



ADEPTICON 2014

WARHAMMER 40K TEAM TOURNAMENT

Last Update: 032.06.2014

Added Codex Legion of the Damned Special Rules

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 2/1/2014.

Please Note: There have been some significant changes to the AdeptiCon 2014 Warhammer 40K Team Tournament format this year – particularly in regards to Team Theme Scoring and unique wargear. Please take the time to read the entire document. If you have any questions regarding the format, legality of detachments/models or any other concerns - please [let us know!](#)

THE SPIRIT OF THE TEAM TOURNAMENT

For the past eleven years, the Warhammer 40K Team Tournament has been the flagship event at AdeptiCon. Originally conceived as an alternative event to the standard Grand Tournaments of old, the team event was designed to be an all-inclusive, hobby competition that created a purposely different way to play the game with your friends. Over the years, the event has grown by leaps and bounds as teams continually raise the bar in terms of thematic approach, generalship, modeling expertise and team spirit – creating a unique and memorable experience for all.

In the Team Tournament, four players combine forces to compete against opposing teams in a day full of gaming and comradery. While all tournaments are competitive by nature, the Team Tournament encompasses much more than the games played throughout the day. In many cases the day of the tournament is a culmination of months of planning, writing, building, converting and painting. The tournament format challenges and rewards generals, tacticians, hobbyists, fluff-bunnies and casual gamers alike. Additionally, the format enables players to visually realize the immense theme and flavor of the Warhammer 40,000 universe on the tabletop.

Now that Warhammer 40K 6th Edition has had another year of development in the books, there have been some challenges maintaining the spirit of the team tournament for 2014. Traditionally, the phrase “consistent” with the background of the Warhammer 40,000 universe was a method by which Team Theme could be evaluated. With the expansion of Allies, and more specifically a breakdown of what would be considered traditionally acceptable allies, the previous standard is somewhat antiquated - if not untenable. That said, we have adjusted our methodology regarding Theme scoring. Judges will now consider the body of supporting evidence presented in order to evaluate Theme. This could include, but is not limited to, unit markings, campaign badges, themed display bases/model bases, army banners, conversions and potentially written materials justifying the chosen theme. The challenge to this year's Teams: Use your hobby skills to tell a story beyond just written material about the models you brought.

The Team Tournament Army Showcase will again feature those Teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, these Teams will be setup for display in a special section of the Grand Ballroom so that all attendees of AdeptiCon 2014 can enjoy the very best this hobby has to offer.

FRIDAY NIGHT TEAM CHECK-IN

Teams will be able to check-in and receive table assignments and mission packets at the Warhammer 40K Judge's Table between 9:00PM and 11:00PM Friday evening. In order to register, a single representative for the Team must present the following:

- A single copy of each Team Member's detachment. Please include both the **Team Member's name and Team Name** on each list.
- Verification of convention registration. Teams that are fully preregistered (prior to the March 14th, 2014 cutoff) will be automatically verified and may skip this step. Teams that purchase their ticket or any number of Team Member badges on-site **MUST** produce an event ticket and all four Team Member badges for verification at check-in.

Please Note: Each Team must have their detachments, display base and any additional thematic elements set up at their assigned tables and ready for a judge by 7:00AM Saturday morning. Appearance and Theme Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

TERMINOLOGY

Team Member: An individual member of a Team and their 1000-point detachment.

Coalition: The Allied detachments of two Team Members. A Coalition is treated as a single entity comprised of two individual 1000-point detachments and follows the Coalitions rules below. Teams will form two Coalitions each game that will operate independently.

Team: The combined detachments of all four Team Members. A Team is treated as a single entity comprised of four individual 1000-point detachments. Teams will also be referred to as Imperial, Heretical, Xenos or Hybrid (see below).



