



ADEPTICON 2010

WARHAMMER 40K CHAMPIONSHIPS

Last Update: 02.08.2010

INAT v3.3 Link Updated

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2010.

The Championship is a large tournament with a tight schedule. Once pairings are announced, players are expected to promptly move to their assigned table and make best efforts to complete their games before time expires. During the course of play, if you feel that your opponent has violated any game or AdeptiCon rules, please contact a judge to review the incident. Once scoring sheets are turned in, judges will have little opportunity to address your concerns.

BASIC RULES

- Armies will consist of 1850 points using a standard force organization chart.
- The Warhammer 40,000 5th Edition Rules will be used.
- The [AdeptiCon INAT FAQ](#) will be used (Updated 03.09.10).
- All 40K Championships army lists must follow the 40K Championships section of the [AdeptiCon 2010 40K Army List rules](#).
- Forge World/Imperial Armor units are not allowed in the 40K Championships, however players may still use their Forge World models to represent a unit from their codex.
- Individual units that may have multiple rules versions will follow the rules presented in that army's codex. Yes, this means a Black Templar Land Raider will function differently than a standard Space Marine Land Raider. Please take the time to review the relevant GW/AdeptiCon FAQ's for clarifications.
- Special/Unique/Named Characters may be fielded, provided their individual rules allow them to be used in armies of 1,850 pts or less.
- The models used in your army must comply with [AdeptiCon's Model Policy](#).
- The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s).
- You must provide access to your own rules (which include the actual Codex used for your army), dice, templates, pen/pencil, calculator, or anything else you'll need during the course of regular play.
- A separate printed army list is required for the judges and each of your opponents.
- In order to keep the tournament running on schedule, when time is called for a round, all player's must drop the dice and stop playing - no exceptions. Because of this, please be aware of the time left in the round and do not start a turn you cannot finish. A hard warning will be issued with 15 minutes remaining in the game. NO Game Turn shall be started after this warning is issued, period.
- 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 this 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 tournament or AdeptiCon itself with no refunds allowed.

SCORING

Battle (59%): 135 total points. 45 points per round divided into primary (21), secondary (14) and tertiary (7) objectives with +3 battle point modifiers.

Sportsmanship (16%): 36 total points, player scored

Appearance (19%): 45 total points, judge scored

Rules Knowledge (6%): 14 total points, rules quiz

Total Possible Points: 230



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++ SPORTSMANSHIP ++

Each round, players will evaluate their opponent by the following or similar criteria:

- Was your opponent prompt to report for the start of the round? Yes/No
- Did your opponent share their army list with you before the game? Yes/No
- Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.) Yes/No
- Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes? Yes/No
- Did your opponent appear to measure movement and assault distances accurately? Yes/No
- Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time? Yes/No (2 points)
- Were rules issues that may have arisen during the game handled amicably by your opponent? Yes/No
- Was your opponent's army easy to understand with clear conversions or completely WYSIWIG? Yes/No
- Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)? Yes/No
- Would you voluntarily play this person again? Yes/No (2 points)

++ APPEARANCE ++

Judges will evaluate and score each army based on the following checklist:

Initial Overall Impression (Check the one that applies)	Points
There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	10
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	20
Display Base (Check the one that applies)	Points
No display base, Rubber Maid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	4
Intricate diorama that just 'wows' the judge.	5
Model Basing (Check the one that applies)	Points
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	4
Diorama-like bases with high attention to detail.	5
Conversions (Check the one that applies)	Points
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	2
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	4
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above)	6
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	8
Advanced Skills : ONLY judge this section if 20 points were awarded on Initial Overall Impression (Check the one that applies)	Points
No advanced techniques.	0
The models have a basecoat with a shade and highlight color.	2
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	4
The models have been shaded using seamless blending	6
Exceptional Extras: ONLY judge this section if 20 points were awarded on Initial Overall Impression. (Check the one that applies)	Points
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic vehicle weathering.	2
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	4
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	6

If total of above checklist totals 42 or more points, only award 42 points. All players scoring 42 points on appearance will be judged a final time, for up to 3 additional points at the judge's discretion, for a max Appearance score of 45 points.



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++ RULES KNOWLEDGE ++

Knowing your enemy and the rules of the game are the key attributes a savvy tournament player possesses. Mastery of these fundamentals should come easy to the eventual AdeptiCon 40k Champion. Questions for the quiz will be drawn from the 40K rulebook and any game legal codex. A total of **14 points** can be scored from this category.

++ PLAYER'S CHOICE VOTING ++

Players will have an opportunity to vote for the single army from the entire field of players that they feel best represents the 40K hobby. The winner is the army receiving the most votes. These points do not contribute to the overall champion points, only Players Choice.

AWARDS

- Overall Champion: Total Points. Battle Points then Sportsmanship then Appearance for tiebreakers.
- Best General: Battle Points. Sportsmanship then Quiz for tiebreakers.
- Best Sportsman: Sportsmanship points. LOWEST Battle Points then HIGHEST Overall Points for tie breakers
- Best Appearance: Appearance points.
- 40K Codicier: Quiz Points. Overall points for tiebreaker.
- Player's Choice: Most Player's choice votes.

SCHEDULE

7:00AM – 8:00AM	Check-in & Setup
7:00AM – 9:00AM	Paint Judging
8:30AM – 8:45AM	Quiz
9:00AM – 11:00AM	Game #1
11:00AM – 12:00PM	Lunch Break, Player's Choice Voting & Paint Judging
12:00PM – 2:00PM	Game #2
2:00PM – 2:30PM	Break
2:30PM – 4:30PM	Game #3