



# ADEPTICON 2010

WARHAMMER 40K GLADIATOR TOURNAMENT

Last Update: 03.09.2010

[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.

## BASIC RULES

- Armies will consist of 2250 points using a standard force organization chart.
- The Warhammer 40K 5th Edition Rules will be used.
- The [AdeptiCon INAT FAQ](#) and the [AdeptiCon INAT IA/Apoc Appendix](#) will be used (Updated 03.09.10).
- All 40K Gladiator army lists must follow the 40K Gladiator section of the [AdeptiCon 2010 40K Army List rules](#).
- Imperial Armor & Apocalypse units may be used following the rules and restrictions as noted in the [AdeptiCon 2010 Imperial Armor & Apocalypse Units rules](#) (Updated: 01.31.2010).
- Additional Apocalypse Rules
  - No models with more than four (4) structure points are allowed in the Gladiator Tournament.
  - No Formations or Strategic Assets are allowed in the Gladiator Tournament.
  - Supporting War Machine Detachments counts as one Heavy Support choice.
  - Only one Super Heavy or Gargantuan Creature may be taken per army.
  - Clarifications to the Flyer Rules can be found in the [AdeptiCon INAT IA/Apoc Appendix](#) (Updated 02/08/10).
- 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.
- Models must be painted to a 3 color standard.
- 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).
- The models used in your army must comply with [AdeptiCon's Model Policy](#).
- 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.
- You must have 6 copies of your army list. These must be typed and correct. 1 will be provided to the judge, 1 for your reference and the other 4 will be given to your opponents.
- Armies must be made from the latest Codex version.
- 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.
- 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 team may have regarding rules issues or legal units in advance!
- A Note on Sportsmanship: Just because sportsmanship is not being scored does not mean certain codes of conduct and behavior are not in effect. 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.

## A WORD ABOUT THE GLADIATOR TOURNAMENT

A Gladiator tournament is a no-holds-barred tournament event. It is not about fluff, it is not about theme, it is not about who can paint real pretty. The Gladiator is about having a pair and kicking butt. No one will score your painting or sneer at the composition of what you field. The objective is to win games by using whatever combination of units and tactics you can devise. This is your opportunity to make the biggest, rudest, nastiest, beat-down army you have ever dreamed of and play it in a tournament. A word of warning: Gladiator scenarios are among the most complicated scenarios on the tournament scene. Only a skilled General using a well-balanced force will have the resources available to accomplish all of their objectives and claim the title of Gladiator Champion. The first rule of Gladiator is "No Whining!" Life is not fair and neither will the AdeptiCon 2010 Gladiator!



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## WARHAMMER 40K GLADIATOR TOURNAMENT

### GLADIATOR SCORING

- All models must be painted and based appropriately with at least 3 colors. If even one model is not painted and based appropriately, you will lose 2 points per round. Otherwise you get a zero for painting each round.
- Each scenario will have 3 objectives. Each objective will be worth a certain amount of points, and the player who completes the objective gets those points. Also, there will be bonus modifiers of up to 2 extra battle points during each round.
- All scoring sheets will have a check box for if the game was completed.
- If the typed army list you turn in to the judge is found to be wrong, you will lose 5 points plus 10 points for each round that the illegal list is played.

### AWARDS

- 40K Gladiator Champion
- Second in Command

### SCHEDULE

|                   |                                  |
|-------------------|----------------------------------|
| 9:00AM – 10:00AM  | Registration & Table Assignments |
| 10:00AM – 12:30PM | Game #1                          |
| 12:30PM – 1:00PM  | Break                            |
| 1:00PM – 3:30PM   | Game #2                          |
| 3:30PM – 4:00PM   | Break                            |
| 4:00PM – 6:30PM   | Game #3                          |
| 6:30PM – 7:00PM   | Break                            |
| 7:00PM – 9:30PM   | Game #4                          |
| 10:00PM           | Awards                           |