ADEPTICON 2014

WARHAMMER 40K TEAM TOURNAMENT

BASIC RULES

- Teams will consist of 4 Team Members. Each Team Member's detachment will consist of **1000 points** or less, using one of the charts in the Force Organization section below. Team Members **MUST** use the same detachment 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 3rd, 2014 will not be allowed in this event.
- One Team Member from each Team may field a single Fortification per the Force Organization section below. 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.
- Allied Detachments are **NOT** allowed in this event. Team Members forming Coalitions are considered Allies and follow the rules and modifications presented below in the Team, Coalitions and Warlords section.
- 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 per Team**. 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 Lords of War Units, Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event.
- 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.
- 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 4-player Team **MUST** bring a total of FOUR (4) objective markers based on 40mm circular bases. These objective markers should be themed to match your Team.
- A separate printed army list is required for the judges and each of your opponents (minimum of 7 copies per Team Member).
- Each 2-player Coalition must have a Warhammer 40,000 rulebook and the codex (or codices) represented by the Coalition during each game and all materials needed to play a game and report the results, including dice, measuring devices, templates, a writing implement and rules for any Imperial Armour/Apocalypse Unit(s) your Coalition is fielding. These rules **MUST** be made available to your opponents at all times. You will **NOT** be allowed to field units that you cannot produce the most current set of rules for.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- All models must comply with the [AdeptiCon Model Policy](#) (WYSIWYG and painted to a 3-color minimum standard).
- The tournament will consist of five rounds of play. During each round, two Team Members will be paired together in a Coalition and they will play their own game. Thus, each team will be playing 2 separate games each round. The pairing of Team Members will be determined by the table assignments posted before every round.
- In order to keep the tournament running on schedule, a final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a new round you cannot finish. The game will end immediately after 3 hours have expired (regardless of Player Turn or current phase). At that point, the Team that took the second Player Turn may choose to extend the game by five (5) additional minutes in order to finish their current Player Turn or start one they were denied by the calling of dice down.
- 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 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 TEAM TOURNAMENT

FORCE ORGANIZATION

Teams will consist of 4 Team Members. Each Team Member will be responsible for bringing a 1,000-point detachment chosen from a single Codex (no Allies), possibly supplemented with Imperial Armour units. Team Members may choose their detachments from the same codex. Each Team Member's detachment must fit within one of the Force Organization charts below and is considered a Primary Detachment for the purposes of army construction. Each Team Member **MUST** choose a different Force Organization chart.

Team Member #1	Team Member #2	Team Member #3	Team Member #4	Optional: Inquisition (0-4 per Team)
<ul style="list-style-type: none"> • 1 HQ • 0-1 Elites • 1-3 Troops • 0-1 Fast • 0-1 Heavy • 0-1 Fortification 	<ul style="list-style-type: none"> • 1 HQ • 0-2 Elites • 1-3 Troops • 0-1 Fast • 0-1 Heavy • 0 Fortifications 	<ul style="list-style-type: none"> • 1 HQ • 0-1 Elites • 1-3 Troops • 0-2 Fast • 0-1 Heavy • 0 Fortifications 	<ul style="list-style-type: none"> • 1 HQ • 0-1 Elites • 1-3 Troops • 0-1 Fast • 0-2 Heavy • 0 Fortifications 	<ul style="list-style-type: none"> • 1-2 HQ • 0-3 Elites
<ul style="list-style-type: none"> • No Allied Detachment 	<ul style="list-style-type: none"> • No Allied Detachment 	<ul style="list-style-type: none"> • No Allied Detachment 	<ul style="list-style-type: none"> • No Allied Detachment 	<ul style="list-style-type: none"> • Optional: Legion of the Damned (only 1 per Team) • 1-4 Elites
				<ul style="list-style-type: none"> • No Allied Detachments

Codex Inquisition and Legion of the Damned Special Rules: Teams may elect to substitute one or more of the above Force Organization charts for the optional Force Organization charts presented in Codex Inquisition (any number) or Codex Legion of the Damned (one per Team), treating them as a Primary Detachments. For example, if a Team Member chooses to swap option #2 for the Codex Inquisition Force Organization chart, no other Team Member may now select option #2. This is the **ONLY** method by which Codex Inquisition and Codex Legion of the Damned may be used in the Team Tournament.

Force Org Changes: Selected units that alter a Team Member's Force Organization selections **WILL** affect all other detachments on the Team from the same codex. For example Logan Grimnar's "Great Wolf" rule would apply to any Team Member's army chosen from Codex Space Wolves. In the case of Codex Space Marines, armies from a Coalition that have the same Chapter Tactics share special rules as a single force, armies with different chapter tactics do not share special rules but are otherwise treated as Battle Brothers.

