



# ADEPTICON 2013

WARHAMMER 40K: THE FRIENDLY 2013

Last Update: 02.28.2013

[FAQ Link Added, Codex Chaos Daemons and Death from the Skies Accounted For](#)

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 2/1/2013.

## THE SPIRIT OF THE FRIENDLY

The AdeptiCon Warhammer 40K Friendly is at its core a casual event. The emphasis is on rolling dice, drinking a beverage of your choice and enjoying a game of toy soldiers. A game you might have played in a wood-paneled basement before the advent of Grand Tournaments and Independent Circuits...if you are indeed that ancient. To that end, players are encouraged to bring flavorful, thematic, and/or hobby-inspired lists that reflect the rich background of the Warhammer 40,000 universe. The Warhammer 40K Friendly is about the overall journey, one where individual performance should be of secondary concern. If this is your idea of a good time, then you have found the right event! If you have a difficult time letting go of your competitive nature, you very well might have signed up for the wrong event and should get added to the Warhammer 40K Gladiator and/or seek a refund!

It's like, how much more friendly could this be? And the answer is none. None more friendly. Armies that are obviously not in the spirit of this event will receive merely a two word review. How do you get there you might ask? Well, AdeptiCon 2013 is one louder, isn't it? It's not ten. You see, most gamers, you know, will be playing at ten. Where can you go from there? Where? Eleven. Exactly. One louder.

If you have any questions or concerns about your army or this event, please [get in touch!](#) But hey, enough of my yakkin'. What do you say? Let's boogie!

## BASIC RULES

- Armies will consist of **1500 points** or less, consisting of a Primary Detachment using the standard Force Organization Chart. You may optionally take a single Allied Detachment and/or a single Fortification.
- Players **MUST** use the same army list throughout the tournament.
- The following codices (print or iBooks version) are allowed in the Warhammer 40K Friendly: Codex Black Templars, Codex Blood Angels, Codex Chaos Daemons, Codex Chaos Space Marines, Codex Dark Angels, Codex Dark Eldar, Codex Eldar (with [Night Spinner](#)), Codex Grey Knights, Codex Imperial Guard, Codex Necrons, Codex Orks, Codex Sisters of Battle (White Dwarf #380/381), Codex Space Marines, Codex Space Wolves, Codex Tau Empire, Codex Tyranids
- New codices that are released after March 15<sup>th</sup>, 2013 will not be allowed in the AdeptiCon 2013 Warhammer 40K Friendly.
- The Warhammer 40,000 6<sup>th</sup> Edition Rules, Death from the Skies Compendium (unit rules, wargear and army list entries only) and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The [AdeptiCon 2013 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes.
- Forge World/Imperial Armor units are allowed in the Warhammer 40K Friendly, however due to the scarce nature of these units, each unit is considered unique (0-1) and may only be taken once. Units must follow the rules and restrictions as noted in the [AdeptiCon 2013 Allowable Imperial Armor & Apocalypse Units](#) rules. Units allowed in this event will have "FR" noted in the Event column. In **ALL** cases, only the most current published rules for any particular Imperial Armor/Apocalypse unit will be allowed. Please consult the list above for reference on which publication contains the most current rules for each particular unit.
- Warlord Traits will be determined per the Warhammer 40,000 rulebook (pg. 111) or appropriate Codex prior to the start of each game.
- Per the [Warhammer 40K Rulebook v1.3 FAQ](#) (pg. 9): At the start of each game, prior to deployment, players may choose to select the psychic powers listed in their Codex as normal **OR** swap them for a number of rolls on the psychic disciplines tables per the Warhammer 40,000 rulebook (pg. 418). Unless a unit or character specifically states otherwise, you **MAY NOT** mix and match Codex and rulebook powers. Psychic powers purchased from a Codex must be clearly indicated on your army list.
- The following rules will be used in some or all of the Warhammer 40K Championships missions: Night Fighting, Reserves, Heavy Metal, Fast Recon, The Relic, Mysterious Objectives and Mysterious Terrain. Non-traditional objectives and special rules will also be used – expect some surprises! Each mission will denote how/when these rules come into play.
- Each player **MUST** bring a total of THREE (3) tactical markers based on 40mm circular bases.
- A separate printed army list is required for the judges and each of your opponents (minimum of 5 copies required).
- Each player must bring a Warhammer 40,000 rulebook and the codex (or codices) represented in their army and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).



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- 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).
- 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 2013 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

- The Warhammer 40K Friendly is limited to 60 players. Dozens of players spontaneously combust each year....it's just not really widely reported. These players will be replaced immediately.
- The number of each type of army/codex allowed to participate in the Warhammer 40K Friendly will be strictly limited.
- Players will be randomly divided into equal factions before the first game. Quite exciting, this computer magic!
- All players will play three (3) games. You'll feel like a preserved moose...
- Each game will last 2 hours and 15 minutes. Remember the teachings of Saint Hubbins, it will be a long day on your feet.
- Expect some surprises, non-traditional missions and objectives! We've got Armageddon Pattern Basilisks in our trousers. It's really quite frightening.
- The first round pairings will be randomly determined. Subsequent rounds will be seeded by battle points. Players will never play members from their own faction.

