



# ADEPTICON 2014

WARHAMMER 40K CHAMPIONSHIPS

Last Update: 03.06.2014

Added Codex Legion of the Damned

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 2/1/2014.

## 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 will function as presented.
- 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 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 Guard (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 March 3<sup>rd</sup>, 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, Skyshield Landing Pad, 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.
- 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 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. 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. Please use the feedback form on the [AdeptiCon 2014 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.





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## WARHAMMER 40K CHAMPIONSHIPS

### GAMES

- All players will play four 2 hour and 45 minute games on Thursday and are eligible to win any of the Thursday night awards. The top 16 players (see below) will advance to the finals on Friday morning to play up to four additional 2 hour and 45 minute games in a single elimination tournament and are eligible to win any of the Friday night awards.
- 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.
- Pairings for the first qualifier 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.
- Battle Records, Honor gained and Strength of Schedule from Thursday's qualifier will carry over to the finals.
- Victory Points gained through non-mission sources (e.g., Legendary Fighter trait) 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.

### SCORING AND QUALIFICATION

#### SCORING SUMMARY

- **Battle Results:** Determined by type and number of objectives achieved. See below.
- **Honor:** Earned by achieving objectives. Primary Objectives = 10, Secondary Objectives = 2. Max 26 Honor per game.
- **Sportsmanship Marks:** Special (see below). Max 20 points.
- **Favorite Opponent:** Voted on by players. Max 20 points
- **Appearance:** Judge scored (see below). Max 40 points.
- **Player's Choice:** Voted on by players.

#### QUALIFICATION (16 PLAYERS)\*

- Players who earn 4 Crushing Victories on Thursday will automatically qualify for Friday's finals.
- All remaining wildcard qualification spots will then be awarded to the players with the strongest Battle Record. Total Honor gained followed by Strength of Schedule to break ties if necessary.

\* Players that qualify for Friday's Warhammer 40K Championship finals will have all other Friday event tickets refunded onsite (see below).

#### ++ 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 and will determine who qualifies for Friday's finals as well as the winner of the Warmaster Award.

**Honor:** Honor is a cumulative total of all objectives achieved throughout the entire tournament and will be used when seeding subsequent games, breaking Battle Record ties when determining qualification, breaking applicable Awards ties and ultimately determine the winner of the Master Tactician Award. 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).






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## WARHAMMER 40K CHAMPIONSHIPS

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

After each qualifier 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 3 or more negative sportsmanship marks on Thursday will be disqualified from the event and will no longer be eligible to receive any awards or qualify for Friday's finals.

**Favorite Opponent Voting:** After the 4<sup>th</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.

## FINALS PREPARATION (FRIDAY)

- All qualified players **MUST** use the same army list for the finals that they used Thursday during the qualifier.
- Terrain for the finals will be placed by the Rules Judges and is considered fixed throughout the day. All 16 players will have the opportunity to review the tables prior to first game pairings.
- All army lists from Thursday's qualifier will be double-checked for accuracy and compared to the models on the table by a Rules Judge prior to the start of the first game of the finals.
- Scoring for the Warhammer 40K Championships finals will follow the same format as Thursday's qualifier as outlined above.
- Battle Records, Honor gained and Strength of Schedule will carry over from Thursday's qualifier.
- Opponent history will be reset for the finals. This means it might be possible to face one of your qualifier opponents again.
- The Finals are single elimination!

**Sportsmanship Marks, Player's Choice and Appearance:** These categories are **ONLY** scored during the Thursday qualifier and will not factor into determining and of the awards on Friday. Judges will be readily available to resolve any rules disputes and reserve the right to disqualify players in extreme situations.





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## WARHAMMER 40K CHAMPIONSHIPS

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

Players will be assigned to one of three Appearance judging time slots at check-in (see Schedule).

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 of tournament requirements. There is still the possibility of impressive basing or conversion work.	10
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	15
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.	4
Intricate diorama that just 'wows' the judge.	6
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.	4
Diorama-like bases with high attention to detail.	6
Conversions (Circle the one that applies)	Points
No conversions.	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)	4
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.	6
Advanced Skills : ONLY judge this section if 20 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.	2
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	4
The models have been shaded using seamless blending	6
Exceptional Extras: ONLY judge this section if 20 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.	2
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	4
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	6

**If total of above checklist totals 37 or more points, only award 37 points. All players scoring 37 points on appearance will be judged a final time, for up to 3 additional points at the judge's discretion, for a max Appearance total of 40 points.**

**Player's Choice Voting:** After the 1<sup>st</sup> and 3<sup>rd</sup> games, 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.



# ADEPTICON 2014

## WARHAMMER 40K CHAMPIONSHIPS

### AWARDS

#### ++ THURSDAY ++

- **Best All-around Showing:** 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)*

- **Best Imperial Showing (Primary Detachment):** Highest combined total as outlined above. Total Honor gained for tiebreaker.
- **Best Heretical Showing (Primary Detachment):** Highest combined total as outlined above. Total Honor gained for tiebreaker.
- **Best Xenos Showing (Primary Detachment):** 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.
- **Get a New Game:** Least amount of Honor gained. Sportsmanship total as outlined above for tiebreaker.
- **Player's Choice:** Most Player's Choice votes.

#### ++ FRIDAY ++

- **AdeptiCon 2014 Warmaster:** Winner of Game 8. Qualifies for a position on Team America at the 2015 ETC.
- **AdeptiCon 2014 Second in Command:** Loser of Game 8.
- **AdeptiCon 2014 Master of the Fleet:** Loser of Game 7 with Highest Honor. Strength of Schedule for tiebreaker.
- **AdeptiCon 2014 Master of the Armory:** Loser of Game 7 with Lowest Honor. Strength of Schedule for tiebreaker.

Aside from Player's Choice, players can only win one award in total. Awards are listed in hierarchical order. Example: A player that receives the highest Appearance total, yet gains the least amount of Honor would win the Best Appearance award. The Get a New Game award would then go to the player with the second lowest Honor total, as long as that player has not already won a Best Showing or Best Sportsman award.

Qualification for Friday's finals does not preclude you from winning any of the Thursday night awards.

Strength of Schedule will be used as a final tie breaker in all applicable award categories.

### SCHEDULE

#### THURSDAY QUALIFIER

8:00AM – 9:00AM	Check-in, Setup & Appearance Judging
9:00AM – 11:45AM	Game #1
11:45AM – 12:45PM	Lunch Break, Player's Choice Voting & Appearance Judging
12:45PM – 3:30PM	Game #2
3:30PM – 4:00PM	Break
4:00PM – 6:45PM	Game #3
6:45PM – 7:45PM	Dinner Break, Player's Choice Voting & Appearance Judging
7:45PM – 10:30PM	Game #4
10:30PM	Thursday Awards

#### FRIDAY FINALS

9:00AM – 9:30AM	Check-in, Finals Preparation and Setup
9:30AM – 12:15PM	Game #5
12:15PM – 1:15PM	Lunch Break
1:15PM – 4:00PM	Game #6
4:00PM – 4:15PM	Break
4:15PM – 7:00PM	Game #7
7:00PM – 7:15PM	Break
7:15PM – 10:00PM	Game #8
10:00PM	Friday Awards