



# ADEPTICON 2014

WARHAMMER 40K EXTERMINATUS

Last Update: 03.06.2014

Added Codex: Imperial Knights and 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 **2250 points** or less, consisting of up to 2 Primary Detachments using the standard Force Organization Chart. You may optionally take a single Allied Detachment, a single Fortification and/or a single Lord of War Detachment. Codex Inquisition will function as presented.
- Players **MUST** use the same army list throughout the tournament.
- The following codices and supplements (print, ePub or eBooks 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 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 and 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 (including all upgrades). The following Fortifications are allowed in this event: Aegis Defense Line, Fortress of Redemption, Honoured Imperium, Imperial Bastion, Macro-Cannon Aquilia Strongpoint, Promethium Relay Pipes, Remote Sensor Tower Grid (Tau only), Skyshield Landing Pad, Void Shield Generator, Vortex Missile Aquila Strongpoint, Wall of Martyrs Firestorm Redoubt, Wall of Martyrs Imperial Bunker, Wall of Martyrs Imperial Defence Emplacement, Wall of Martyrs Imperial Defence Line and Wall of Martyrs Vengeance Weapon Battery.
- Data Slates, Escalation, and AdeptiCon Warhammer 40K and Lords of War Approved Units **ARE** allowed in this event. A complete list of allowable units can be found in the [AdeptiCon 2014 Approved Warhammer 40K Units](#) and the [AdeptiCon 2014 Approved Lords of War Units](#) documents. 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.
- Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event.
- 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 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.
- 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.



# ADEPTICON 2014

## WARHAMMER 40K EXTERMINATUS

### GAMES

- All players will play three 3 hour games.
- 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 55 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 3 hours 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).
- Pairings for the first game will be randomly determined. Subsequent games will be seeded by total Honor gained.
- Victory Points gained through non-mission sources (e.g., Legendary Fighter trait or through Attrition Victory) 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.
- If one player concedes the battle, or his entire army is wiped out, the game ends and mission objectives are scored as normal for 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).

### SCORING

| Category          | Possible Points | % of Total |
|-------------------|-----------------|------------|
| Honor             | 90 points       | 60%        |
| Sportsmanship     | 15 points       | 10%        |
| Favorite Opponent | 15 points       | 10%        |




| Category        | Possible Points | % of Total |
|-----------------|-----------------|------------|
| Appearance      | 30 points       | 20%        |
| Player's Choice | Special         | n/a        |

#### ++ HONOR ++

All missions will define 2 Primary Objectives (12 Honor each) and 3 Secondary Objectives (2 Honor each) based on those presented in the Eternal War missions. Note that some objectives will be achievable by both players. A total of 30 Honor will be available in each game, or 90 Honor throughout the tournament.

#### ++ 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:

|   |   |
|---|---|
| <br>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.  |
| <br>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.   |
| <br>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.



# ADEPTICON 2014

## WARHAMMER 40K EXTERMINATUS

### ++ 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 of tournament requirements. There is still the possibility of impressive basing or conversion work.  | 5      |
| 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.  | 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.  | 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 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.   | 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 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.  | 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      |

If total of above checklist totals 25 or more points, only award 25 points. All players scoring 25 points on appearance will be judged a final time, for up to 5 additional points at the judge's discretion, for a max Appearance total of 30 points.

**Player's Choice Voting:** After the 1<sup>st</sup> game, 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 EXTERMINATUS

## AWARDS

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

Honor Total + Sportsmanship Total + Appearance Total

- **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
- **Exterminatus Warmaster:** Most Honor gained. Sportsmanship total as outlined below for tiebreaker.
- **Best Sportsman:** Highest Sportsmanship total using the following formula. Total Honor gained 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.

Aside from Player's Choice, players can only win one award in total. Awards are listed in hierarchical order.

## SCHEDULE

### THURSDAY

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