



ADEPTICON 2011

WARHAMMER 40K YOUNGBLOODS TOURNAMENT

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. No fundamental rules changes will be made after 2/1/2011.

BASIC RULES

- This tournament is for players 16 years and under looking to test their skills against other players of a similar age.
- Armies will consist of **1500 points** or less, using a standard force organization chart.
- 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](#) (v4.3.1, updated 02.09.11) will be used to resolve additional rules disputes.
- The following codices are allowed in the 40K Championships: Codex Black Templars, Codex Blood Angels, Codex Chaos Daemons, Codex Chaos Space Marines, Codex Daemonhunters, Codex Dark Angels, Codex Dark Eldar, Codex Eldar, Codex Imperial Guard, Codex Necrons, Codex Orks, Codex Space Marines, Codex Space Wolves, Codex Tau Empire, Codex Tyranids, Codex Witch Hunters.
- New codices that are released prior to March 1st, 2011 will be allowed in the AdeptiCon 2011 Warhammer 40K Youngbloods Tournament.
- Forge World/Imperial Armor units are **NOT** allowed in the Warhammer 40K Youngbloods Tournament; however players may still use their Forge World models to represent a unit from their codex.
- All players must bring **FIVE** copies of your army list!
- You must provide access to your own rules (which includes the actual Codex used for your army), dice, templates, pen/pencil, calculator, or anything else you'll need during the course of regular play.
- Parents will be allowed to watch their kids play but will **NOT** be allowed to help them play the game. This is a game for the Youngbloods only!
- AdeptiCon Tournament Judges' and Officers' rulings are final.

SCORING

There are three scenarios that will be used during the tournament. There are a total of 86 possible points, scoring will be as follows:

- Battle: 51 possible points
- Painting/Appearance: 10 possible points + Favorite Army votes
- Sportsmanship: 15 possible points + Favorite Opponent Votes
- Quiz: 10 possible points

AWARDS

- Best Overall
- Best General
- Best Painted
- Best Sportsman
- Smartest Youngblood

Remember the most important rule of the tournament is to have fun!