5) Sportsmanship points.

Player's Choice Voting: After the 2nd game, during the dinner break, players will have an opportunity to vote for the single army that they feel best represents the Warhammer 40K hobby. It is not compulsory to set up your army, nor is it compulsory to vote. The winner is the army receiving the most votes.

TOURNAMENT SCHEDULE

THURSDAY, MARCH 19 TH	
12:00PM – 1:00PM	Check-in and Setup
1:00PM – 3:30PM	Game #1
3:30PM – 4:00PM	Break
4:00PM – 6:30PM	Game #2
6:30PM – 7:30PM	Dinner Break
7:30PM – 10:00PM	Game #3
10:00PM	Awards

WARHAMMER 40K CLASSIC SETUP SHEET

- 1. Terrain:** Make sure the terrain is correctly set up and spaced (ask a judge to reset your table, if necessary). Discuss with your opponent how all terrain pieces will be treated.
- 2. Army Lists:** Both players exchange copies of their army lists.
- 3. Note Deployment Zone:** Note which deployment map will be used in the current mission.
- 4. Place Objective Markers:** Missions that use Objective Markers will contain details on how many need to be placed and any special instructions for how to place them on the battlefield. Unless specified otherwise, players roll-off to see who will place the first marker, then alternate placing the remaining markers. Objective Markers may not be placed within 6" of a battlefield edge, 12" of another Objective Marker, or on Impassable Terrain.
- 5. Determine Player A and B:** Both players roll-off. The winner chooses whether they will be Player A or Player B.
- 6. Assign Deployment Zones:** Player A chooses their deployment zone.
- 7. Warlord Traits/Psychic Powers/Before the Game Begins Abilities:** Starting with Player B, each player generates their Warlord Trait, psychic powers, and any other abilities that need to be rolled for "before the game begins". A player may generate these abilities in any order they wish.
- 8. Night Fight:** Roll to see if Night Fighting is in effect for this game.
- 9. Deploy Armies:** Player B chooses whether they will deploy first or second. The player deploying first then deploys their army in their deployment zone, declaring which (if any) of their units will be held in Reserve and how those Reserve units will be entering the battlefield. The player deploying second then repeats this process for their army.
- 10. Deploy Infiltrators:** Players with Infiltrators may deploy them. If both players have Infiltrators, roll-off and the winner chooses which player will deploy their infiltrators first, alternating deployments after that.
- 11. Redeploy Scouts:** Players with Scout units may make their Scout redeployments. If both players have Scouts, roll-off and the winner chooses which player will redeploy their Scouts first, alternating redeployments after that.
- 12. First Turn:** The player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.



WARHAMMER 40K CLASSIC MISSION OBJECTIVES

The following is list of all the Mission Objectives, and their win conditions, used in the 40K Classic Scenarios.

KILL POINTS

The player that earned more Kill Points by the end of the battle wins this MO. If both players score the same number of Kill Points the MO is scored as a draw.

A player earns one kill point for each enemy unit completely destroyed by the end of the battle.

VICTORY POINTS

The player that earned the most Victory Points by the end of the battle wins this MO. If both players earn the same number of Victory Points the MO is scored as a draw.

Players earn Victory Points by completely destroying enemy units. Destroyed enemy units award a number of Victory Points equal to the unit's points value in the owning player's army list.

Additionally, players earn Victory Points for each alive but "combat ineffective" enemy unit at the end of the battle. An enemy unit is combat ineffective if:

- It is a multiple model, non-vehicle unit and ends the battle with less than half of its starting models still alive.
- It is a single model, non-vehicle unit and ends the battle with less than half of its starting wounds.
- It is a vehicle unit and ends the battle with less than half of its starting hull points (counting the hull points of all vehicles in a squadron).

Combat ineffective enemy units award a number of Victory Points equal to the 50% of the unit's points value in the owning player's army list (rounding up).

Units that combine prior to the beginning of the game (e.g., an Astra Militarum infantry platoon) are treated as one single unit for the purposes of awarding Victory Points. The points value of the new unit is the total points value of all the combined component units.

Units that split prior to the beginning of the game (e.g., a Space Marines combat squad) are treated as two separate units for the purposes of awarding Victory Points. The points values of each of the new units are equal to an evenly split portion of the original unit's points value regardless of how options and models are actually divided amongst the units.

In the case of created/conjured units, the unit is worth a number of Victory Points equal to the points value it would have taken to include the created/conjured unit in the player's army.

