



ADEPTICON 2013

WARHAMMER 40K YOUNGBLOODS TOURNAMENT

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. No fundamental rules changes will be made after 2/1/2013.

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 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 Youngbloods Tournament: 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 15th, 2013 will not be allowed in the Warhammer 40K Youngbloods Tournament.
- The Warhammer 40,000 6th 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 **NOT** allowed in the Warhammer 40K Youngbloods Tournament; however players may still use their Forge World models to represent a unit from their codex.
- 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 Youngbloods Tournament missions: Night Fighting, Reserves, Heavy Metal, Fast Recon, The Relic, Mysterious Objectives and Mysterious Terrain. Each mission will denote how/when these rules come into play.
- Each player should 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.
- 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!
- 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).
- 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 89 possible points, scoring will be as follows:

- Battle: 54 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!



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WARHAMMER 40K YOUNGBLOODS 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:
 - 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.
 - Following the guidelines above, players then alternate placing terrain until all terrain pieces are on the table.
 - 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.