



# ADEPTICON 2013

HORUS HERESY - BETRAYAL TOURNAMENT

Last Update: 02.28.2013

[FAQ Link Added](#)

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.

## BASIC RULES

- Armies will consist of **1500 points** or less, using the standard Force Organization Chart from the Horus Heresy Betrayal book.
- Players **MUST** use the same army list throughout the tournament.
- The Warhammer 40,000 6<sup>th</sup> Edition Rules, Death from the Skies Compendium, [Horus Heresy Book 1 Errata & FAQ](#) 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 Horus Heresy – Betrayal tournament; however players may still use their Forge World models to represent a unit from their codex.
- Primarchs and any Super-Heavy units from the Horus Heresy Betrayal book are **NOT** allowed in the Horus Heresy - Betrayal tournament.
- Each player **MUST** bring a total of two (2) 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, the Horus Heresy Betrayal rulebook 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](#).
- 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). Additionally, all players should endeavor to bring armies with era-appropriate models (e.g., Mark II-VI Power Armor variations, Cataphractii Pattern Terminator Armor, Deimos pattern vehicles, Contemptor Dreadnoughts, Scimitar Pattern Jetbikes) or suitable conversions. This is not a strict requirement, however players should keep in mind that all Appearance scoring (painting and conversions) will be based on the above aesthetic suggestion.
- 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

- All games will be 2 hours and 30 minutes in length. Players should continue to start new game/player turns until the final five (5) minute warning (2 hours and 25 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 2 hours and 30 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.
- All missions will use the Variable Game Length rule (pg. 122). All missions will define 2 Primary Objectives and 3 Secondary Objectives based on those presented in the Eternal War missions. Note that some objectives will be achievable by both players.

## SCORING

- **Battle Results:** Determined by type and number of objectives achieved.
- **Honor:** Earned by achieving objectives. Max 26 per game.
- **Sportsmanship Marks:** Special (see below). Max 15 points.
- **Favorite Opponent:** Voted on by players. Max 15 points
- **Appearance:** Judge scored (see below). Max 30 points.
- **Player's Choice:** Voted on by players.



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### ++ BATTLE RESULTS, BATTLE RECORD, HONOR AND STRENGTH OF SCHEDULE ++

**Battle Results:** Each mission will define 2 Primary Objectives and 3 Secondary Objectives. The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory (10). If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory (6) and his opponent earns a Minor Defeat (4). If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw (5 each).

**Battle Record:** Each Battle Result is assigned a weighted value as shown in the parentheses above. A player's Battle Record is the cumulative total of these weighted values.




**Honor:** Honor is a cumulative total of all objectives achieved throughout the entire tournament and will be used when seeding subsequent games and breaking applicable Awards ties. Each Primary Objective achieved can earn you up to 10 Honor. Each Secondary Objective achieved earns you 2 Honor.

**Strength of Schedule:** A player's Strength of Schedule is calculated by adding together the total Honor gained by all of his opponents over the course of the entire tournament. Strength of Schedule will be used as a final tie breaker in all applicable award categories.

**Conceding and Wipeouts:** If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory (10) goes to his opponent. Honor is awarded as normal to both players. Some objectives will only award Honor if you still have the relevant units on the table that are normally required to achieve those objectives (e.g., Scoring Units).

### ++ SPORTSMANSHIP MARKS AND FAVORITE OPPONENT VOTING ++

After each game, you will be required to evaluate your opponent's sportsmanship. Secretly choose one of the following marks:

 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 and someone you would consider casting your Favorite Opponent vote for. Positive marks are worth five (5) Sportsmanship points.
 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. Average marks are worth three (3) Sportsmanship points.
 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. Negative marks are worth zero (0) Sportsmanship points. Multiple negative marks can possibly result in disqualification.

**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, players who negligently give out a large number of positive or negative sportsmanship marks will have them 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 2 or more negative sportsmanship marks will be disqualified from the event and will no longer be eligible to receive any awards.

**Favorite Opponent Voting:** After the 3<sup>rd</sup> 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.



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### ++ APPEARANCE AND PLAYER'S CHOICE VOTING ++

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 tournament requirements. There is still the possibility of impressive basing, Heresy era appropriate vehicles or conversion work.	5
Army is fully painted, Heresy era appropriate and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models. s.	10
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.	3
Intricate diorama that just 'wows' the judge.	4
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.	3
Diorama-like bases with high attention to detail.	4
Conversions (Circle the one that applies)	Points
No conversions or the entirety of the army is not Heresy era appropriately modeled.	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)	3
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.	4
Advanced Skills : ONLY judge this section if 10 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.	1
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	2
The models have been shaded using seamless blending	3
Exceptional Extras: ONLY judge this section if 10 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.	1
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	2
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	3

**All players scoring 28 points on appearance will be judged a final time, for up to 2 additional points at the judge's discretion, for a max Appearance total of 30 points.**

**Player's Choice Voting:** Before the start of the tournament, 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.



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## AWARDS

- **Best Overall:** Highest combined total using the following formula. Total Honor gained for tiebreaker.

Battle Record\* + Sportsmanship Total + Appearance Total

\*Battle Record = (# of Crushing Victories x 10) + (# of Minor Victories x 6) + (# of Tactical Draws x 5) + (# of Minor Defeats x 4)

- **The Emperor's Champion:** Loyalist only. Highest combined total as outlined above. Total Honor gained for tiebreaker.
- **The Betrayer's Butcher:** Traitor only. Highest combined total as outlined above. Total Honor gained for tiebreaker.
- **Best Sportsman:** Highest Sportsmanship total using the following formula. Highest Battle Record for tiebreaker.

(# of positive Sportsmanship marks x 5) + (# of average Sportsmanship marks x 3) + (# of Favorite Opponent votes x 5)

- **Best Appearance:** Highest Appearance total. Judge's Discretion points for tiebreaker.
- **Player's Choice:** Most Player's Choice votes.

Aside from Player's Choice, players can only win one award in total. Awards are listed in hierarchical order. Example: A player that wins Best Overall would be excluded from winning either The Emperor's Champion or The Betrayer's Butcher awards, but could still win Player's Choice.

## SCHEDULE

### THURSDAY (12:00PM - 9:00PM)

12:00PM - 1:00PM	Check-in, Setup and Voting
1:00PM - 3:30PM	Game #1
3:30PM - 3:45PM	Break
3:45PM - 6:15PM	Game #2
6:15PM - 6:30PM	Break
6:30PM - 9:00PM	Game #3
9:00PM	Friday Awards