



# ADEPTICON 2011

WARHAMMER 40K NATIONAL TEAM TOURNAMENT

Last Update: 01.06.2011

[INAT 4.3 & 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 National Team Tournament 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!](#)

## THE SPIRIT OF THE TEAM TOURNAMENT

For the past eight years, the Warhammer 40K Team Tournament has been the flagship event at AdeptiCon. Originally conceived as an alternative event to the standard Grand Tournaments of old, the team event was designed to be an all-inclusive, hobby competition that created a purposely different way to play the game with your friends. Over the years, the event has grown by leaps and bounds as teams continually raise the bar in terms of thematic approach, generalship, modeling expertise and team spirit – creating a unique and memorable experience for all.

In the Team Tournament, four players combine forces to compete against opposing teams in a day full of gaming and comradery. While all tournaments are competitive by nature, the Team Tournament encompasses much more than the tournament games played throughout the day. In many cases the day of the tournament is a culmination of months of planning, writing, building, converting and painting. The tournament format challenges and rewards generals, tacticians, hobbyists, fluff-bunnies and casual gamers alike. Additionally, the format enables players to visually realize the immense theme and flavor of the Warhammer 40,000 universe on the tabletop.

This year the thematic elements of the event have been refined in order to encourage more collaborative Team construction. While previous tournaments have strongly favored single codex teams, the current rules have been adapted to encourage Teams to explore the background stories and allegiances that are present in the Warhammer 40,000 universe. Examples might include; a mixture of Imperial Guard, Salamanders and Black Templar from the Armageddon Campaign, or perhaps a mixture of Chaos Marines, Chaos Daemons and Renegades as presented in the Sabbat Worlds Crusade. It is our hope that this event transcends the fixed boundaries of the convention weekend. That you and your team are able to plan, prepare, and construct something unique and exciting in your quest for glory.

## FRIDAY NIGHT TEAM CHECK-IN

Teams will be able to check-in and receive table assignments at the 40K Judge's Table starting Friday evening at 8PM. In order to register, a single representative for the team must present the following:

- A single copy of each Team Member's army list. Please include both the Team Member's name and Team Name on each list.
- Verification of convention registration. Teams that are fully pre-registered (prior to the March 20<sup>th</sup>, 2011 cutoff) will be automatically verified and may skip this step. Teams that purchase their ticket or any number of Team Member badges on-site **MUST** produce an event ticket and all four Team Member badges for verification at check-in.

## TERMINOLOGY

**Team Member:** An individual member of a Team and their 1000-point list.

**Coalition:** The combined forces of two Team Members. A Coalition is treated as a single entity comprised of two individual 1000-point forces.

**Team:** The combined forces of all four Team Members. A Team is treated as a single entity comprised of four individual 1000-point forces. Teams will also be referred to as Imperial, Heretical, Xenos or Hybrid (see below).

**Parent Codex:** A Team Member's Parent Codex is the codex from which his/her compulsory HQ and Troop selections are purchased from. Example: An army with Imperial Guard compulsory selections that also includes Daemonhunter selections uses Codex: Imperial Guard as its Parent Codex.

**Brothers in Arms:** For the purposes of the AdeptiCon Warhammer 40K Team Tournament, units purchased from the **EXACT SAME CODEX** are considered 'Brothers in Arms' and may receive additional benefits as outlined below. The term 'Brothers in Arms' should be used to replace references to 'friendly units' in various codices. See the Brothers in Arms section below for more information.



