



# ADEPTICON 2011

WARHAMMER 40K CHAMPIONSHIPS

Last Update: 01.06.2011

[INAT 4.3 Links Updated](#)

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. The release of new codices and/or official FAQ documents in the months leading up to the event could require changes to the following rules. No fundamental rules changes will be made after 2/1/2011.

**Please Note:** There have been some significant changes to the AdeptiCon 2011 Warhammer 40K Championships format. Please take the time to read the entire document. If you have any questions regarding the format, legality of army lists/models or any other concerns - please [let us know!](#)

## BASIC RULES

- Armies will consist of **1850 points** or less, using a standard force organization chart.
- Players **MUST** use the same army list throughout the tournament.
- Each player **MUST** bring a total of THREE (3) tactical markers based on 40mm circular bases.
- 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 painted to a 3-color minimum standard).
- The Warhammer 40,000 5th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The [INAT FAQ](#) will be used to resolve additional rules disputes (updated 02.09.2011).
- The following codices are allowed in the 40K Championships: Codex Black Templars (I), Codex Blood Angels (I), Codex Chaos Daemons (H), Codex Chaos Space Marines (H), Codex Daemonhunters (I), Codex Dark Angels (I), Codex Dark Eldar (X), Codex Eldar (X), Codex Imperial Guard (I), Codex Necrons (X), Codex Orks (X), Codex Space Marines (I), Codex Space Wolves (I), Codex Tau Empire (X), Codex Tyranids (X), Codex Witch Hunters (I). [I = Imperial, H = Heretical, X = Xenos for purposes of Friday night awards]
- New codices that are released prior to March 1<sup>st</sup>, 2011 will be allowed in the AdeptiCon 2011 Warhammer 40K Championships.
- A separate printed army list is required for the judges and each of your opponents (maximum of 10 copies required).
- Forge World/Imperial Armor units are **NOT** allowed in the Warhammer 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. 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.
- 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.
- In order to keep the tournament running on schedule, a final 15 minute warning will be announced. 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 the [AdeptiCon 2011 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.

## GAMES

- All players will play 4 two-hour rounds on Friday and are eligible to win any of the Friday night awards. The top 16 players (see below) will advance to the finals on Sunday morning to play 4 additional two-hour rounds in a modified single-elimination format and compete for the Warmaster, Second in Command and Master Tactician awards.
- All missions will use the Random Game Length rule. All missions will define 3 mission objectives. Mission objectives are your path to victory. Note that some mission objectives will be achievable by both players.
- The first round qualifier pairings will be randomly determined. Subsequent qualifier rounds will be seeded by W/L/D record first, then by total number of mission objectives achieved throughout all games played, and then randomly within those divisions.
- W/L/D records and total number of mission objectives achieved from Friday will be used to seed the first round (Game #5) of the finals in a modified single-elimination format (Player #1 vs. Player #16 and so on). At that point, your W/L/D record will be converted into a Strength of Schedule score (see Awards) and reset for the finals. Total mission objectives achieved will carry over and factor into determining the Master Tactician award. Subsequent final round pairings will pair winners of the previous brackets against one another.



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## SCORING AND QUALIFICATION (256 PLAYERS - FRIDAY)

### SCORING

- **Game Results & Victory Conditions:** W/L/D as determined by total mission objectives achieved and tiebreak. Up to 3 mission objectives per player can be achieved each round.
- **Sportsmanship Marks:** Special (see below).
- **Rules Knowledge:** 10 total points, rules quiz (optional).
- **Player's Choice:** Voted on by players.
- **Appearance:** 45 total points, judge scored (see below).

### QUALIFICATION (16 PLAYERS)\*

- Players who win all 4 games on Friday automatically qualify for Sunday's finals.
- All remaining wildcard qualification spots will then be awarded to the players with the strongest W/L/D record (total mission objectives achieved followed by Strength of Schedule followed by the Victory Points result of Game #4 will be used to break ties if necessary).




\* Players that qualify for Sunday's Warhammer 40K Championship finals will have all other Sunday event tickets refunded onsite (see below).

### ++ GAME RESULTS & VICTORY CONDITIONS ++

Each mission will define 3 mission objectives. The player that has successfully achieved more mission objectives at the end of the game wins. If neither player has achieved victory through mission objectives, then the game ends in a tiebreak. Each mission will define a specific tiebreak (example: Victory Points) which may have a secondary draw condition.

### ++ SPORTSMANSHIP MARKS ++

After each qualifier game, you will be required to evaluate your opponent's sportsmanship. Secretly choose one of the following marks:

 Average	<b>Perfectly Decent Game of Warhammer.</b> 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.
 Positive	<b>Fantastically Brilliant Game!</b> 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 positives mark are eligible to win Best Sportsmanship.
 Negative	<b>Just A Terribly Awful Game!</b> 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 <b>NEVER</b> be a reflection on the final results of the game.

**Judge's Marks:** The Head Rules Judge may assign additional negative sportsmanship marks throughout the tournament. These marks are in addition to those you receive from your opponents and will count towards disqualification. Additionally, player's who negligently give out a large number of positive or negative sportsmanship scores will have their marks called into question by the judges and will be required to explain their marks. The judges reserve the right to nullify any sportsmanship marks that they deem were not awarded in the spirit of the system outlined above.