Special Characters: All instances of Unique/Named Characters on a Team must be unique. For example: a Team cannot field Inquisitor Coteaz twice (even though he is available in two codices). This also applies to upgrades to squads (e.g., Boss Snikrot, Sergeant Telion, Justicar Thawn).

Wargear: Unique items and wargear are considered unique within each Coalition and may only appear once on each table. For armies that purchase unique wargear during list construction, this means that each instance of unique wargear can only be purchased once per Team, as all Team Members will play at least one game together. For armies that generate unique wargear before the game begins, the Coalition level restriction applies. For example, a Team using Codex Tau can only have one total instance of a Puretide Engram Neurochip, while a Team consisting entirely of Chaos Daemon players can only have 1 Portaglyph per Coalition/table.

Approved Units: All Team Members may field units from the [AdeptiCon 2014 Warhammer 40K Approved Units document](#), however due to the scarce nature of these units; **each unit is considered unique (0-1) and may only be taken once per Team**. For example, Team Member #2 is playing Chaos Daemons and chooses to field a Plague Hulk of Nurgle as his Heavy Support choice. This is the **ONLY** Plague Hulk of Nurgle that may be included in the entire Team - other Team Members are free to field any other allowable Approved units.

Non-Force Org Units: Units from various sources that **DO NOT** take up a Force Organization slot may be taken in addition to units allowed by the Warhammer 40K Team Tournament Force Organization charts as long as the unit prerequisites are met (e.g., Dark Angel Techmarines, Dark Angel Command Squads, Space Marine Command Squads, Farsight Enclaves Commander Team (see below)). This also includes multiple units bought in a single Force Organization slot (e.g., Chaos Daemon Heralds, Space Wolves HQ).

Commander Farsight: Commander Farsight's Commander Team is available to all armies chosen from Codex Farsight Enclaves though each instance of a commander is considered unique. This allows these choices to effectively be split amongst all four Team Members as long as Commander Farsight is included in one list.



ADEPTICON 2014

WARHAMMER 40K TEAM TOURNAMENT

TEAMS, COALITIONS AND WARLORDS

Each team will be classified according to the overall composition of the Team. Your team type will play an important role in your Theme score (see Theme Scoring) and put your Team in the running for one of the 'Best Team' awards (see Awards). In order to qualify as an Imperial, Heretical or Xenos Team – all four Team Members must choose all their detachments from the same, appropriate list below:

Imperial	Heretical	Xenos	Hybrid
Adepta Sororitas Grey Knights Imperial Guard Space Marines (All Variants) Inquisition*	Chaos Daemons Chaos Space Marines Imperial Guard (Traitor) Inquisition*	Dark Eldar Eldar Farsight Enc. lyanden Inquisition*	Any mix of codices

**Codex Inquisition is considered a "wild card" for the purposes of Team classification, Inquisitors choose their allegiance! This is intentional in order to allow players to explore even the darkest aspects of the Inquisition; including Radical and Heretical Inquisitors that have fallen to Chaos, or sided with a particular Xenos race.*

Coalitions: For the purposes of the AdeptiCon Warhammer 40K Team Tournament, Team Members forming a Coalition are considered Allies (pg. 112) per the Warhammer 40,000 rulebook with the following modifications:

- **Battle Brothers:** Codices denoted as Battle Brothers per the Allies Matrix chart (pg. 113) are considered Battle Brothers for the Warhammer 40K Team Tournament and follow all the relevant rules and restrictions per the rulebook.
Coalitions comprised of two detachments from the same codex are also considered Battle Brothers with the following clarifications:
 - Wargear and Special Abilities will benefit/affect both detachments in a Coalition, but they will not affect detachments in the other Coalition on a different table. For example, The Autarch's Path of Strategy rule could affect both members of a Coalition but would not affect other players from the team on a different table.
 - Wargear and Special abilities that affect your Coalitions detachments **DO NOT** stack, unless specified by a Codex or FAQ (e.g.; two Grey Knight Grandmasters each casting Psychic Communion could chose to add/subtract 1 or 2 from each reserves roll).
 - Please be sure to reference the relevant [Games Workshop FAQ documents](#) for further clarification on how specific Wargear and Special Abilities are applied in Warhammer 40,000 6th Edition.
- **Allies of Convenience:** All other alliances are considered Allies of Convenience regardless of what the Allies Matrix indicates and follow all the relevant rules and restrictions for Allies of Convenience per the rulebook.
- **Codex Inquisition:** Regardless of the composition of your Team, Codex Inquisition still follows the Team Tournament rules for Allies. As such, any codex noted as Battle Brothers remains so, ALL other alliances are treated as Allies of Convenience; *there will always be a significant amount of skepticism surrounding the Inquisition!*