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### BASIC RULES

- Teams will consist of 4 Team Members. Each Team Member's army will consist of 1000 points or less, using one of the Team Tournament Force Organization charts below.
- Team Members **MUST** use the same army list throughout the tournament.
- Each 4-Player Team **MUST** bring a total of FOUR (4) objective markers based on 40mm circular bases. These objective markers should be themed to match your team.
- 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.
- New codices that are released prior to March 1<sup>st</sup>, 2011 will be allowed in the AdeptiCon 2011 Warhammer 40K National Team Tournament.
- 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 to resolve additional rules disputes.
- The following codices are allowed in the AdeptiCon 2011 Warhammer 40K Team Tournament: 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]
- Each Team Member on a 4-Player Team must provide their opposing Team during each round a copy of their individual 1,000-point army list.
- Each team may field a **maximum of one** Imperial Armor/Apocalypse unit (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 'TT' 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:
  - Chapter Approved units, wargear and special characters.
  - Forge World army lists.
  - Flyers, Super Heavies, Super Heavy Flyers and Gargantuan Creatures.
  - Apocalypse Formations and Strategic Assets.
- 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.
- Each Team Member must bring all materials needed to play a game and report the results, including dice, measuring devices, templates, and a writing implement.
- Each 2-Player Coalition must have a Warhammer 40,000 rulebook and the codex (or codices) represented by the Coalition during each game. This includes rules for any Imperial Armor and/or Apocalypse Units your Coalition is fielding. These rules **MUST** be made available to your opponents at all times. You will **NOT** be allowed to field any models or units that you cannot produce the most current set of rules for.
- 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 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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### FORCE ORGANIZATION

Teams will consist of 4 Team Members. Each Team Member will be responsible for bringing a 1,000-point army. Each Team Member must declare a Parent Codex and choose his/her compulsory HQ and Troop choice from that codex.

**Note:** Pure Imperial and pure Hybrid Teams can use Inquisitorial allies for other slots by following the "Using Witch Hunters as Allies" and "Using Daemonhunters as Allies" rules.

Each Team Member's 1,000 points must fit one of the Team Tournament Force Organization charts below. Each Team Member **MUST** choose a different Force Organization chart.

Team Member #1	Team Member #2	Team Member #3	Team Member #4
<ul style="list-style-type: none"> <li>1 HQ</li> <li>0-1 Elites</li> <li>1-3 Troops</li> <li>0-1 Fast</li> <li>0-1 Heavy</li> </ul>	<ul style="list-style-type: none"> <li>1 HQ</li> <li>0-2 Elites</li> <li>1-3 Troops</li> <li>0-1 Fast</li> <li>0-1 Heavy</li> </ul>	<ul style="list-style-type: none"> <li>1 HQ</li> <li>0-1 Elites</li> <li>1-3 Troops</li> <li>0-2 Fast</li> <li>0-1 Heavy</li> </ul>	<ul style="list-style-type: none"> <li>1 HQ</li> <li>0-1 Elites</li> <li>1-3 Troops</li> <li>0-1 Fast</li> <li>0-2 Heavy</li> </ul>
Up to 1 IA/APOC Unit*	No IA/APOC Units	No IA/APOC Units	No IA/APOC Units

\* Team Member #1 may field up to **one** unit from the Adepticon 2011 Imperial Armor & Apocalypse Units rules. This unit may be chosen from any Force Organization slot and takes up the appropriate Force Organization slot as normal. In all cases, a maximum of one (1) IA/APOC unit may be taken per Team, even when the said unit does not take up a Force Organization slot (see below).

Units from various sources that **DO NOT** take up a Force Organization slot may be taken in addition to units allowed by the 40K Team Tournament Force Organization chart as long as the unit prerequisites are met (e.g., Dark Angel and Blood Angel Techmarines, Dark Angel Command Squads, Chaos Lesser Daemons, Space Marine Command Squads, The Emperor's Champion (see Clarifications below)). This also includes multiple units bought in a single Force Organization slot (e.g., Chaos Daemon Heralds, Space Wolves HQ). The only exception being IA/APOC units chosen in this manner **DO** count towards the one allowable IA/APOC unit per Team.

Any unit designated as a "required" choice (designated by a "1" or "1+" in the codex) becomes an "optional" choice for the Team Tournament (e.g., Emperor's Champion, Fire Warriors, etc.).

