



ADEPTICON 2014

FANS OF GAMING 40K 4X8

Last Update: 01.22.2014

Updated for Astra Militarum and Astra Tempestus Releases

We reserve the right to modify, update, clarify, or change event rules in the interest of making the best event possible. No fundamental rules changes will be made after 5/01/2014.

BASIC RULES

- Armies will consist of **1850 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. Codex Inquisition/Legion of the damned will count as your allied detachment but use the unique FoC presented in each Codex instead of the normal ally FoC.
- Players **MUST** use the same army list throughout the tournament.
- The following codices and supplements (print, ePub or iBooks version) are allowed in this event: Codex Adepta Sororitas (I), Codex Astra Militarum (I), Codex Astra Tempestus (I), Codex Black Legion (H), Codex Blood Angels (I), Codex Chaos Daemons (H), Codex Chaos Space Marines (H), Codex Clan Raukaan (I), Codex Dark Angels (I), Codex Dark Eldar (X), Codex Eldar (X), Codex Farsight Enclaves (X), Codex Grey Knights (I), Codex Imperial Knights (I), Codex Inquisition (I), Codex Iyanden (X), Codex Legion of the Damned (I), Codex Necrons (X), Codex Orks (X), Codex Sentinels of Terra (I), Codex Space Marines (I), Codex Space Wolves (I), Codex Tau Empire (X), Codex Tyranids (X). [I = Imperial, H = Heretical, X = Xenos]
- New codices or supplements that are released after May 1st, 2014 will not be allowed in this event.
- Fortifications will use the updated rules presented in Stronghold Assault. The following Fortifications are allowed in this event: Aegis Defense Line, Fortress of Redemption, Imperial Bastion, Wall of Martyrs Firestorm Redoubt and Wall of Martyrs Vengeance Weapon Battery. Fortification upgrades may not be utilized except for Comms Relays, Gun Emplacements and fortification specific options. **For ease of tournament play and to avoid unnecessary rules complications, the SKYSHIELD LANDING PAD WILL NOT BE USED.**
- AdeptiCon Warhammer 40K Approved Units are allowed in this event, however due to the scarce nature of these units; each unit is considered unique (0-1) and may only be taken once. A complete list of allowable units can be found in the [AdeptiCon 2014 Warhammer 40K Approved Units](#) document. In ALL cases, only the most current published rules for any particular unit will be allowed. Please consult the list above to determine which publication contains the most current rules for each particular unit.
- Data Slates, upgrades and additional fortifications from Stronghold Assault, Escalation, AdeptiCon 2014 Approved Warhammer 40K and Lords of War Units, Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event; however players may still use their Forge World models to represent a unit in their army.
- 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. In the case of a conflict between a printed version of a Codex and a Digital version the most recent update or FAQ will take precedence.
- The [AdeptiCon 2014 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.
- Per the [Warhammer 40K Rulebook v1.5 FAQ](#) (pg. 10): 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 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 **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 6 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](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-colors).
- 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.
- Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. We reserve the right to remove players from the tournament or the convention itself with no refunds allowed.



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GAMES

- All games will be played on a 4 x 8 table surface.
- All players will play three 2 hour and 45 minute games on Saturday.
- 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 (2 hours and 40 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 45 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.
- Missions will not be published in advance. However, for an example of potential missions check out the AdeptiCon website.
- Pairings for the first game will be randomly determined. Subsequent games will be seeded by Battle Record first, then by total Honor gained throughout all games played and then randomly within those divisions.
- Players will have a limited number of one use asset cards to be played throughout the event.
- Victory Points gained through non-mission sources (e.g., Legendary Fighter trait or similar traits) will only count towards achieving Victory Point based Primary Objectives, as defined in each specific mission. Not all missions will have a Victory Point based Primary Objective.

SCHEDULE OF EVENTS, AWARDS, AND PRIZES

Saturday Event Schedule	
9:00AM – 9:30AM	Check-in, Setup & Appearance Judging
9:30AM – 12:15AM	Game #1
12:15AM – 1:15PM	Lunch Break, Player's Choice Voting & Appearance Judging
1:15PM – 4:00PM	Game #2
4:00PM – 4:15PM	Break
4:15PM – 7:00PM	Game #3
7:00PM – 8:00PM	Awards

Event Awards: The following awards will receive a plaque. *
Overall Champion: Highest overall score at the end of all three games.
Best General: Highest number of Battle Points at the end of all three games.
Best Artisan: Highest Appearance score.
Best Sportsmanship: Highest Sportsmanship score. Favorite Opponent votes as a tiebreaker.
Best Hobbyist: The player who, in the opinion of the TO, best displays the qualities needed to promote and expand the hobby.

*** Additionally a pool of prizes will be raffled off, and randomly drawn between all participants. Prizes will include Forgeworld , Games Workshop, and Hobby products.**