Warlords: Each Coalition will nominate a single Warlord per the Warhammer 40,000 rulebook (pg. 111) with the following modifications and clarifications:

- Your Coalition Warlord can be from either detachment, but is always the Warlord-eligible unit within that detachment with the highest Leadership. If several units are tied for highest Leadership, you can choose among them as normal.
- A Coalition may use a Twist of Fate (see below) to re-roll their Warlord Trait roll. This roll must occur on the same table as the first roll and the Coalition must use the Warlord Trait generated by the re-roll – even if it generates the same result.
- Per the Warhammer 40,000 rulebook (pg. 112), Warlord Traits may only benefit Battle Brothers. Traits such as Conqueror of Cities, Master of Ambush, Strategic Genius, Princeps of Deceit or Master of Deception only benefit your Coalition partner if their detachment is considered to be Battle Brothers as defined above.
- Victory Points gained through the Legendary Fighter trait will count towards achieving one of the two Primary Objectives, as defined in each specific mission.
- If your Coalition's Warlord is not on the table at the conclusion of a game (e.g., ongoing Reserves), that Warlord counts as being slain for the purposes of calculating Slay the Warlord.





ADEPTICON 2014

WARHAMMER 40K TEAM TOURNAMENT

SCORING

The maximum number of points each Team can score is 440, divided up as follows:

Category	Possible Points	% of Total
Primary Objectives	250 points	57%
Secondary Objectives	30 points	7%
Twist of Fate	20 points	4%
Team Tournament Quiz	20 points	4%

Category	Possible Points	% of Total
Sportsmanship Marks	Special	0%
Team Spirit	Special	0%
Appearance	60 points	14%
Theme & Display Base	60 points	14%




Primary Objectives (250 points): Each mission will have two Primary Objectives, one worth 15 points and another worth 10 points. It will be possible to draw or partial complete certain Primary Objectives.

Secondary Objectives (30 points): All missions will have three Secondary Objectives shared by both Coalitions: Slay the Warlord, First Blood and Linebreaker. Each Secondary Objective achieved scores your Coalition 1 point.

Twist of Fate (20 points): Each Coalition will receive two Twists of Fate per game. This ability may be used to re-roll any of the following rolls regardless of the original result: Warlord Traits, Mysterious Terrain, Mysterious Objectives, Outflank or Reserves. Standard re-roll rules apply (pg. 5) – second result counts and no single dice can be re-rolled more than once. Each unused Twist of Fate scores your Coalition 1 point. Certain missions may present alternative uses for Twists of Fate in the Mission Special Rules section.

Team Tournament Quiz (20 points): Knowing your enemy and the rules of the game are the key attributes a savvy tournament player possesses. Mastery of these fundamentals should come easy to the eventual Team Tournament Scholars. Questions for the quiz will be drawn from the Warhammer 40,000 rulebook and any game legal codex.

Sportsmanship Marks (Special): Following each game, you will be required to evaluate the opposing Coalition's sportsmanship. Secretly choose one of the following marks:

 Positive	Fantastically Brilliant Game! Reserved for the truly special games. Your opponents went well beyond the call of duty, were incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of Team you would want in your local gaming club.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponents were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	Just A Terribly Awful Game! 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 NEVER be a reflection on the final results of the game.

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, team's that negligently give out a large number of positive or negative sportsmanship scores will have their marks 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: Teams that receive a total of 6 or more Negative Sportsmanship Marks will be disqualified from the event and will no longer be eligible to receive any awards.

Team Spirit (Special): Team Spirit is a measure of everything outside the scope of the tournament; including such things as costumes, team shirts, handouts, team songs, shot glasses, banners and a whole myriad of other fun stuff. Keep in mind that Team Spirit does not need to be married to the background and lore of the Warhammer 40,000 universe – get creative and fun with it!