### TEAMS, COALITIONS & SPECIAL CHARACTERS

Each team will be classified according to the overall composition of the Team. Your team type will determine your Team's access to Special/Unique/Named Characters, play an important role in your Theme score (see Theme Scoring) and put your Team in the running for one of the 'Best Team' awards (see Awards). In order to qualify as an Imperial, Heretical or Xenos Team – all four Team Members must choose all their units from the same, appropriate list below:

Imperial	Heretical	Xenos	Hybrid
Daemonhunters Imperial Guard Space Marines Variant Witch Hunters	Chaos Daemons Chaos Space Marines Imperial Guard (Traitor)	Dark Eldar    Orks Eldar        Tau Necrons      Tyranids	Any mix of codices
<b>Special Characters</b>	<b>Special Characters</b>	<b>Special Characters</b>	<b>Special Characters</b>
Unlimited*	Unlimited*	Unlimited*	Maximum: 1 per Team
<b>Additional Benefits</b>	<b>Additional Benefits</b>		
Shared Locator Beacons and Teleport Homers**	Shared Chaos Icons and Icons of Chaos**		

\* All instances of Special/Unique/Named Characters must be unique. For example: an Imperial Team cannot field Logan Grimnar twice. This also applies to upgrades to squads (e.g., Boss Snikrot, Sergeant Telion, the Changeling).

\*\* See Codex & Wargear Clarifications below.

- The Team Tournament consists of four rounds of play. During each round, two Team Members will be paired together in a Coalition and they will play their own game. Thus, each team will be playing 2 separate games each round. The pairing of Team Members will be determined by the table assignments posted before every round.
- A Coalition fights as a single entity during the course of the game. This means that each Coalition will perform all of their movement, shooting, and assaults simultaneously.
- Wargear and abilities that affect your Coalition's forces **DO NOT** stack. (e.g., two Inquisitors with Emperor's Tarots do not potentially add +2 to the die roll to go first).



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### BROTHERS IN ARMS

For the purposes of the AdeptiCon Warhammer 40K Team Tournament, units purchased from the **EXACT SAME CODEX** are considered 'Brothers in Arms' and may receive additional benefits:

- Units that alter an army's Force Organization selections **WILL** affect other Team Member's 1,000-point lists, for example a Space Marines Master of the Forge allows all Brothers in Arms to take Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts as Heavy Support choices as well as Elites choices.
- Special/Unique/Named Characters may join Brothers in Arms units from your Coalition Team Member's force.
- Special Abilities (other than alterations to the Force Organization) that would affect an entire 'army' or 'friendly units' may affect both Team Members of a 2-player Coalition if their forces are considered to be 'Brothers in Arms', but will not affect forces in the other Coalition on a different table. Example: Vulcan's special ability counting all Melta, Flamer, and Thunder hammers, as master crafted would apply to any Coalition units purchased from Codex Space Marine. It would not apply to the other two Team Members playing on a different table, or units purchased from any other codex.
- Vehicles with the transport capability **CAN ONLY** be used to transport troops that are considered Brothers in Arms (e.g. a Black Templar Land Raider Crusader brought as a Heavy Choice for one Team Member cannot transport a squad of Khorne Berzerkers from another Team Member).

### CODEX & WARGEAR CLARIFICATIONS

- Per the [Imperial Guard FAQ](#), only Imperial Guard units may be issued Orders.
- The Emperor's Champion is not considered a mandatory/required choice for a Black Templar army in the Team Tournament. Furthermore, as a selection that does not use a Force Organization slot, the Emperor's Champion may fulfill the mandatory HQ choice in a Team Members Force Organization or he may be fielded as an additional HQ choice. No single 1000-point Team Member list may include more than 1 Emperor's Champion.
- If two Black Templar forces form a Coalition during a game and both field Emperor's Champions as their HQ choices, then the Coalition must choose **ONE** (and only one) vow that they have already purchased that will affect both of their Black Templar forces during that particular game.
- Team consisting of **4 Imperial Armies** (see above) share Locator Beacons and Teleport Homers amongst the members of the team. In order to use a teleport homer a unit must be 'teleporting' and not simply arriving via deep strike. Example: A unit of Seraphim arriving via Deep strike would be eligible to use a locator beacon from a Space Marine unit, but not a teleport homer. This is an exception to the normal Brothers in Arms rule mentioned above. All other Wargear, Special Rules and abilities follow the normal Brothers in Arms rule.
- Teams consisting of **4 Heretical Armies** (see above) share Icons purchased from the Codex Chaos Space Marine or Codex Chaos Daemons. Keep in mind that Icons **MUST** be on the table at the beginning of the turn and only Daemons from Codex: CSM (Greater/Lesser) can assault the turn they are summoned (as per Codex: CSM). Units must still be eligible to use an Icon. Example: Raptors do not teleport into battle and thereby are not eligible to use Icons from any Codex. Obliterators can teleport into battle and therefore may make use of Icons on the table. This is an exception to the normal Brothers in Arms rule mentioned above. All other Wargear, Special Rules and Daemonic Abilities follow the normal Brothers in Arms rule.