**Disqualification:** Players who receive 3 or more negative sportsmanship marks on Friday will be disqualified from the event and will no longer be eligible to receive any awards or qualify for Sunday's finals.

### ++ 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 Codicier. Questions for the quiz will be drawn from the Warhammer 40,000 rulebook and any game legal codex. The quiz is not compulsory, players that elect not to take the quiz will be considered to have a score of 0. The winner of the 40K Codicier award and the runner-up will both qualify to participate in the Codicier Challenge Saturday night at 10:00PM for prizes and glory!

### ++ PLAYER'S CHOICE VOTING ++

After the 1<sup>st</sup> and 3<sup>rd</sup> games, players will have an opportunity to vote for the single army that they feel best represents the 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.

**Sunday Events/What if I Don't Qualify?** Never fear! Like always, AdeptiCon will offer a virtual smorgasbord of events on Sunday. Sunday Warhammer 40K events will include the age-old Gladiator, Kill Teams, Combat Patrol and more! Additionally, there will be a myriad of events spanning multiple game systems to satisfy all your wargaming needs. In order to guarantee your complete weekend schedule, you are encouraged to purchase tickets for other Sunday events in advance. If you qualify for Sunday's Warhammer 40K Championships, AdeptiCon will refund all other Sunday event tickets onsite.



# ADEPTICON 2011

## WARHAMMER 40K CHAMPIONSHIPS

### ++ APPEARANCE ++

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

Initial Overall Impression (Circle 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 (Circle 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 (Circle 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 (Circle 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 (Circle 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. (Circle 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.

### FINALS PREPARATION (SUNDAY)

- All qualified players **MUST** use the same army list for the finals that they used Friday during the qualifier.
- Terrain for the finals will be placed by the Rules Judges and is considered fixed throughout the day. All 16 players will have the opportunity to review the tables prior to first game pairings.
- All army lists from Friday will be double-checked for accuracy and compared to the models on the table by a Rules Judge prior to the start of the first game of the finals.

### FINALS SCORING (16 PLAYERS - SUNDAY)

**Victory Conditions:** Each mission will define 3 mission objectives. The player that has successfully achieved more mission objectives at the end of the game wins. If neither player has achieved victory through mission objectives, then the game ends in a tiebreak. Each mission will define a series of tiebreakers (example: Victory Points then total mission objectives achieved and finally Strength of Schedule) which will **NOT** have any secondary draw conditions.

**Sportsmanship Marks, Rules Quiz, Player's Choice and Appearance:** These categories are **ONLY** scored during the Friday qualifiers and will not factor into determining the overall tournament winner. Judges will be readily available to resolve any rules disputes and reserve the right to disqualify players in extreme situations.



# ADEPTICON 2011

## WARHAMMER 40K CHAMPIONSHIPS

### AWARDS

#### ++ FRIDAY ++

- **Best All-around Showing:** Highest combined score using the following formula. Total mission objectives for tiebreaker. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18<sup>th</sup> & 19<sup>th</sup>, 2011 – Las Vegas, NV). Qualifies for the NOVA Invitational (August 26<sup>th</sup>, 2011 – Washington, DC).  
 $(\# \text{ of Wins} \times 10) + (\# \text{ of Draws} \times 5) + \text{Appearance Score} + \text{Rules Quiz Score} + (\# \text{ of positive Sportsmanship marks} \times 10)$
- **Best Imperial Showing:** Highest combined score as outlined above. Total mission objectives achieved for tiebreaker.
- **Best Heretical Showing:** Highest combined score as outlined above. Total mission objectives achieved for tiebreaker.
- **Best Xenos Showing:** Highest combined score as outlined above. Total mission objectives achieved for tiebreaker.
- **Best Sportsman:** Most positive Sportsmanship marks. W/L/D record then total mission objectives achieved for tiebreaker.
- **Best Appearance:** Highest Appearance points. Judge's Discretion points votes for tiebreaker.
- **40K Codicier:** Highest Rules Knowledge score. Sudden Death round for tiebreaker.
- **Get a New Game:** Least amount of mission objectives achieved. Positive Sportsmanship marks for tiebreaker.
- **Player's Choice:** Most Player's Choice votes.

#### ++ SUNDAY ++

- **AdeptiCon 2011 Warmaster:** Undefeated player from top table of Sunday's finals. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18<sup>th</sup> & 19<sup>th</sup>, 2011 – Las Vegas, NV). Qualifies for Team America/European Team Championships (August 20<sup>th</sup> – 21<sup>st</sup> – Montreux, Switzerland). Qualifies for the NOVA Invitational (August 26<sup>th</sup>, 2011 – Washington, DC).
- **AdeptiCon 2011 Second in Command:** Defeated player from top table of Sunday's finals. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18<sup>th</sup> & 19<sup>th</sup>, 2011 – Las Vegas, NV). Qualifies for the NOVA Invitational (August 26<sup>th</sup>, 2011 – Washington, DC).
- **AdeptiCon 2011 Master Tactician:** Most mission objectives achieved throughout the entire tournament. Strength of Schedule for tiebreaker\*. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18<sup>th</sup> & 19<sup>th</sup>, 2011 – Las Vegas, NV). Qualifies for the NOVA Invitational (August 26<sup>th</sup>, 2011 – Washington, DC).