Team Spirit **DOES NOT** count towards a Team's overall points total and is instead awarded independently. Team Spirit will also be used to break ties for a number of theme oriented awards. Each Team will be considered by a panel of appearance and theme judges during the course of the Team Tournament. The panel will vote for the top Team Spirit contenders in the tournament. Top Teams will then be called upon to briefly discuss the concepts, preparation and execution behind their Team Spirit. The panel will then deliberate and choose the winner.



ADEPTICON 2014

WARHAMMER 40K TEAM TOURNAMENT

Team Appearance (maximum of 60 points per Team): Each Team will be considered by a panel of appearance judges during the course of the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall appearance, unifying details and stylistic execution of the combined forces. Each rank a Team receives is worth 10 points. Judges may award discretionary points to account for extra effort in certain areas. Those Teams receiving Rank 5 (Showcase) honors will be invited to participate in the Team Tournament Army Showcase. The ranks are as follows:

1
(10-19 points)

Minimal: The **MAJORITY** of the Team is only painted to the minimum, three-color standard. The Team has little to no details, highlighting, basing details or conversions. Teams with **ANY** unpainted/unfinished models will not receive more than a minimal paint score.

2
(20-29 points)

Basic: The **MAJORITY** of the Team is painted slightly above the three-color standard. There is some evidence of unit and character details, highlighting, extra basing details and conversions. An honest effort with room for improvement.

3
(30-39 points)

Table Top: The **MAJORITY** of the Team is painted to an average standard. There is consistent evidence of unit and character details, basic highlighting, basing effects and conversions (as applicable). Encompasses a majority of the Teams in the tournament and demonstrates painting/modeling skills beyond the "basic techniques".

4
(40-49 points)

Skillful: The **ENTIRE** Team is painted/modeled to an above average standard. There is evidence throughout the entire Team of exceptional unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents very skillful work, only missing a few minor elements. Any one of the detachments comprising this Team could easily win "Best Painted" at a local tournament.

5
(50+ points)

Showcase: The **ENTIRE** Team is painted/modeled to a near-perfect standard. There is consistent evidence throughout the entire Team of masterful unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents truly masterful work. Teams receiving this rank are automatically invited to participate in the Team Tournament Army Showcase (see below).

Teams that contain significant portions of unpainted/incomplete models will be awarded 0 points and may have models removed from play in accordance with the [AdeptiCon Model Policy](#).

Team Tournament Army Showcase: The Team Tournament Army Showcase will feature those Teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, Teams receiving Rank 5 (Showcase) honors will be invited to setup for display in a special section of the Grand Ballroom where a panel of celebrity judges will assemble to award bonus points.

Teams participating in the Team Tournament Army Showcase will be eligible for up to 10 bonus points. While participation is not mandatory, Teams declining this invitation will receive the base 50 points for Rank 5 and be ineligible to receive any bonuses.

FRIDAY EVENING	
9:00PM – 12:00AM	Early Team Check-in and Table Assignments
SATURDAY	
7:00AM - 8:00AM	Team Check-in and Table Assignments*
7:00AM - 9:00AM	Appearance, Theme and Spirit Judging
8:45AM	Team Tournament Quiz
9:15AM - 12:15PM	Game #1
12:15PM - 1:15PM	Lunch / Appearance, Theme and Spirit Judging
1:15PM - 4:15PM	Game #2
4:15PM - 5:00PM	Break
5:00PM - 8:00PM	Game #3
8:30PM	Team Tournament Army Showcase Setup
9:00PM – 12:00AM	Judges' Consideration and Public Display
12:00AM	Conclusion of Team Tournament Army Showcase**
SUNDAY	
7:30AM – 8:30AM	Table Assignments
8:30AM – 11:30AM	Game #4
11:30AM – 12:30PM	Lunch
12:30PM – 3:30PM	Game #5
4:00PM	Awards

* Teams that checked in on Friday night must have their detachments, display base and any additional thematic elements set up at their assigned table and ready for a judge by 7:00AM Saturday morning. Appearance, Theme and Spirit Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

** All models and display elements must be retrieved at the conclusion of the Team Tournament Army Showcase.



ADEPTICON 2014

WARHAMMER 40K TEAM TOURNAMENT

Team Theme and Display Base (maximum of 60 points per Team): Each Team will be considered by a panel of theme judges during the course of the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall composition of the Team, discussions with the designated Team representative, supporting materials and the overall attention to unifying details of the combined forces. Team Theme is judged 'outside the game' and is not concerned with how your Team fights as a unified whole. Adversarial themes are encouraged, and should be supported with relevant background material (e.g., Ultramarines and Hive Fleet Behemoth Tyranids).