Remember: When calculating Kill Points / Victory Points, units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed. Also, Independent Characters and Dedicated Transports are individual units and award Kill Points / Victory Points if they are destroyed.

TABLE QUARTERS

The player that controls more Table Quarters at the end of the battle wins this MO. If both players control the same number of Table Quarters the MO is scored as a draw.

A Table Quarter is defined as one of the four 3' x 2' sections of table created by drawing an imaginary line down the middle of the table both lengthwise and widthwise.

A player controls a Table Quarter by having one or more scoring units completely within a Table Quarter while their opponent has no scoring units completely within the same Table Quarter.

Scoring units with the Objective Secured special rule control a Table Quarter they are completely within unless their opponent also has a scoring unit with the Objective Secured special rule completely within the same Table Quarter.

FIELD OF BATTLE

The player with the most scoring units at least partially within 12" of the center of the table at the end of the battle wins this MO. If both players have the same number of scoring units partially within 12" of the center of the table the MO is scored as a draw.

Scoring units with the Objective Secured special rule count as two scoring units for this MO.

ENEMY LINES

The player with the most scoring units completely within the enemy's deployment zone at the end of the battle wins this MO. If both players have the same number of scoring units completely within the enemy's deployment zone the MO is scored as a draw.

Scoring units with the Objective Secured special rule count as two scoring units for this MO.

CRUSADE

The player that controls more of the *Crusade* Objective Markers at the end of the battle wins this MO. If both players control the same number of *Crusade* Objective Markers the MO is scored as a draw.

EMPEROR'S WILL

The player that controls more of the *Emperor's Will* Objective Markers at the end of the battle wins this MO. If both players control the same number of *Emperor's Will* Objective Markers the MO is scored as a draw.

Please Note: Warlord Traits and special rules that award Victory Points for in game actions do not count towards any of the Mission Objectives in this packet and are effectively ignored.



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SCENARIO I: FIRST CONTACT

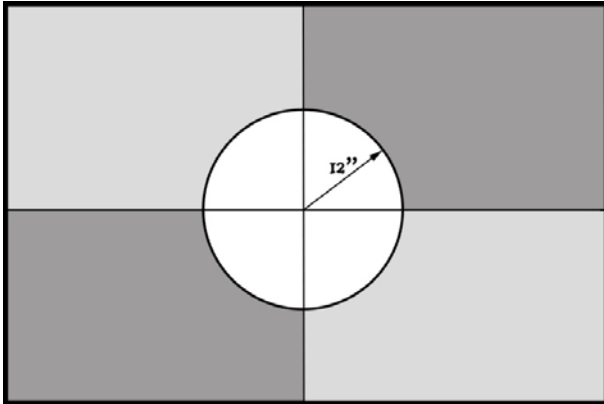
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

OBJECTIVE MARKERS

During *Step 9. Deploy Armies* of the *Warhammer 40K Classic Setup Sheet*, when each player deploys their army, they also place **one (1)** Objective Marker anywhere in their table half for Mission Objective #1: Emperor's Will.

SETUP AND DEPLOYMENT

:: TABLE QUARTERS ::



Players divide the board into four 3' x 2' quarters by drawing an imaginary line down the middle of the table both lengthwise and widthwise.

The player that chooses their deployment zone picks one of these four quarters to be their deployment zone. The other player's deployment zone is the opposite quarter. Neither player may deploy any units within 12" of the center of the table.

GAME LENGTH

See "Variable Game Length" in *Warhammer 40,000: The Rules*. In all instances, the game is over after the appropriate die roll is made, 7 game turns have elapsed, or time is called – whichever comes first.

MISSION SPECIAL RULES

Night Fighting
Mysterious Objectives
Reserves

MISSION OBJECTIVES

See the *Warhammer 40K Classic Mission Objectives* sheet for detailed explanations of each Mission Objective.

Mission Objective #1: Emperor's Will

The player that controls more of the *Emperor's Will* Objective Markers at the end of the battle wins this MO. If both players control the same number of *Emperor's Will* Objective Markers the MO is scored as a draw.

Mission Objective #2: Table Quarters

The player that controls more Table Quarters at the end of the battle wins this MO. If both players control the same number of Table Quarters the MO is scored as a draw.

Mission Objective #3: Victory Points

The player that earned the most Victory Points by the end of the battle wins this MO. If both players earn the same number of Victory Points the MO is scored as a draw.