### SCORING

Since this is a team event, points will be earned as a Team. The total number of points available to be scored is 444 points, divided up as follows:

Category	Possible Points	% of Total
Battle	240 points	54%
Commander's Heads	32 points	7%
Command Tokens	32 points	7%
Sportsmanship Marks	Special	0%

Category	Possible Points	% of Total
Appearance	60 points	14%
Theme	60 points	14%
Team Tournament Quiz	20 points	4%
Team Spirit	Special	0%

**Team Battle Points (240 points):** During each game of the Team Tournament, up to 30 total battle points are up for grabs.

**Commander's Heads (32 points):** During the AdeptiCon Warhammer 40K Team Tournament, your HQ choice (e.g. a single model commander if joined by a retinue) represents a vital portion of your army. As such, bonus points can be achieved by keeping your Commander alive while eliminating your opponent's Commanders. (Remember, each coalition will always start the game with 2 Commanders taking part in the battle). If during the course of a Team Tournament game one of your Commanders is killed by the enemy side, your opponent's will claim your Commander's "head". This rule also affects your opponents. Therefore, if you kill an enemy



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Commander during the course of the game, you will claim your opponent's Commander's "head". These results are recorded as part of the game results sheets that each coalition turns in at the conclusion of each game.

If your Commander is not on the table at the conclusion of a game (e.g. Saint Celestine), your Commander counts as being killed for Commander's Head purposes. In addition, if an Independent Character is part of a squad that has fallen off the table or is fleeing when the game ends, he/she will count as having lost their Commander's Head.

For the purposes of Commander's Heads, your most expensive (points value) Special/Unique/Named Character HQ model **must always** be chosen as the Commander first. If you are fielding an HQ selection without a Special/Unique/Named Character HQ model, then the most expensive (points value) **model** in the unit counts as your Commander. In the case of units containing no Special/Unique/Named Character(s) and multiple models with identical point values, nominate one specific model as your Commander and make this choice known to your opponents at the beginning of the game.

During the course of a single game, it is possible to lose a maximum of 2 Commander's Heads and gain a maximum of 2 Commander's Heads (1 for each player participating in the game) leaving a minimum of 0 and a maximum of 4 Commander's Head points to be scored during each game.

**Command Tokens (32 points):** Each Team Member receives one Command Token each game which he may apply only to his own units.

A Team Member uses a command token by designating it at the beginning of the game but before the first turn is played. The token is placed in coherency on the table with any eligible unit listed within that Team Member's army list. The Team Member placing the token must **CLEARLY** state which unit is carrying the token and make sure that the opposing Coalition is aware of it. The token may not be placed with Swarms. Again, be absolutely sure that you know which of your units and your opponents' units are carrying command tokens (if any). Write it down on scratch paper if you need to. It is the responsibility of the Team Members to read each scenario carefully to ensure they're using their command tokens wisely.

Each mission will specify something special that the token-carrying units can do. For example:




- "A non-vehicle unit carrying a command token counts as scoring even if it is not a Troops unit"
- "A unit carrying a command token is worth zero kill points"

**Command Token Scoring:** If a Team Member uses a token and the unit carrying it is destroyed then the opposing Team gets one Command Token point. If a Team Member chooses **NOT** to use the token then his own Team gets one Command Token point.

If a Team Member uses a token and the unit carrying it is alive at the end of the game then his own Team gets one point. Therefore a Team Member can "protect" the point by not using the token at all. Alternatively he can risk the point to make the unit more useful toward completing the scenario objectives.

So if in every tournament round all 4 Team Members on a Team decided not to use their tokens the Team would have scored 16 points (4 Team Members x 4 rounds.) If all of that same Team's opposing players used a token and the carrying units were all destroyed then an additional 16 points could be earned for a total of 32.

