



ADEPTICON 2013

ZONE MORTALIS: THE SIN OF ALACRITY

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.

ARMY CONSTRUCTION

- Players should be familiar with the [Zone Mortalis rules](#) as published by [Forge World](#) and available for download here: <http://www.forgeworld.co.uk/Downloads/Product/PDF/z/ZM6thUpdate.pdf>
- Armies will consist of 750 points or less, and must conform to the following Force Organization restrictions for "Combatant" as listed on page 2 of the [Zone Mortalis rules](#):
 - 1-2 HQ
 - 1-3 Troops (you MUST bring at least one Troop choice)
 - 0-2 Elite
 - 0-2 Fast Attack
 - 0-1 Heavy Support
- Armies will consist only of a Primary Detachment. Allies are not allowed.
- Forces selected for the AdeptiCon 2013 Zone Mortalis: The Sin of Alacrity event should be chosen from their Codex as normal, with the following exceptions:
 - Units may not select Dedicated Transport options.
 - No unit may have a starting size greater than 15 models before being joined by Independent Characters.
 - Vehicles, other than Walkers, may not be chosen unless their models are no more than 4" wide.
 - Flyers may not be chosen at all.
 - Monstrous Creatures needing more than a 60mm round base may not be chosen.
- Players **MUST** use the same army list throughout the tournament.
- The following codices (print or eBooks version) are allowed in the Zone Mortalis: The Sin of Alacrity event: 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 Zone Mortalis: The Sin Alacrity event.
- Forge World/Imperial Armor units are allowed in the Zone Mortalis, 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 (same as the Warhammer 40K Friendly event). 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.

CLARIFICATIONS

- Weapons without the Barrage type, which do not normally require Line of Sight to their target, **DO** require Line of Sight in games of Zone Mortalis. They may still be fired, using the profile provided in the appropriate codex, but **MUST** select a target which they can draw Line of Sight to. Note that Barrage weapons do not benefit from this, weapons with the Barrage type **MAY NOT** be used in a Zone Mortalis game (except Mole Mortars and Eldar D-weaponry).
- Psychic powers that do not require Line of Sight are used normally in games of Zone Mortalis, except those that are required to make To Hit rolls using the psyker's BS, have the Withcfire (including Focused Witchfire) type, or are covered by one of the following exceptions:
 - If the center point of a template used to resolve the effects of a psychic power scatters into a wall or closed door the template stops immediately and its effects are resolved with the template in that position.
 - When measuring the range of a psychic power of the Beam type, do not extend the line of effect through a wall or closed door (but the Beam power CAN inflict damage onto a door that it hits, destroying it does not allow it to extend its line of effect).
 - When checking to see if a model is within the area of effect of a psychic power of the Maelstrom or Nova types, do not continue measuring the radius of effect through walls and closed doors.



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GENERAL RULES

- 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.
- Warlord Traits will be determined per the Warhammer 40,000 rulebook (pg. 111) or appropriate Codex prior to the start of each game.
- The following rules might be used in some or all of the Zone Mortalis: The Sin of Alacrity missions: Night Fighting, Reserves, Heavy Metal, Fast Recon, The Relic, Mysterious Objectives and Mysterious Terrain. Each mission will denote how/when/if these rules come into play.
- 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.
- A separate printed army list is required for the judges and each of your opponents.
- Each player must bring a Warhammer 40,000 rulebook and the codex (or codices) represented in their army, a copy of the Zone Mortalis rules (a printout of the [PDF](#) is sufficient) 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).
- 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.

SCENARIOS, SCORING & AWARDS

- Each player will play two games against two different opponents.
- Each game will last approximately 1 hour and 30 minutes.
- Prizes will be awarded during these games for participation and achieving certain mission objectives.

BEWARE ODDITIES

When you play Zone Mortalis, it's important to remember that these games approach Warhammer 40,000 in a way that was not originally conceived by the designers. This means odd stuff will crop up which you need to sort out 'on the fly'. The best way to resolve these issues is to ask yourself the following:

1. Is there any existing Warhammer 40,000 rule you can use as a precedent?
2. What is the most reasonable thing that would happen in this situation?
3. What are the two most likely outcomes and then roll a D6:
 - 1-3 = Go with solution 1
 - 4-6 = Go with solution 2
4. If all else fails, ask the event organizer or judge, however, the judge's decision is final.