Each rank a Team receives is worth 10 points. Judges may award discretionary points to account for extra effort in certain areas. The ranks are as follows:

1
(10-19 points)

Minimal: No cohesive theme is apparent for the Team. No discernible effort has been made to tie a **MAJORITY** of the Team together. No supporting documentation or additional thematic elements.

2
(20-29 points)

Minor: The Team has a theme, but in general there is very little evidence to support it. Theme is present in a **Some** of the Team's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire Team. Minimal supporting documentation and additional thematic elements.

3
(30-39 points)

Major: The Team has a theme and some evidence is presented to support it. Theme is present in a **MAJORITY** of the Team's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire Team. Minimal supporting documentation and additional thematic elements.

4
(40-49 points)

Exceptional: The Team has a well-developed theme with evidence that strongly supports it. The **ENTIRE** Team has been developed with an overall theme in mind. Theme is present in a **MAJORITY** of the Team's units and detachments (banners, campaign patches, story elements, etc.). Theme is backed with supporting documentation and has been partially expressed in elements like basing, display base, objective markers, etc.

5
(50+ points)

Showcase: The Team has an exceptionally well-developed theme with strong evidence to support it. The **ENTIRE** Team has been developed with a definitive, overall theme in mind. The collection of models presented tells a cohesive story linking elements like basing, display base, objective markers, unit markings, banners, character models, conversions, paint scheme, historical references / models, printed materials ect.

Teams comprised of a true mix of armies that cross factional lines without any background to support their alliance; or those that lack any discernible Theme will be awarded 0 points. Example: Space Wolves fighting with Word Bearers, Necrons and Dark Eldar.

Team Display Base: A Team's Display Base is worth up to five (5) additional theme points. Teams that receive all 5 points are eligible to win the Best Team Display Base award. The Judge's will vote on eligible Team Displays to determine the winner.

AWARDS

- **AdeptiCon Warhammer 40K Team Tournament Champions:** Highest Overall Score. Total Objective Points for tie breaker.
- **Best Team Tacticians:** Highest total Objective Points. Primary Objective Points for tie breaker.
- **Best Team Theme and Presentation:** Highest combined Appearance and Theme Score. Team Spirit for tie breaker.
- **Best Team Sportsmen:** Team that receives the most net positive Sportsmanship marks. Total Objective Points for tie breaker.
- **Best Team Appearance:** Highest Appearance Score. Theme for tie breaker.
- **Best Team Display Base:** Judge's Discretion.
- **Best Team Spirit:** Highest Team Spirit Score. Team Theme for tie breaker.
- **Best Imperial Team:** Highest combined Appearance and Theme for an all Imperial team. Team Spirit for tie breaker.
- **Best Xenos Team:** Highest combined Appearance and Theme for an all Xenos team. Team Spirit for tie breaker.
- **Best Heretical Team:** Highest combined Appearance and Theme for an all Chaos team. Team Spirit for tie breaker.
- **Best Hybrid Team:** Highest combined Appearance and Theme for a Hybrid team. Team Spirit for tie breaker.
- **The Headhunters:** Most Slay the Warlord Secondary Objectives achieved. Total Objective Points for tie breaker.
- **The Opportunists:** Most First Blood Secondary Objectives achieved. Total Objective Points for tie breaker.
- **The Aggressors:** Most Linebreaker Secondary Objectives achieved. Total Objective Points for tie breaker
- **Team Tournament Scholars:** Highest Team Tournament Quiz score. Sudden Death round for tie breaker.

Teams may only win one award in total. Awards are listed in hierarchical order. Example: A Team that receives the highest Appearance score and achieves the most Slay the Warlord Secondary Objectives would win the Best Team Appearance award. The Headhunters award would then go to the Team with the second most Slay the Warlord Secondary Objectives achieved.