



ADEPTICON 2012

WARHAMMER 40K CHAMPIONSHIPS

Last Update: 11.20.2011

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 2/1/2012.

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](#) (Current Version: v.5.1, updated 02.23.2012) will be used to resolve additional rules disputes, Update coming soon.
- 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 Dark Angels (I), Codex Dark Eldar (X), Codex Eldar (X), Codex Grey Knights (I), Codex Imperial Guard (I), Codex Necrons (X), Codex Orks (X), Codex Sisters of Battle (White Dwarf) (I), Codex Space Marines (I), Codex Space Wolves (I), Codex Tau Empire (X), Codex Tyranids (X). [I = Imperial, H = Heretical, X = Xenos for purposes of Friday night awards]
- New codices that are released prior to March 19th, 2012 will be allowed in the AdeptiCon 2012 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.
- Each game will last two hours and fifteen minutes. In order to keep the tournament running on schedule, several warnings will be issued as time runs out. Players should continue to start new game/player turns until the final five (5) minute warning (two hours and 10 minutes into the game). After the five (5) minute warning has been announced, **NO** additional game turns shall be started – there will be no exceptions! If the current game turn has not been completed when two hours and fifteen minutes have expired, the game will be afforded a grace period in order to finish out the current game turn. This grace period will extend into the break periods and should be reconciled as quickly as possible. The judges reserve the right to end any game that is taking too long to resolve.
- 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 2012 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 and fifteen minute 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 and fifteen minute 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). Max 20 points.
- **Favorite Opponent:** Voted on by players. Max 20 points
- **Player's Choice:** Voted on by players.
- **Appearance:** Judge scored (see below). Max 40 points.

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:

 Positive	Fantastically Brilliant Game! 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 and someone you would consider casting your Favorite Opponent vote for. Positive marks are worth five (5) Sportsmanship points towards the Best Showing awards.
 Average	Perfectly Decent Game of Warhammer. 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. Average marks are worth three (3) Sportsmanship points towards the Best Showing awards.
 Negative	Just A Terribly Awful Game! 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 NEVER be a reflection on the final results of the game. Negative marks are worth zero (0) Sportsmanship points towards the Best Showing awards.

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.

++ FAVORITE OPPONENT VOTING ++

After the 4th game, in tandem with the results for that game, players will have an opportunity to vote for their Favorite Opponent of the tournament. This vote should be awarded to the player that best exemplifies the Warhammer 40K hobby and provided a truly enjoyable game. This vote is mandatory and will be part of your final results sheet. Each vote a player receives is worth five (5) Sportsmanship points towards the Best Showing awards.

++ PLAYER'S CHOICE VOTING ++

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



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++ 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.	15
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.	6
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.	6
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.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
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)	4
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.	6
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 37 or more points, only award 37 points. All players scoring 37 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 40 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, 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.



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AWARDS

++ FRIDAY ++

- **Best All-around Showing:** Highest combined score using the following formula. Total mission objectives for tiebreaker.

$$(\# \text{ of Wins} \times 10) + (\# \text{ of Draws} \times 5) + \text{Sportsmanship Total} + \text{Appearance Score}$$

- **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:** Highest Sportsmanship total using the following formula. W/L/D record for tiebreaker.

$$(\# \text{ of positive Sportsmanship marks} \times 5) + (\# \text{ of average Sportsmanship marks} \times 3) + (\# \text{ of Favorite Opponent votes} \times 5)$$

- **Best Appearance:** Highest Appearance points. Judge's Discretion points votes for tiebreaker.
- **Get a New Game:** Least amount of mission objectives achieved. Sportsmanship total for tiebreaker.
- **Player's Choice:** Most Player's Choice votes.

++ SUNDAY ++

- **AdeptiCon 2012 Warmaster:** Undeclared player from top table of Sunday's finals. Qualifies for Team America/European Team Championships (August 18th – 19th – Gorzow, Poland).
- **AdeptiCon 2012 Second in Command:** Defeated player from top table of Sunday's finals.
- **AdeptiCon 2012 Master Tactician:** Most mission objectives achieved throughout the entire tournament. Strength of Schedule for tiebreaker*.

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, yet achieves the least amount of objectives would win the Best Appearance award. The Get a New Game award would then go to the player with the second least amount of objectives achieved, 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	
9:00AM – 10:30AM	Check-in, Setup & Paint Judging
10:30AM – 12:45PM	Game #1
12:45PM – 1:45PM	Lunch Break, Player's Choice Voting & Paint Judging
1:45PM – 4:00PM	Game #2
4:00PM – 4:30PM	Break
4:30PM – 6:45PM	Game #3
6:45PM – 7:45PM	Dinner Break, Player's Choice Voting & Paint Judging
7:45PM – 10:00PM	Game #4
10:00PM	Friday Awards
SUNDAY FINALS	
6:00AM – 6:30AM	Check-in, Finals Preparation and Setup
6:30AM – 8:45AM	Game #5
8:45AM – 9:00AM	Break
9:00AM – 11:15AM	Game #6
11:15AM – 12:00PM	Lunch Break
12:00PM – 2:15PM	Game #7
2:15PM – 2:30PM	Break
2:30PM – 4:45PM	Game #8
4:45PM	Awards