



ADEPTICON 2014

WARHAMMER 40K WARZONE TOURNAMENT

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. 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 3/1/2014.

BASIC RULES AND RESTRICTIONS

NOTE: This tournament will feature a Zone Mortalis warzone. The Zone Mortalis warzone is a highly restrictive environment and is designed to represent combat in tightly-enclosed tunnels. Models that are more than 3" tall or 3" wide will not fit in the corridors of the Zone Mortalis warzone. Additionally, there may be sections of this warzone that are only accessible to models on a 25mm base.

Though there are no restrictions on what you can bring, you must understand that things like Flyers, most Skimmers (e.g., Space Marine Land Speeders, Falcon Grav Tanks, Tau Devilfish), all Tanks, large Walkers (e.g., Dread Knights, Defilers) and Monstrous Creatures (e.g., Greater Daemons, Hive Tyrants, Carnifexes) will more than likely be useless in the corridors of a Zone Mortalis warzone. Simply put, you will not be able to field those types of units on this table. Other tables will feature a significant amount of Dangerous Terrain that might affect Bikes and Jump Infantry adversely. You will do best in a variety of environments with the basics – Infantry and normal Walkers, supported by Jump Troops and Light Vehicles. Save your Tanks, Flyers, or Artillery for your Sideboard or leave them home all together.

- Armies will consist of **1000 points** or less, using one of the three variant force organization charts below. Allies are legal and must follow the Allied Detachment FOC presented below.

Combatant
• 1-2 HQ
• 0-2 Elites
• 1-3 Troops
• 0-2 Fast
• 0-1 Heavy

Attacker
• 1-2 HQ
• 1-3 Elites
• 0-3 Troops
• 0-2 Fast
• 0-1 Heavy

Defender
• 1-2 HQ
• 0-2 Elites
• 1-4 Troops
• 0-1 Fast
• 0-2 Heavy

Allied Detachment
• 1 HQ
• 0-1 Elites
• 1-2 Troops
• 0-1 Fast

- 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, Codex Black Legion, Codex Blood Angels, Codex Chaos Daemons, Codex Chaos Space Marines, Codex Clan Raukaan, Codex Dark Angels, Codex Dark Eldar, Codex Eldar, Codex Farsight Enclaves, Codex Grey Knights, Codex Imperial Guard, Codex Inquisition (see below), Codex Iyanden, Codex Legion of the Damned, Codex Necrons, Codex Orks, Codex Sentinels of Terra, Codex Space Marines, Codex Space Wolves, Codex Tau Empire, Codex Tyranids.
- Codex Inquisition may be fielded as an Allied Detachment or using the Force Organization chart presented in Codex Inquisition, but not both.
- New codices or supplements that are released after March 3rd, 2014 will not be allowed in this event.
- Data Slates, Fortifications, 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.
- 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.
- Each player should choose and model one (1) Stratagem from the lists provided at the end of this rules packet.
- Players may select a single Sideboard unit worth up to 250 points. Sideboard units must comply with, and may only be drawn from, the Attacker, Defender, or Combatant FOC's and may not be Allies. An equal or greater than points value worth of units must be earmarked for replacement on your army list. Your army list must always comply with your selected FOC.



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Example 1: Bob is using the Attacker FOC for his Dark Angels Space Marines. His 1000 point force consists of Interrogator Chaplain (required HQ), Deathwing Squad (required Elite), Dreadnought (Elite), Tactical Squad (Troops), and a Land Raider (Heavy Support). Bob knows that his 250 point Land Raider would not be able to be deployed in the dense tunnels of the Zone Mortalis board so he earmarks that unit on his army list to be replaced by the Sideboard. For his Sideboard he selects a Deathwing Terminator Squad of 245 points. During the duration of the tournament, before deployment each game, Bob must inform his opponent whether he is using his Land Raider or instead substituting in his Deathwing Terminator Squad.

