

ADEPTICON 2010

SPACE HULK 3RD EDITION
TACTICAL TOURNAMENT



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NOTE: 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!



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SPACE HULK TACTICAL TOURNAMENT

AdeptiCon reserves the right to modify, update, clarify or change event rules in the interest of making AdeptiCon the best event possible. However fundamentally, these rules are effectively final (2/27/10).

GENERAL RULES

- This tournament uses the *Space Hulk: 3rd Edition* rules.
- All materials (including rules, dice, timer, etc) and (unpainted) models needed to play will be provided, however players that have painted versions of Terminators and/or Genestealers are encouraged to bring them for use in their games.
- The tournament consists of three rounds. In each round a player will take turns playing the same scenario twice against the same opponent. Once as the Marines and a second time as the Genestealers.
- The 'winner' of the round between the two players is the one who manages to accomplish more of the mission objectives, or does so in a more timely manner (i.e. takes less turns than his opponent did). Each mission will explain exactly how this is accomplished.
- Each round will last approximately 2 hours.
- If two players are unable to finish both of their games in the time provided for the round, both players will earn a 'loss' for that round. In other words, it is up to both players to work together to play their games in a timely manner as intentionally stalling will never benefit you.
- Players, in the opinion of the tournament organizer, believed to have intentionally stalled in order to ruin the round for their opponent will be ejected from the tournament and may result in their opponent being given additional tournament points as compensation.
- Timers will be used in this tournament for both the Marine and Genestealer turns (the mission rules dictate how long each turn may last).
- If time expires on a Genestealer player's turn, it ends immediately exactly as with time expiration on a Marine turn. Any reinforcement blips off the board at an entry point at the end of a Genestealer turn are considered to be 'lurking' and may move onto the board in future Genestealer turns as usual.
- When calculating scores for mission objectives, the term 'turn' always refers to a 'game turn', which is comprised of *both* players' turns.
- Both players are responsible for keeping track of the number of turns their game has lasted in order to properly calculate their mission objectives. To this end a 'Turn Tracker' will be provided on each Mission Briefing.

DECIDING WHICH FORCE TO PLAY FIRST

In each round, players must determine which force (Marines or Genestealers) they will play with first. Playing as the 'scoring' force (i.e. the side mission objectives are geared towards) after seeing how your opponent did first can be a tremendous advantage. As such, the following system will be used to determine which player uses which force first:

- Either player has the option to declare that they would like to choose which force they will play with first. It doesn't matter which player declares first.
- If the second player also declares he would like to choose as well, then neither player gets to choose and players instead roll a die or flip a coin to randomly determine which player uses which force first.
- However, if the second player instead concedes and allows the first player the option to choose his force, then the first player will suffer a +1 turn penalty when scoring his mission objectives for that round (i.e. if he completes an objective in turn 8, for scoring purposes, he will instead count as having completed the objective in turn 9).
- If neither player wishes to declare that they would like to choose which force they will use first, then players must instead roll a die or flip a coin to randomly determine which player uses which force first.
- Mission objectives affected by this +1 turn penalty are denoted with an asterisk (*).

TOURNAMENT SCORING & AWARDS

- Tournament Scoring is calculated entirely from the tournament points awarded from completing mission objectives each round. In other words, your game performance completely determines your tournament placement.
- The first round player pairing will be randomly chosen. Subsequent rounds will have players paired against similarly ranked opponents based on their cumulative tournament points.
- First place will receive the overall winner award and a prize.

TOURNAMENT SCHEDULE

8:00AM – 8:30AM	Registration & Mission #1 Set-up
8:30AM – 10:15AM	Mission #1
10:15AM – 11:15AM	Lunch Break
11:15AM – 1:30PM	Mission #2
1:30PM – 1:45PM	Break
1:45PM – 4:00PM	Mission #3



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SPACE HULK TACTICAL TOURNAMENT

MISSION I: IT'S A TRAP!

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

MISSION OVERVIEW

The Marines have been surrounded by a cunning Genestealer ambush and their only means of escape is via a nearby trash chute. If the Marines can overcome the initial Genestealer onslaught they'll have a chance to dash for the chute, but beware...Genestealer reinforcements will be literally popping up where the Marines least expect them!

MARINES

One squad consisting of: 1 Sergeant with storm bolter and power sword, 1 Marine with a heavy flamer and power fist, 2 Marines with storm bolters and power fists and 1 Marine with storm bolter and chainfist.

The Marines are deployed facing any direction in the marked deployment area *after* the Genestealer player places his initial blips onto the board.

GENESTEALERS

Before the Marines are deployed on the board, the Genestealer player chooses three '3' blips, two '2' blips and one '1' blip and places each of them into any of the seven marked Genestealer deployment areas (a maximum of one blip per deployment area).

The Genestealer player only receives reinforcements in the form of 'Trap Blips' (see Special Rules). At the start of the 2nd Genestealer turn and each turn thereafter, roll 2D6 and add the results together. If this total is *equal to or less than* the current number of game turns, then the Genestealer player receives one reinforcement 'Trap Blip' that turn. If the total is higher, the Genestealer player receives no reinforcements that turn. If the game reaches twelve turns or beyond, the Genestealer player no longer rolls 2D6 and instead automatically receives one 'Trap Blip' per turn.

GAME & TURN LENGTH

The game lasts an unlimited amount of turns until time is called by the tournament organizer.

The Marine player gets 2 minutes and 30 seconds to complete each turn, while the Genestealer player gets 5 minutes to complete each turn.

OBJECTIVES

The Marines must attempt to exit as many Marines off the board via the trash chutes as quickly as possible. Once the last Marine is removed from the board the game is over.

SPECIAL RULES

Trap Blips: Trap blips received as reinforcements must immediately be placed into any empty space on the board that is not within line of sight of and is more than six spaces away from all Marines. Trap blips may not be voluntarily converted the turn they are placed, but otherwise can move as a normal blip that turn (although this move must be completed before any other model or blip moves that turn). In all subsequent turns, trap blips are treated exactly as normal blips.

Trash Chute: Marines may move into a trash chute space as if moving into any other empty space and are removed from the board when they do.

1ST GAME TURN TRACKER

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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2ND GAME TURN TRACKER

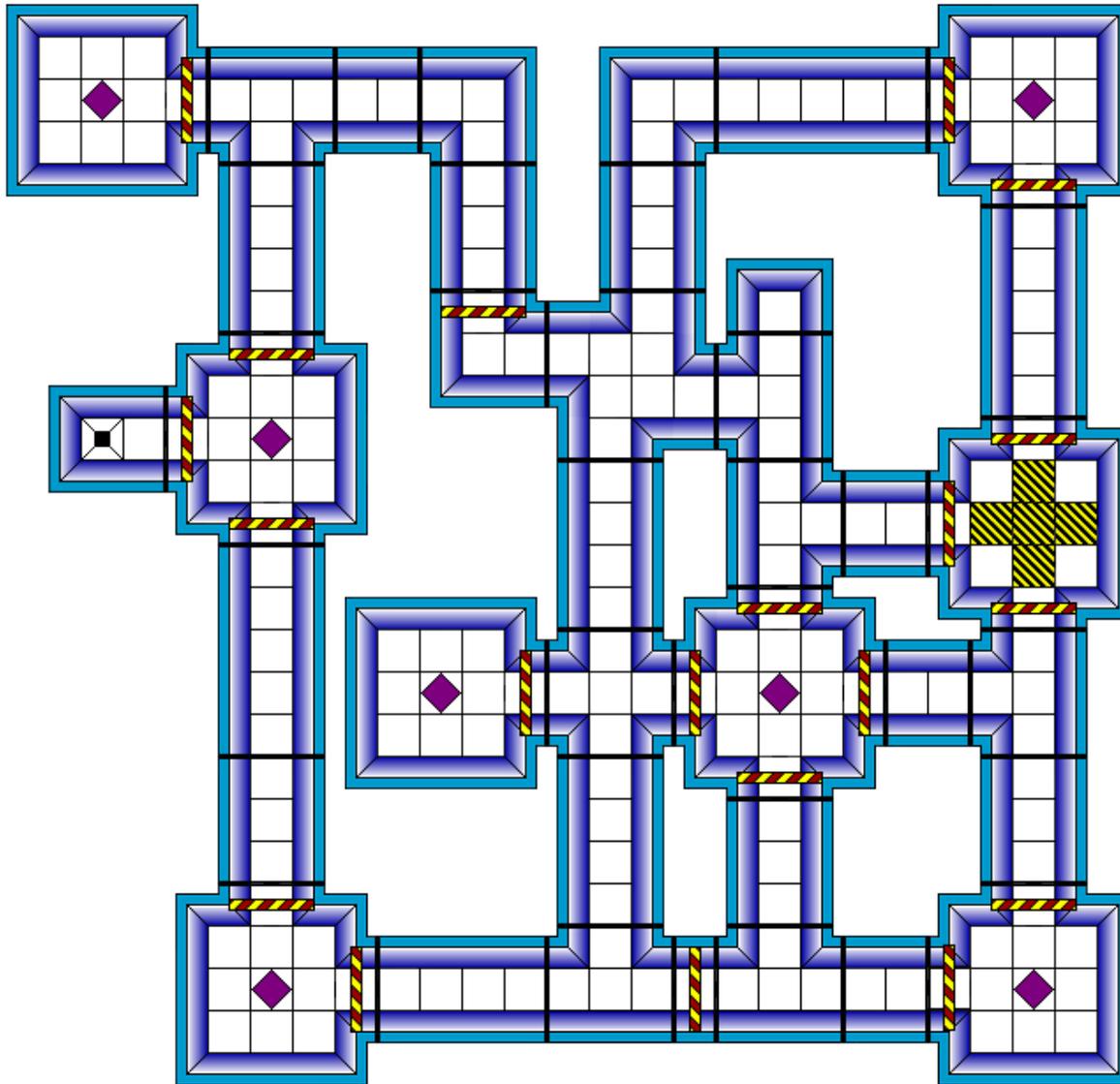
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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MISSION I: IT'S A TRAP!



	GENESTEALER DEPLOYMENT AREA
	MARINE DEPLOYMENT AREA
	DOOR
	TRASH CHUTE



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SPACE HULK TACTICAL TOURNAMENT

MISSION 2: BEACH HEAD

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

MISSION OVERVIEW

The Marines are attempting to reach a control room as quickly as possible and secure it by closing three bulkheads. Doing so will allow them to land more reinforcements onto the Space Hulk. The Genestealers are trying to kill all the Marines before they can complete their objective or at worst, slow them down to allow more Genestealer reinforcements to awake from hibernation.

MARINES

One squad consisting of: 1 Sergeant with storm bolter and power sword, 1 Marine with assault cannon and power fist, 2 Marines with storm bolters and power fists and 1 Marine with storm bolter and chainfist.

The Marines go first by moving onto the board from either of the Marine entry points.

GENESTEALERS

The Genestealer player starts with one blip in each room (set up before the Marine's first turn).

One reinforcement blip arrives per turn from any of the Genestealer entry points.

GAME & TURN LENGTH

The game lasts an unlimited amount of turns until time is called by the tournament organizer.

The Marine player gets 2 minutes and 30 seconds to complete each turn, while the Genestealer player gets 5 minutes to complete each turn.

OBJECTIVES

The Marines must get to the control room as quickly and with as few casualties as possible and secure it by closing the three bulkhead entrances. The last bulkhead may not be closed while any Genestealers are present in the control room. Once the room is secured or all Marines are killed, the game is over.

SPECIAL RULES

Bulkheads: Bulkheads begin the game as open doors. During the game, any Marine may close a bulkhead the same way as a door. Once closed, bulkheads cannot be re-opened or destroyed.

1ST GAME TURN TRACKER

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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2ND GAME TURN TRACKER

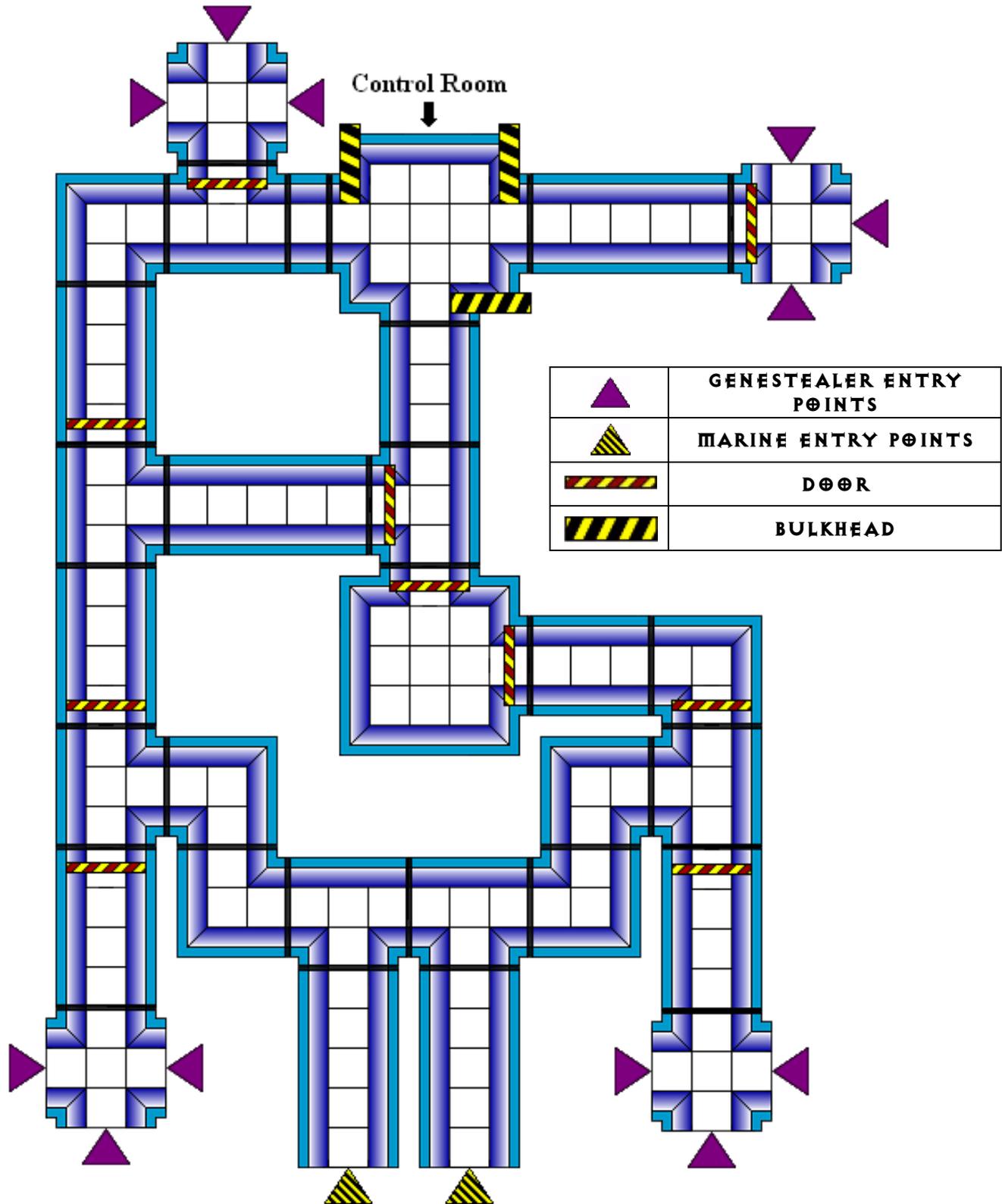
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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SPACE HULK TACTICAL TOURNAMENT

MISSION 2: BEACH HEAD





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SPACE HULK TACTICAL TOURNAMENT

MISSION 3: THE LAST STAND

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

MISSION OVERVIEW

The brood-mind of the Genestealers has managed to cut-off a unit of Marines from the rest of their force in a dark corner of the space hulk. Their brothers-marines are racing to make contact, but the situation is looking grim. Now is the time to unleash the last of the Genestealer reserves to utterly destroy these five damned souls before any help can hope to reach them.

MARINES

One squad consisting of: 1 Sergeant with storm bolter and power sword, 1 Marine with a heavy flamer and power fist, 2 Marines with storm bolters and power fists and 1 Marine with storm bolter and chainfist.

The Marines are each deployed into a different room on the board. They may be placed in any empty space in the room, and facing any direction, but no two Marines may start in the same room.

GENESTEALERS

The Genestealer player starts with no blips, but receives four reinforcement blips per turn for the first 9 turns of the game.

On turns 10+, the Genestealer player receives no further reinforcements.

GAME & TURN LENGTH

The game lasts an unlimited amount of turns until time is called by the tournament organizer.

The Marine player gets 2 minutes and 30 seconds to complete each turn, while the Genestealer player gets 6 minutes to complete each turn.

OBJECTIVES

The Genestealers must wipe out all five Marines as quickly as possible, while the Marines must simply attempt to withstand the Genestealer assault until the torrent of blips finally ceases.

The Game ends when either the last Marine is killed or, in turn 10 or beyond, when there are no more Genestealers/blips left on the board.

SPECIAL RULES

Low On Ammo: The marines are low on ammo and must only fire at confirmed enemy targets. Therefore, they do not get the sustained fire bonus while firing on overwatch.

Cut-Off From Command: The Genestealers have somehow managed to cut-off vox signals to the doomed unit. Before the game, remove the '4', '5' & '6' Command Point counters from the command point pool, these counters will not be used in the game.

1ST GAME TURN TRACKER

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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2ND GAME TURN TRACKER

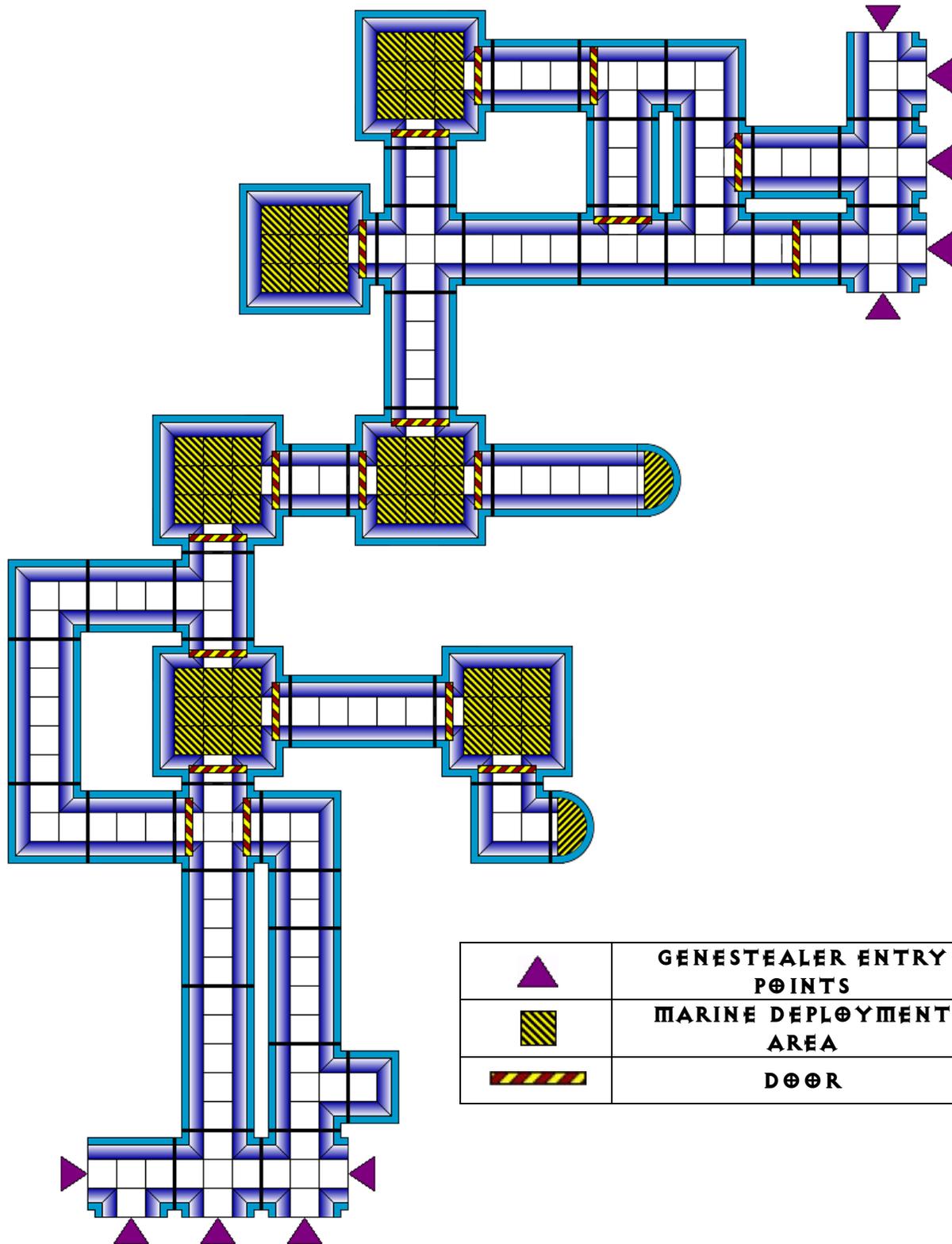
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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MISSION 3: THE LAST STAND



	GENESTEALER ENTRY POINTS
	MARINE DEPLOYMENT AREA
	D O O R



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MISSION 3: THE LAST STAND

Please note that the scoring for this mission is done from the point of view of the Genestealers, as opposed to that of the Marines

SCORING

YOUR NAME:

YOUR OPPONENT'S NAME:

MAJOR VICTORY & MAJOR LOSS

When playing as the Genestealers, one player managed to wipe out all five Marines while the other player failed to do so.

MAJOR VICTORY

TOTAL:

The player who managed to wipe out all five of the opponent's Marines:

15 pts

Bonus Points: +5 points if you managed to kill your opponent's last Marine in turn 8 or earlier. One Bonus point less for each turn after that it took you to kill your opponent's last Marine (to a minimum of +1 point):

+1 to +5 pts

Example: I killed my opponent's last Marine in turn 10, which means I receive +3 Bonus Points. If I killed my opponent's last Marine in turn 12 or later, I would only receive +1 Bonus Point.

MAJOR LOSS

TOTAL:

The player who failed to wipe out all five of his opponent's Marines:

3 pts

Bonus Points: +1 point if your opponent only had two Marines remaining at the end of the game. +2 points if your opponent only had one Marine remaining at the end of the game:

+1 or +2 pts

MINOR VICTORY & MINOR LOSS

When playing as the Genestealers, both players managed to wipe out all five of their opponent's Marines, but one player did so in less turns*.

MINOR VICTORY

TOTAL:

The player who wiped out the opponent's Marines in less turns*:

10 pts

Bonus Points: +1 point per turn (to a maximum of +5) of the difference between the number of turns* it took you and your opponent to wipe out the opposing Marines:

+1 to +5 pts

Example: I killed my opponent's last marine in the 6th turn, while he didn't kill my last Marine until the 8th turn. I receive +2 Bonus Points.

MINOR LOSS

TOTAL:

The player who took more turns* to wipe out the opponent's Marines:

10 pts

Penalty Points: -1 point per turn (to a maximum of -5) of the difference between the number of turns* it took you and your opponent to wipe out the opposing Marines:

-1 to -5 pts

Example: I killed my opponent's last marine in the 8th turn, but he managed to kill my last Marine in the 6th turn. I receive -2 Penalty Points.

PERFECT TIE

TOTAL:

When playing as the Genestealers, both players managed to kill the opposing Marines in exactly the same number of turns*. Each player receives:

10 pts

DUAL LOSS

TOTAL:

When playing as the Genestealers, Both players failed to kill all five of their opponent's Marines.

Each player receives:

3 pts

Bonus Points: +1 point if your opponent only had two Marines remaining at the end of the game. +2 points if your opponent only had one Marine remaining at the end of the game:

+1 or +2 pts

TIME LIMIT EXPIRED

TOTAL:

The players are unable to finish both games due to running out of time for this round of the tournament.

Each player receives:

3 pts



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MISSION 2: BEACH HEAD

SCORING

YOUR NAME:

YOUR OPPONENT'S NAME:

MAJOR VICTORY & MAJOR LOSS

One player secured the control room while the other player had all five Marines killed.

MAJOR VICTORY

TOTAL:

The player who secured the control room as the Marines:

15 pts

Bonus Points: +1 point for each Marine you had alive inside the control room at the end of the game:

+1 to +5 pts

MAJOR LOSS

TOTAL:

The player who had all five of his Marines killed:

3 pts

Bonus Points: +1 point for each Bulkhead successfully closed before the last Marine was killed:

+1 or +2 pts

MINOR VICTORY & MINOR LOSS

Both players managed to secure the control room, but one player managed to do so in less turns than the other player OR if secured in the same number of turns*, then one player managed to do so with more Marines left alive.*

MINOR VICTORY

TOTAL:

The player who managed to secure the control room in less turns than his opponent OR if secured in the same number of turns*, then done so with more Marines left alive:

10 pts

Bonus Points: +1 point per turn (to a maximum of +5) of the difference between the number of turns* it took you and your opponent to secure the control room OR if secured in the same number of turns*, +1 point per Marine of the difference between the number of Marines you each had left alive at the end of the game:

+1 to +5 pts

Example: I secured the control room in 8 turns, while my opponent needed 10 turns to do so. I receive +2 Bonus Points.

MINOR LOSS

TOTAL:

The player who ended up securing the control room in more turns than his opponent OR if secured in the same number of turns*, then did so with less Marines left alive:

10 pts

Penalty Points: -1 point per turn (to a maximum of -5) of the difference between the number of turns* it took you and your opponent to secure the control room OR if secured in the same number of turns*, -1 point per Marine of the difference between the number of Marines you each had left alive at the end of the game:

-1 to -5 pts

Example: My opponent and I both secured the control room on the 9th turn but I did so with only 2 Marines remaining while my opponent had 4. In either case, I receive -2 Penalty Points.

PERFECT TIE

TOTAL:

Both players managed to secure the control room in the same number of turns AND with the same number of Marines remaining alive. Each player receives:*

10 pts

DUAL LOSS

TOTAL:

Both players had all five of their Marines killed by their opponent. Each player receives:

3 pts

Bonus Points: +1 point for each Bulkhead you successfully closed before your last Marine was killed:

+1 or +2 pts

TIME LIMIT EXPIRED

TOTAL:

The players are unable to finish both games due to running out of time for this round of the tournament. Each player receives:

3 pts



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SPACE HULK TACTICAL TOURNAMENT

MISSION I: IT'S A TRAP!

SCORING

YOUR NAME:

YOUR OPPONENT'S NAME:

MAJOR VICTORY & MAJOR LOSS

One player managed to exit at least one Marine off the board via the trash chute while the other player had all five Marines killed.

MAJOR VICTORY

TOTAL:

The player who managed to exit at least one Marine off the board via the trash chute:

15 pts

Bonus Points: +1 point for each Marine you exited from the board via the trash chute:

+1 to +5 pts

MAJOR LOSS

TOTAL:

The player who had all five of his Marines killed:

3 pts

Bonus Points: If your last Marine was killed in turn 8 or later:

+2 pts

MINOR VICTORY & MINOR LOSS

Both players managed to exit at least one Marine off the board via the trash chute, but one player managed to exit more Marines than his opponent OR if both players exited the same number of Marines, then one player exited his last Marine in less turns than his opponent.*

MINOR VICTORY

TOTAL:

The player who managed to exit more Marines off the board via the trash chute OR if both players exited the same number of Marines, then the player who exited his last Marine in less turns* than his opponent:

10 pts

Bonus Points: +1 point per Marine of the difference between the number of Marines you and your opponent managed to exit off the board via the trash chute OR if both players exited the same number of Marines, +1 point per turn (to a maximum of +5) of the difference between the number of turns* in which you last exited a Marine from the board via the trash chute:

+1 to +5 pts

Example: My opponent and I both exited 3 Marines off via the trash chute, but the last Marine I exited was in the 6th turn while my opponent's last Marine didn't exit until the 8th turn. I receive +2 Bonus Points.

MINOR LOSS

TOTAL:

The player who ended up exiting less Marines off the board via the trash chute OR if both players exited the same number of Marines, then the player who exited his last Marine in more turns* than his opponent:

10 pts

Penalty Points: -1 point per Marine of the difference between the number of Marines you and your opponent exited off the board via the trash chute OR if both players exited the same number of Marines, -1 point per turn (to a maximum of -5) of the difference between the number of turns* in which you last exited a Marine from the board via the trash chute:

-1 to -5 pts

Example: I only exited 2 Marines from the board via the trash chute, while my opponent managed to exit 4 Marines. I receive -2 Penalty Points.

PERFECT TIE

TOTAL:

Both players managed to exit the same number of Marines off the board via the trash chute AND their last Marine to exit via a trash chute did so in the same number of turns as their opponent. Each player receives:*

10 pts

DUAL LOSS

TOTAL:

Both players had all five of their Marines killed by their opponent. Each player receives:

3 pts

Bonus Points: If your last Marine was killed in turn 8 or later:

+2 pts

TIME LIMIT EXPIRED

TOTAL:

The players are unable to finish both games due to running out of time for this round of the tournament. Each player receives:

3 pts