**Sportsmanship Marks (special):** Following each game, you will be required to evaluate the opposing Coalition'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 net 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



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are in addition to those you receive from your opponents and will count towards disqualification. Additionally, team's that 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:** Teams that receive a total of 5 or more Negative Sportsmanship Marks will be disqualified from the event and will no longer be eligible to receive any awards.

**Team Appearance (max 60 points per Team, max 15 points per Team Member):** Each Team Member of a Team will have his or her army judged by a painting judge during the course of the Team Tournament. The individual Team Member's appearance scores will be added together to get the final Team Appearance Score. A Team Member's individual appearance score will be calculated using the checklist below (note there are more than 15 possible points available):

<b>Overall Painting (choose one)</b>	
Basic Painting: Army is fully painted, but only to the three-color standard of basecoating.	1 point
Beyond Basic Painting: Army is beyond fully painted, additional steps beyond the three-color standard.	2 points
Masterful Painting: Overall appearance is amazing! Everything works great together to create an awesome scene.	4 points
<b>Uniformity (choose if applicable)</b>	
Painting is Uniform: Not a mix of schemes, styles, and looks.	1 point
<b>Details (choose one)</b>	
Basic Details: Details are painted such as eyes, buckles, and jewelry.	1 point
Beyond Basic Details: Details (that are well executed) have been added such as unit markings, banner artwork, blood marks, dirt on cloaks, etc.	2 points
Masterful Attention to Detail: Overall detailing is amazing! New details pop out at you every time you look at the army.	3 points
<b>Highlighting (choose one)</b>	
Basic Highlighting: Lines are neat, drybrushing is appropriate; inking is controlled and not sloppy.	1 point
Beyond Basic Highlighting: Highlights have been blended, shaded, or layered to an above average standard.	2 points
Masterful Highlighting/Blending: Overall highlighting and blending is amazing! Everything works great together to create an awesome scene.	3 points
<b>Basing (choose one)</b>	
Basic Basing & Basing Details: Models are cleanly based and have basing materials (flock/sand/tiles) or painted on details.	1 point
Extra Basing & Basing Details: The bases have multiple basing materials (rocks/grass), extra details painted on them (cracks in tiles), or if extra basing is inappropriate, basing is done very well (eg. rolling desert dunes).	2 points
<b>Conversions (choose one)</b>	
Minimal: The army has some elementary conversions (head and weapon swaps, arm rotations) or a couple interesting swaps.	1 point
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2 points
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.	4 points

**Team Theme (60 points):** During the Team Tournament, a Theme Judge will rate each Team's theme based on observing the Team's combined armies and speaking with a designated representative for that Team about their efforts based on the following checklist:



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### Overall Team Theme (choose one)

No Theme. The Team has four different armies with no discernable Theme. A true mix of armies that crosses factional lines without any background to support their alliance. Example: Space Wolves fighting with Word Bearers, Necrons and Dark Eldar.	0 points
Minimal Theme. The Team has a theme, but it stretches the limits of what is generally supported by the background of the Warhammer 40,000 universe. Example: Necrons fighting with Orks because they are both 'evil'.	10 points
Minor Theme. The Team has a theme, but it is not generally supported by the background of the Warhammer 40,000 universe. Examples: Imperial Fists fighting with Eldar as presented in the Inquisition War Trilogy.	15 points
Major Theme. The Team has a theme that is generally supported by the background of the Warhammer 40,000 universe. Examples: pure-Heretical Teams, an all-Ork Xenos Team, or an Armageddon force consisting of Black Templars, Salamanders and Steel Legion.	25 points

### Depth and Execution of Theme (choose one)

No depth. Team has no discernable Theme.	0 points
Minor depth. Theme is present in some units/armies (banners, campaign patches, story elements, etc.), but not throughout the entire Team. Minimal supporting documentation and additional thematic elements.	10 points
Major depth. Entire Team has been developed with an overall theme in mind. Theme is present in most units/armies (banners, campaign patches, story elements, etc.). Theme is backed with supporting documentation and has been partially expressed in elements like basing, display base, objective markers, etc.	15 points
Extreme depth. Entire Team has been developed with a definitive, overall theme in mind. Theme is present in all units/armies (banners, campaign patches, story elements, etc.). Theme is backed with ample supporting documentation and has been fully expressed in elements like basing, display base, objective markers, etc.	25 points