Example 2: Jed is using the Combatant FOC for his Orks. His 1000 point force consists of a Weirdboy (required HQ), Big Mek (HQ), Lootas (Elites), Burnas (Elites), Ork Boyz (required Troops), Ork Boyz (Troops), Grots (Troops), Stormboyz (Fast Attack) Deff Dread (Heavy Support). This leaves only one available FOC slot for his Sideboard – Fast Attack. He selects Warbikers to be his Sideboard because he thinks their Exhaust Cloud special rule will be a huge benefit in the open desert, whereas his Deff Dread is likely an easy target. He earmarks both his 115 point Deff Dread and his 80 point Gretchin mob for replacement by his sideboard which consists of a 190 point Ork Warbike mob. Any game where Jed elects to use his Ork Warbike mob he must leave off both the Deff Dread and the Gretchin mob.

- 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-color minimum).
- 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.

SCENARIOS AND TABLES

- Every Warzone table will have a name and 2 laminated cards:
 - **Scenario Card:** It will be double sided and have two scenarios on it to choose from. Scenario A will be a Standard Scenario. Scenario B will be an Attacker/Defender scenario. All like matches: Attacker vs. Attacker, Defender vs. Defender, and Combatant vs. Combatant will result in playing Scenario A, the Standard Scenario. All other matchups will result in playing Scenario B, the Attacker/Defender Scenario.
 - **Warzone Special Rules Card:** It will have all of the Warzone special rules and classifications for every piece of terrain on the board so that the pre-game terrain discussion can be skipped/shortened to make more time for game play.
- Table size will vary based upon the Warzone being fought over.





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SAMPLE STANDARD SCENARIO: BLOOD SOAKED SANDS

NOTE: Scenarios and Special Rules will be posted in advance. It is highly recommended that you read through your Rules Pack in advance of not only the tournament, but previous to making your army list.

The wide open killing fields of the desert landscape are the bane of infantry who rely on cover for protection from enemy fire. Dominating cover and demonstrating superior mobility are the keys to success in the open desert.

THE BATTLEFIELD

The areas of terrain in this mission are also the objectives. Place D3+3 pieces of terrain on the board at least 9" apart from one another and then place an objective counter on/in the terrain if possible or directly adjacent to it if it is not. (Note: This mission will be played on a 5'x5' board at AdeptiCon to enhance the openness of the field of battle. A board of at least 4'x5' is recommended.)

DEPLOYMENT

Before Deploying their forces, players should first roll for their Warlord Traits (pg. 111). Then each player in turn should deploy in their deployment zone. The deployment zones in this mission are defined as anywhere in their own table half that is more than 15" away from the central line of the table dividing the table into two equal halves. Otherwise deployment is as described on pg. 121 of the Warhammer 40,000 rulebook.

FIRST TURN

The player who deployed his army first, goes first unless his opponent can Seize the Initiative. (pg. 122)

GAME LENGTH

This mission uses Variable Game Length (pg. 122).

MISSION SPECIAL RULES

Night Fighting, Reserves.

VICTORY CONDITIONS

Primary Objective: Control Cover

In the desert, every bit of sparse cover increases the survivability of your troops. An objective counter will be adjacent to every terrain feature on the board. Each of these objectives is worth 1 point. Whoever can claim the most objectives at the end of the game wins. All ground units count as scoring for this mission. Flyers, skimmers, and immobilized vehicles of all types cannot score. (Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Plant the Flag

Both forces are attempting to clear the enemy from this sector. This is achieved through occupying sheltering terrain. When an area of terrain is occupied, the unit doing so 'plant the flag' on that piece of terrain and may move off to do so elsewhere. The 'flag' remains until an enemy scoring unit occupies the area of terrain, at which point it plants its own flag instead. The player with the most flags planted at the end of the game wins this objective. Flyers, skimmers, vehicles while moving Flat Out, and Bikes and Jetbikes while Turbobooting cannot Plant the Flag. (Win 6 points/Tie 3 points/Lose 0 points)

Linebreaker (2 points)

Slay the Warlord (2 points)

First Blood (2 points)

AWARDS

- **Best General:** Most Battle Points Accrued
- **Best Painted:** Highest Appearance Score
- **Coolest Modeled Stratagem:** Highest Stratagem Score
- **Best Sportsman:** Highest Sportsmanship Score
- **Best Overall:** Highest Combined Score





