



ADEPTICON 2011

WARHAMMER 40K GLADIATOR

Last Update: 01.30.2011

[INAT FAQ 4.3 and Appendix 2.0 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 Gladiator 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 a base list of 1750 points or less, and two 500 point sidebar lists (explained below) using a standard force organization chart.
- 500 point sidebars are two separate lists that can be used to expand on your 1750 base list. The 500 point sidebars are required to meet the following criteria:
 - The 500 point sidebars are to be labeled as [Sidebar A] and [Sidebar B], respectively.
 - The combination of the 1750 point base list and either 500 point sidebar must fit in one standard force organization chart.
- The [INAT FAQ](#) (v4.3.1, updated 02.09.2011) and the [INAT IA/Apoc Appendix](#) (v2.0, updated 02.08.11) will be used.
- Players **MUST** use the same army list throughout the tournament.
- 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 following codices are allowed in the 40K Gladiator: 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 (including the Eldar Night Spinner from WD365) (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 Sunday night awards]
- New codices that are released prior to March 1st, 2011 will be allowed in the AdeptiCon 2011 Warhammer 40K Gladiator.
- Armies must be made from the latest Codex version.
- Separate printed base and sidebar lists are required for the judges and each of your opponents (5 copies of each are required). These must be typed and correct. 1 will be provided to the judge, 1 for your reference and the other 3 will be given to your opponents.
- Armies may contain Imperial Armor/Apocalypse units (see below) following the rules and restrictions as noted in the [AdeptiCon 2011 Allowable Imperial Armor & Apocalypse Units rules](#). Units allowed in this event will have 'GLAD' noted in the Event column.
- Rules, units and wargear from any source besides the codices listed above are **NOT** allowed. This includes but is not limited to:
 - 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 [INAT IA/Apoc Appendix](#) (v2.0, updated 02.08.11).
 - Additional Apocalypse Rules
- 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/INAT FAQ's for clarifications.
- 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.



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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 2011 Gladiator!

GAMES AND SIDEBARS

- All players will play (3) two hour and 30 minute rounds on Sunday.
- The following rules provide a guideline for selecting the respective Sidebars for each game.
 - Prior to each game, both players provide their opponent with the 1750 point base list.
 - After reviewing the opponent's 1750 base list, each player secretly selects their own 500 point sidebar list that they wish to use in this battle.
 - Once a sidebar is chosen, each player places the selected sidebar list face down on the table.
 - Once both players have placed their selected 500 point sidebars on the table, both players reveal their selected 500 point sidebar to their opponent.
 - Units purchased via the 500 point sidebar **MAY NOT** add to, modify or replace an existing unit selection from the base 1,750 point force. This includes, but is not limited to: wargear, models, dedicated transports, psychic powers, special rules, etc.
- All missions will use the Random Game Length rule.
- The first round pairings will be randomly determined. Subsequent rounds will be seeded by total battle points earned and then randomly within groups of equal battle points.

SCORING

- Each scenario will have 3 objectives. Each objective will be worth a certain amount of points with a tiered system based on the total level of completion. Each player who completes an objective with maximum points will mark this on their score sheet.
- 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.
- 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 5 points per round.

SCORING

- **Game Results & Victory Conditions:** Total Battle Points. Track total objectives achieved for tiebreak.
- **Appearance:** 30 total points, judge scored (see below). Appearance is a completely separate category and does not add into your overall score.

++ SPORTSMANSHIP ++

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.

++ APPEARANCE ++

While the Overall Gladiator winner is strictly about achieving the most battle points, we are adding best of show awards for the following models that are participating in the AdeptiCon 2011 Gladiator:

1. Best Titan / Super Heavy
2. Best Flyer (Super Heavy Flyers will be considered for the Best Titan / Super Heavy category)
3. Best Gargantuan Creature
4. Best Little One (a unit that is not a Titan / Super Heavy, Flyer, or Gargantuan Creature)

These awards are completely separate from the Overall Gladiator winner and results will not calculate into the final Overall Gladiator Winner score. **Each player can enter only one unit per category.** Judges will evaluate and score each unit based on the following checklist:



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Model Basing (Circle the one that applies)	Points
Bare plastic base(s).	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 base(s) with high attention to detail.	5
Conversions (Circle the one that applies)	Points
No conversions.	0
Minimal: The unit has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	2
Minor: Unit have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	4
Major: The unit 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 unit 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 (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 13 points were awarded on Initial Overall Impression. (Circle the one that applies)	Points
No extras.	0
The unit has rough freehand work, simple unit markings, and/or basic vehicle weathering.	2
The unit has quality transfer work and clean unit markings and or vehicle weathering.	4
The unit has stellar freehand detail work (banners, unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	6
Judges Decision: Award up to 1-5 extra points in the case of a tie in the app	Points
Only complete if more than one unit in a category receives the same final score. Add 1 to 5 points for a tiebreak based on judging panel decision.	1-5

AWARDS

++ SUNDAY ++

- AdeptiCon 2011 Gladiator Champion: Most Battle Points. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18th & 19th, 2011 – Las Vegas, NV).
- AdeptiCon 2011 Second in Command: Second most Battle Points. Qualifies for the Games Workshop 2011 North American Throne of Skulls Tournament (June 18th & 19th, 2011 – Las Vegas, NV).
- AdeptiCon 2011 Best Imperial Commander: Most Battle Points by an Imperial (I) Commander.
- AdeptiCon 2011 Best Heretical Commander: Most Battle Points by a Heretical (H) Commander
- AdeptiCon 2011 Best Xenos Commander: Most Battle Points by a Xenos (X) Commander.
- AdeptiCon 2011 Gladiator Appearance - Best Titan: Total Best Titan category points.
- AdeptiCon 2011 Gladiator Appearance - Best Flyer: Total Best Flyer category points.
- AdeptiCon 2011 Gladiator Appearance - Best Gargantuan Creature: Total Best Gargantuan Creature category points.
- AdeptiCon 2011 Gladiator Appearance - Best Little One: Total Not So Big Piece category points.
- AdeptiCon 2011 Gladiator - Get a Bigger Gun: Least amount of Battle Points achieved.

All tiebreakers will be based on total objectives achieved and then Strength of Schedule.

SCHEDULE

SUNDAY	
7:00 AM – 8:00 AM	Check-in and Setup
8:00 AM – 10:30 AM	Game #1
10:30 AM – 11:00 AM	Break
11:00 AM – 1:30 PM	Game #2
1:30 PM – 2:00 PM	Lunch Break
2:00 PM – 4:30 PM	Game #3
4:30 PM – 5:00 PM	Awards