## SCORING

- You'll get some points for doing well in games. Certainly, in the topsy-turvy world of wargaming, having a good solid piece of wood in your hand is often useful.
- A few more points for looking good while doing well. I envy us.
- Some bonus points for being a solid dude while looking good and doing well. Have... a good time... all the time.
- Typical stuff...don't sweat it.

## AWARDS

Recognition in the following categories will be granted throughout the tournament. Additional categories may be added at the tournament organizer's discretion if attendance warrants.

- **Tonight I'm Gonna Rock You Tonight:** Winning faction. All members of this faction will receive a prize!
- **Heavy Duty Award:** Most Player's Choice (Army) votes.
- **Stonehenge Award\*:** Most Player's Choice (Single Model) votes.
- **Total No Talent Sod:** Highest score on the Quiz. Yes, there will be a quiz! Ties will be broken by extra questions on site.
- **Prize Raffle:** All players will be entered into a general prize raffle, with additional entries earned and awarded by individual and factional performance (or non-performance in certain circumstances).

\* A player cannot win the Stonehenge Award if he/she has already won the Heavy Duty Award.

## SCHEDULE

FRIDAY (12:00PM – 8:00PM)	
12:00PM – 12:30PM	Check-in, Setup and Faction Assignment
12:30PM – 2:45PM	Game #1
2:45PM – 3:00PM	Break
3:00PM – 5:15PM	Game #2
5:15PM – 5:45PM	Break
5:45PM – 8:00PM	Game #3
8:00PM	Awards



# ADEPTICON 2013

## WARHAMMER 40K: THE FRIENDLY ORDERS SHEET

### PRE-DEPLOYMENT ORDERS

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

1. **Deployment Map:** Make note of the Deployment Map used in the mission.
2. **Table Halves:** Both players roll-off. The winner of the roll-off selects one of the table halves to be his – his opponent takes the opposite table half. If the mission uses the Relic, place the Relic counter prior to placing any terrain.
3. **Fortifications:** Starting with the player who chose table halves, players alternate placing any fortifications wholly within the owning player's table half and not within 4" of another fortification.
4. **Terrain:** Setup Terrain before each game using the method described below:
  - o The player who chose table halves begins by choosing one terrain piece and deploying it anywhere in his table half. The terrain piece may straddle the center line of the table, but a **MAJORITY** of that terrain piece **MUST** be within the placing player's table half. No terrain piece can be placed within 4" of another terrain piece, fortification or the board edge.
  - o Following the guidelines above, players then alternate placing terrain until all terrain pieces are on the table.
  - o All terrain pieces **MUST** be placed. If it becomes impossible to place one or more terrain pieces following the guidelines above, you and your opponent should adjust the already placed terrain in a mutually agreeable manner so that all terrain pieces can be placed on the table.
5. **Place Primary Objective Markers:** Starting with the player who chose table halves, players alternate placing objective markers as described in the mission (*see Pre-deployment Addendum for each mission*). All objectives must be at ground level and no objective can be placed within 6" of any battlefield edge, within 12" of another objective marker or in/on impassible terrain, buildings or fortifications.
6. **Generate Pre-game Abilities:** Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Demonic Rewards and the like.
7. **Night Fighting:** Determine if the Night Fighting special rule is in effect during game turn 1 (pg. 124).
8. **Deploy Forces:** Roll-off to see which player chooses whether to deploy first or second. The player that goes first then places his entire army on the table in his deployment zone. His opponent then deploys his entire army in the opposite deployment zone. Units cannot deploy in impassable terrain unless they are normally allowed to move over impassable terrain and can physically fit on it. Units can never deploy in lethal terrain.

**Reserves:** Excluding units that must begin the game in Reserves, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The player must clearly explain the organization of his Reserves to the opponent.

9. **Deploy Infiltrators and Redeploy Scouts:** When both players have deployed their main force, then they deploy their Infiltrators (pg. 38). Finally, they can redeploy units with the Scouts special rule (pg. 41).

For the purposes of deploying Infiltrators and redeploying Scouts, an enemy fortification is only considered to be an enemy unit if it is occupied at the time of the redeployment.

#### FIRST TURN

The player who deployed his army first starts the first turn unless his opponent can Seize the Initiative (pg. 122).

**Seize the Initiative (pg. 122):** If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead.

#### GAME LENGTH

**Variable Game Length (pg. 122):** At the end of Game Turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of Game Turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of Game Turn 7.