TACTICAL BONUSES

Achieving a Tactical Bonus is worth 1 Battle Point.

Tactical Bonus #1

Control both Emperor's Will Markers at the end of the battle.

Tactical Bonus #2

Control every Table Quarter at the end of the battle.

Tactical Bonus #3

Score at least 500 more Victory Points than your opponent.



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WARHAMMER 40K CLASSIC

SCENARIO 2: GRACE

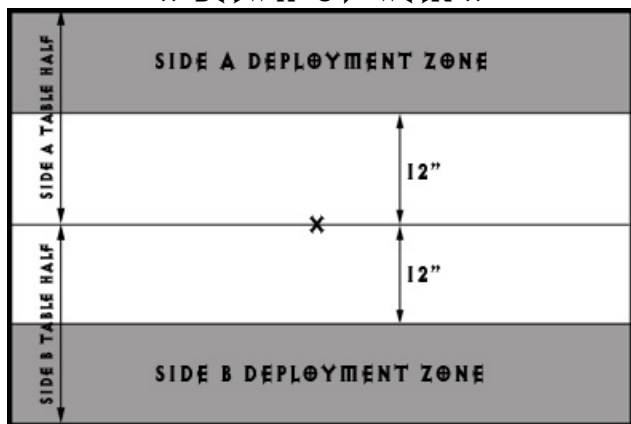
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

OBJECTIVE MARKERS

During Step 4. Place Objective Markers of the Warhammer 40K Classic Setup Sheet, players alternate placing **five (5)** Objective Markers for Mission Objective #1: Crusade.

SETUP AND DEPLOYMENT

:: DAWN OF WAR ::



Players divide the board into two equal halves across its length. For Dawn of War, a player's board edge is the long board edge touching his own deployment zone.

GAME LENGTH

See "Variable Game Length" in Warhammer 40,000: The Rules. In all instances, the game is over after the appropriate die roll is made, 7 game turns have elapsed, or time is called – whichever comes first.



MISSION SPECIAL RULES

Night Fighting
Mysterious Objectives
Reserves

MISSION OBJECTIVES

See the Warhammer 40K Classic Mission Objectives sheet for detailed explanations of each Mission Objective.

Mission Objective #1: Crusade

The player that controls more of the Crusade Objective Markers at the end of the battle wins this MO. If both players control the same number of Crusade Objective Markers the MO is scored as a draw.

Mission Objective #2: Enemy Lines

The player with the most scoring units completely within the enemy's deployment zone at the end of the battle wins this MO. If both players have the same number of scoring units completely within the enemy's deployment zone the MO is scored as a draw.

Mission Objective #3: Kill Points

The player that earned more Kill Points by the end of the battle wins this MO. If both players score the same number of Kill Points the MO is scored as a draw.

TACTICAL BONUSES

Achieving a Tactical Bonus is worth 1 Battle Point.

Tactical Bonus #1

Control every Crusade Objective Marker at the end of the battle.

Tactical Bonus #2

Have 0 enemy scoring units in your deployment zone at the end of the battle.

Tactical Bonus #3

Score at least twice as many Kill Points as your opponent.



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WARHAMMER 40K CLASSIC

SCENARIO 3: OVER THE TOP

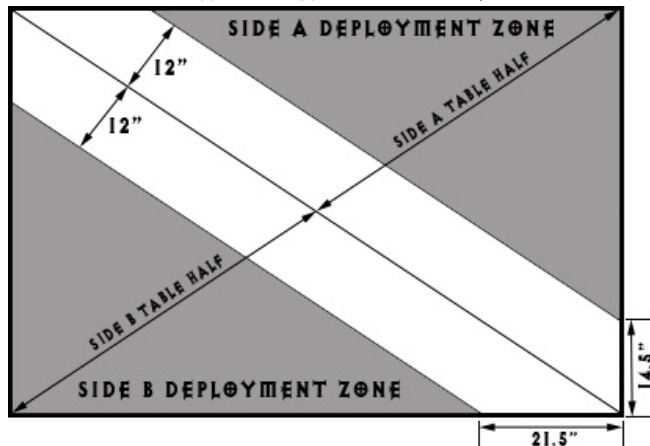
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

OBJECTIVE MARKERS

This scenario does not use any Objective Markers.