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STRATAGEMS: DIRTY TRICKS

Booby Traps

- D3+3 booby trap markers may be placed in any terrain feature that a model can reasonably enter (city ruin, forest, fortification, trench line, tunnel, swamp, etc.) on the table not within the enemy's deployment zone.
- Should the terrain feature in which the marker is placed be removed or destroyed, the marker itself is lost along with it.
- The player controlling the booby trap may choose to trigger it when any enemy model or unit moves through the terrain feature where it is placed. Roll a D6: on a 4+, the booby trap is triggered. On any other result it is removed as a dud. The owner of the target unit must choose a single model which takes a Strength 8 hit, at AP 2, with no Cover Save allowed. Booby traps only work once the attack has been made. Vehicles hit take the damage against their front armor.
- Booby traps only affect the level of the terrain piece that they are on. For example, a booby trap set on the 2nd floor of a ruined building only affects models that move onto the 2nd floor.
- Objective markers cannot be booby trapped unless they are placed within a piece of terrain that can be booby trapped. Mysterious Terrain can be booby trapped, and it will not interfere with its pre-existing Mysterious properties.

Demolition

- The Demolition stratagem is declared during the Deployment phase as normal, but its target is kept secret until the stratagem is actually used. The target can be any terrain piece not in the opponent's deployment zone or it can be any underground or shipboard passage.
- The player writes down the target area, and the turn in which the demolition will occur. This is kept secret to be revealed when that turn arrives.
- In the player's own Shooting phase of the nominated turn, roll a D6 and add +1 to the roll and consult the Building Damage Table on page 94 of the rulebook. Note that the piece of scenery does not have to be a building, though if it is terrain without an armor value replace Catastrophic Breach results with a Tremor result instead.
- Any results of Total Collapse or Detonation will also result in a massive plume of smoke. The cloud of smoke is so dense that it will block any line of sight drawn across it.

Fog of War

- Your enemy is not expecting to be attacked and unsure of your position. On the first game turn enemy units that start on the board may only shoot or assault normally if they first pass a Leadership test in order to do so. If the test is failed they may not do so that turn. Units that failed their roll may fire Snapfire shots but cannot choose to Run instead.

Preliminary Bombardment

- After both armies have deployed but before the first turn, roll a D6 for every enemy unit and terrain piece on the tabletop. On a roll of 6, the unit or terrain piece is hit.
- A squad takes D6 Strength 5 AP 4 hits that cause pinning. Cover saves are allowed if the majority of the unit is within area terrain or sheltering along barricades.
- Vehicles struck suffer a Glancing hit on a roll of 4+.
- Vehicles in a squadron are rolled for individually.
- Fliers and Swooping flying Monstrous Creatures are unaffected.
- Units that start the game in reserve will not be hit by a Preliminary Bombardment.
- Small terrain pieces, such as sections of razorwire, tank traps, and barricades are removed automatically if hit – replace with a crater if you have one.
- A squad deployed within a building or fortification cannot be targeted, but of course the building or fortification can. If the building or fortification is hit roll a D6. On 1-3 the result is a Breach!, 4-6 the result is a Tremor. Units on the battlements can be targeted as normal.
- If a unit is struck whilst sheltering in a potentially dangerous terrain feature, roll a D6. On a result of 4+, the potentially dangerous terrain feature becomes a dangerous city ruin. These terrain features will be clearly marked during the tournament, but as a general note will be reserved to city ruins, large precarious rock features, forests of massive trees where large dangerous objects could become dislodged and crush those below, and terrain features like fuel and ammo dumps that could be ticking time bombs waiting to explode.
- If a unit is struck while sheltered within underground tunnels or on board a ship, designate a target model the impact is centered on. Roll a D6. On a 1-5 the squad simply takes a pinning test instead of taking casualties for being hit. On a 6 the squad takes hits exactly as detailed above. Additionally, the force of the explosion is so strong that every unit friend or foe, within 12" of the target point must also take a Pinning check. