Mission 1: Secure the Scene
Adepticon 40k Championships Primer

Deployment:
Before deployment divide the table into quarters then randomly select one quarter. This quarter is the "Volatile Area" (see volatile area special rule). Leave this quarter marked.

Each player then rolls a number of dice equal to their strategy rating and chooses the highest die. The player with the highest result may choose which deployment zone that they wish to deploy in (the volatile area is a valid deployment option). The player that scored the lowest deploys first. Units must be deployed in the following order: Heavy Support, Troops, Elite, HQ, then Fast Attack. Deployment zones are by table quarter. No unit may be placed within 6" of the center of the table or within 18" of an enemy unit.

Who Goes First? :
Each player rolls a single d6. The player with the highest result chooses to go first or second.

Special Rules:
Volatile Area – All that moved through any part of the volatile area in any phase of the turn are subject to this rule. This includes fleet moves, charge moves, disembarking from vehicles, movement to avoid tank shock, landing via deep strike, and consolidation or sweeping advance moves and movement by either player regardless if it is their turn or not. At the end of the current turn any model with a toughness stat affected by this rule rolls a d6. On a 1 that model suffers a wound with no save possible. Models with an armor value (including walkers and skimmers) roll a single d6 when moving 6" or less and roll 2d6 when moving more than 6". If any single dice result is a 1 then the vehicle is immobilized. If two 1s are rolled then the vehicle is destroyed.

Deep Strike (pg 84 of the main rule book)

Concealment (pg 84 of the main rule book)

Game Length: 6 Turns

Objectives:
Primary: Secure the Scene. Control more table quarters than your opponent. The volatile quarter counts as holding 2 quarters. The rest are treated as normal.

Secondary: Set up a Base of Operations: Before the games starts nominate one piece of terrain that is not in a deployment zone or in the volatile area as a "base of operations". Your task is to secure and hold this base by having more scoring units with at least one model touching this piece of terrain than your opponent.

Tertiary: Ensure a sound victory: Score 185 more victory points than your opponent. Use victory point rules on pg 85 of the main rule book

Tactical Bonus Points:
+1 if you killed the enemy HQ (in the case of multiple HQ's this is the highest point value HQ)
+1 if your HQ is alive (in the case of multiple HQ's this is the highest point value HQ)

Mission 2: Fight the Blaze
Adepticon 40k Championships Primer

Deployment:
Each player rolls a number of dice equal to their strategy rating and chooses the highest die. The player with the highest result may choose which deployment zone that they wish to deploy in. The player that scored the lowest deploys first. Units must be deployed in the following order: Heavy Support, Troops, Elite, HQ, and then Fast Attack. Deployment zones are 12" from the long board edge.

Who Goes First? :
Each player rolls a single d6. The player with the highest result chooses to go first or second.

Special Rules:
Night Fight on turns 5 and 6

Infiltrate (pg 84 of the main rule book)

Game Length: 6 Turns

Objectives:
Primary: Extinguish the blaze. Control more points worth of *linear* table quarters than your opponent. Linear table quarters are divided up into four 12"X 72" zones. The first is your own deployment zone which is worth 1 point for controlling. Controlling the 2nd is worth 2 points, the 3rd is worth 3 points and controlling the zone which is your opponents deployment zone is worth 5 points.

Secondary: Pacify the Opportunists. This objective is won by having all enemy troop choices killed or falling back at the end of the game (both players can win this objective). If you did not achieve this objective it is considered a loss. There are no ties.

Tertiary: Ensure a sound victory: Score 185 more victory points than your opponent. Use victory point rules on pg 85 of the main rule book

Tactical Bonus Points:
+1 if you killed the enemy HQ (in the case of multiple HQ's this is the highest point value HQ)

+1 if your HQ is alive (in the case of multiple HQ's this is the highest point value HQ)

Mission 3: Assess the Damage
Adepticon 40k Championships Primer

Deployment:
Each player rolls a number of dice equal to their strategy rating and chooses the highest die. The player with the highest result may choose which deployment zone that they wish to deploy in. Deployment zones are diagonally from 54" along the long table edge and 30"along the short edge. The player that scored the lowest deploys first. After the deployment zones are chosen but before deployment, place 3 objective markers along a line from corner to corner between the two deployment zones at 21", 43", and 64" from one corner. Now start deploying your units in the following order: Heavy Support, Troops, Elite, HQ, and then Fast Attack. After deployment scatter each objective marker a distance of 1d6 in a direction dictated by the roll of a scatter die. The markers will always scatter they do not stay on a hit.

Who Goes first? :
Each player rolls a single d6. The player with the highest result chooses to go first or second.

Special Rules:
Escalation (pg 84 of the main rule book)

Game Length: Random game length (pg 84 of the main rule book)

Objectives:
Primary: Recover Buried Equipment: Hold more of the objective markers than your opponent. To hold a marker a one model of a scoring unit must be touching the marker.

Secondary: Make a Thorough Search: The entire area must be searched for the buried equipment. In order to do this you must have more scoring units in your opponent's deployment zone than he has in yours.

Tertiary: Ensure a sound victory: Score 185 more victory points than your opponent. Use victory point rules on pg 85 of the main rule book

Tactical Bonus Points:
+1 if you killed the enemy HQ (in the case of multiple HQ's this is the highest point value HQ)

+1 if your HQ is alive (in the case of multiple HQ's this is the highest point value HQ)