SETUP AND DEPLOYMENT

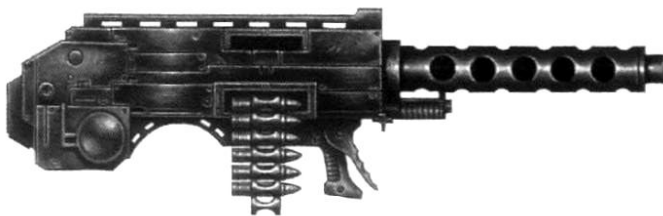
:: VANGUARD STRIKE ::



Players divide the board into two equal halves across its diagonal. Agree with your opponent which diagonal to play across, or determine it randomly. For Vanguard Strike, a player's board edge is the long board edge touching his own deployment zone.

GAME LENGTH

See "Variable Game Length" in Warhammer 40,000: The Rules. In all instances, the game is over after the appropriate die roll is made, 7 game turns have elapsed, or time is called – whichever comes first.



MISSION SPECIAL RULES

Night Fighting
Mysterious Objectives
Reserves

MISSION OBJECTIVES

See the Warhammer 40K Classic Mission Objectives sheet for detailed explanations of each Mission Objective.

Mission Objective #1: Field of Battle

The player with the most scoring units at least partially within 12" of the center of the table at the end of the battle wins this MO. If both players have the same number of scoring units partially within 12" of the center of the table the MO is scored as a draw.

Mission Objective #2: Table Quarters

The player that controls more Table Quarters at the end of the battle wins this MO. If both players control the same number of Table Quarters the MO is scored as a draw.

Mission Objective #3: Victory Points

The player that earned the most Victory Points by the end of the battle wins this MO. If both players earn the same number of Victory Points the MO is scored as a draw.

TACTICAL BONUSES

Achieving a Tactical Bonus is worth 1 Battle Point.

Tactical Bonus #1

Have 0 enemy scoring units within 12" of the center of the table at the end of the battle.

Tactical Bonus #2

Control every Table Quarter at the end of the battle.

Tactical Bonus #3

Score at least 500 more Victory Points than your opponent.



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WARHAMMER 40K CLASSIC

RESULTS FOR MISSION 3: OVER THE TOP

YOUR NAME	TABLE NO	FINISH?*	
		<input type="checkbox"/> Yes <input type="checkbox"/> No	
Mission Objective #1: Field of Battle Circle one	10	5	0
Mission Objective #2: Table Quarters Circle one	10	5	0
Mission Objective #3: Victory Points Circle one	10	5	0
Number of Tactical Bonuses Achieved Circle the total number of Tactical Bonuses achieved.	1	2	3

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

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____




*** STOP ***

HAVE YOUR OPPONENT REVIEW THE ABOVE SCORES AND SIGN ON THE LINE VERIFYING THE RESULTS ARE CORRECT

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.

FAVORITE OPPONENT VOTE (MANDATORY)

Player's Name: _____



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WARHAMMER 40K CLASSIC

PLAYER'S CHOICE

Fill this section out during Player's Choice Voting.
Please turn this sheet into the tournament judges before the start of Game #4.

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

You may not choose your own army!

FAVORITE ARMY

Player's Name: _____





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WARHAMMER 40K CLASSIC

RESULTS FOR MISSION 2: GRACE

YOUR NAME	TABLE NO	FINISH?*	
		<input type="checkbox"/> Yes <input type="checkbox"/> No	
Mission Objective #1: Crusade Circle one	10	5	0
Mission Objective #2: Enemy Lines Circle one	10	5	0
Mission Objective #3: Kill Points Circle one	10	5	0
Number of Tactical Bonuses Achieved Circle the total number of Tactical Bonuses achieved.	1	2	3

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Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

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




***** STOP *****

**HAVE YOUR OPPONENT REVIEW THE ABOVE SCORES AND SIGN
ON THE LINE VERIFYING THE RESULTS ARE CORRECT**

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WARHAMMER 40K CLASSIC

RESULTS FOR MISSION I: FIRST CONTACT

YOUR NAME	TABLE NO	FINISH?*	
		<input type="checkbox"/> Yes <input type="checkbox"/> No	
Mission Objective #1: Emperor's Will Circle one	10	5	0
Mission Objective #2: Table Quarters Circle one	10	5	0
Mission Objective #3: Victory Points Circle one	10	5	0
Number of Tactical Bonuses Achieved Circle the total number of Tactical Bonuses achieved.	1	2	3

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