Aside from Player's Choice, players can only win one award in total. Awards are listed in hierarchical order. Example: A player that receives the highest Appearance score and scores the highest on the Rules Quiz would win the Best Appearance award. 40K Codicier would then go to the second highest Rules Quiz score, as long as that player has not already won a Best Showing or Best Sportsman award.

Qualification for Sunday's finals does not preclude you from winning any of the Friday night awards.

\* A player's Strength of Schedule is calculated by adding together the W/L/D records (Win = 2 points, Draw = 1 point, Loss = 0 points) of all players he has played throughout the entire tournament. Strength of Schedule will be used as a final tie breaker in all applicable award categories.

### SCHEDULE

FRIDAY QUALIFIER	
10:00AM – 11:30AM	Check-in, Setup & Paint Judging
11:00AM – 11:15AM	Quiz
11:30AM – 1:30PM	Game #1
1:30PM – 2:30PM	Lunch Break, Player's Choice Voting & Paint Judging
2:30PM – 4:30PM	Game #2
4:30PM – 5:00PM	Break
5:00PM – 7:00PM	Game #3
7:00PM – 8:00PM	Dinner Break, Player's Choice Voting & Paint Judging
8:00PM – 10:00PM	Game #4
10:00PM	Friday Awards
SUNDAY FINALS	
6:30AM – 7:00AM	Check-in, Finals Preparation and Setup
7:00AM – 9:00AM	Game #5
9:00AM – 9:15AM	Break
9:15AM – 11:15AM	Game #6
11:15AM – 12:15PM	Lunch Break
12:15PM – 2:15PM	Game #7
2:15PM – 2:30PM	Break
2:30PM – 4:30PM	Game #8
4:30PM	Awards



# ADEPTICON 2011

## WARHAMMER 40K CHAMPIONSHIPS

### FINAL MISSION OBJECTIVES TEASER

After the release of the [Warhammer 40K Championships Primer missions](#), we received some incredibly constructive feedback. Below you will find the final mission objectives for the AdeptiCon 2011 Warhammer 40K Championships. They are presented in alphabetical order and not in Scenario format. The exact combination of mission objectives, deployment options and any special rules will be revealed the day of the event. Additionally, at least three of the following mission objectives will be repeated throughout the day.

#### ANNIHILATION

The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this mission objective.

#### BATTLEFIELD CONTROL

The player that controls the most table quarters at the end of the game achieves this mission objective. To control a table quarter there must be a Scoring Unit in the table quarter at the end of the game and the quarter must not be contested. A table quarter is contested if there are enemy units present (any unit, whether scoring or not). A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters, the unit is considered to control or contest the table quarter containing a **MAJORITY** of that unit. If this is unclear, then randomly determine which table quarter that unit is controlling or contesting.

#### DEFEND THE FLAG

You achieve this mission objective by controlling more tactical markers in your half of the table than your opponent. To control a tactical marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.

#### LEAD BY EXAMPLE

A player achieves this mission objective by having a model from an HQ unit within 6" of the tactical marker at the center of the table at the end of the game. Both players can achieve this mission objective.

#### MARKED FOR TERMINATION

A player achieves this mission objective by destroying the opposing unit that was Marked for Termination at the start of the game (see Deployment). Both players can achieve this mission objective.

*Related Deployment Text: Before deciding deployment zones, each player must declare a single, non-dedicated transport unit in the opposing army to be 'Marked for Termination'. If this unit splits (e.g. combat squads) at any point during the game, then **BOTH** units are considered to be 'Marked for Termination' and **BOTH** units must be destroyed to achieve the mission objective. Record this unit under the mission objective.*

#### RECON

The player with the most units (scoring or otherwise) **wholly within** the enemy deployment zone at the end of the game wins this mission objective. The goal of this mission objective is not to "control" the enemy deployment zone, simply total up the number of eligible units in each deployment zone to determine the winner.

#### SEIZE GROUND (5 TACTICAL MARKERS)

The player that controls the most tactical markers at end of the game achieves this mission objective. To control a tactical marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.

#### THE SUM OF PARTS

A player achieves this mission objective by destroying half or more of his opponent's eligible Kill Points units (based on the total number of Kill Points in the army **prior to deployment**). Both players can achieve this mission objective.

Units that are spawned/created throughout the course of the game (e.g. termagants, combat squads) **DO NOT** increase the Kill Points threshold for this mission objective.

#### TACTICAL MARKERS (3 TACTICAL MARKERS)

The player that controls the most tactical markers at end of the game achieves this mission objective. To control a tactical marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.

#### TAKE AND HOLD

You achieve this mission objective by controlling more tactical markers in your opponent's half of the table than your opponent. To control a tactical marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.