### Team Display Base (choose one)

No display base presented.	0 points
The Army is presented on individual or unifying display bases that reinforce the overall theme of the Team.	3 points
The Army is presented on a highly artistic and involved unifying display base that reinforces the overall theme of the Team. Qualifies your Team for the Best Display Base Award.	5 points

### Judge's Discretion (award if applicable)

Judge's discretionary points. This is a representation of one of the top 5% of Themes present at the tournament.	1-5 points
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**Best Display Base:** Teams that receive 5 points in the Display Base section during Team Theme judging are eligible to win the Best Team Display Base award. Aside from the 5 points awarded to your Team in the Team Theme category above, this award has no bearing on, nor is it influenced by, your overall score. The Judge's will vote on eligible Team Displays to determine the winner.

**Team Spirit** Team Spirit is a measure of everything outside the scope of the tournament, including such things as costumes, team shirts, banners, and all the other fun stuff we have seen in the past. Team Spirit points do **NOT** count towards a Team's overall points total - although Team Spirit will be used to break ties in regards to Best Team Theme and Presentation and will have an award category all unto itself. During the Team Tournament, a Theme Judge will rate each Team's Spirit based on the following checklist:

### Team Spirit (award all that apply)

Team has at unifying appearance elements (t-shirts, pants, costumes, etc). 1 point per element.	1-6 points
Team appearance elements are related to Army Theme.	4 points
Team banner or equivalent.	4 points
Team handout, booklet, or some other form of handout. 1 point per element.	1-4 points
Additional Team Spirit elements (non-appearance elements not covered above - team song, team movie, team shot glasses....you get the idea). 1 point per element.	1-4 points
Over and Above! Judge's discretion.	1-4 points

**Team Tournament Quiz:** 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 Team Tournament Scholars. Questions for the quiz will be drawn from



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the Warhammer 40,000 rulebook and any game legal codex. The top 4 finishing Teams will qualify one player each to participate in the Codicier Challenge Saturday night at 10:00PM for prizes and glory!

### AWARDS

- AdeptiCon National Team Tournament Champions: Highest Overall Score. Battle Points for tie breaker. Entire Team 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).
- Best Team Tacticians: Highest Battle Points. Command Tokens for tie breaker.
- Best Team Theme and Presentation: Highest combined Theme and Appearance Score. Team Spirit for tie breaker.
- Best Team Sports: Team that receives the most net positive Sportsmanship marks. Battle Points for tie breaker.
- Best Team Appearance: Highest Appearance Score. Theme for tie breaker.
- Best Team Display Base: Judge's Discretion.
- Best Team Spirit: Highest Team Spirit Score. Team Theme for tie breaker.
- Best Imperial Team: Highest combined Appearance and Theme for an all Imperial team. Team Spirit for tie breaker.
- Best Xenos Team: Highest combined Appearance and Theme for an all Xenos team. Team Spirit for tie breaker.
- Best Heretical Team: Highest combined Appearance and Theme for an all Chaos team. Team Spirit for tie breaker.
- Best Hybrid Team: Highest combined Appearance and Theme for a mixed team. Team Spirit for tie breaker.
- Da Headhunters: Most Commander Heads. Battle Points for tie breaker.
- Team Tournament Scholars: Highest Team Tournament Quiz score. Sudden Death round for tie breaker.

### SCHEDULE

FRIDAY EVENING	
8:00PM – 10:00PM	Team Check-in & Table Assignments
SATURDAY	
7:00AM - 8:00AM	Registration and Table Assignments
7:00AM - 9:30AM	Paint and Theme Judging
9:00AM	Team Tournament Quiz
9:30AM - 12:00PM	Game #1
12:00PM - 1:00PM	Lunch / Paint and Theme Judging
1:00PM - 3:30PM	Game #2
3:30PM - 4:15PM	Break
4:15PM - 6:45PM	Game #3
6:45PM - 7:30PM	Break
7:30PM - 10:00PM	Game #4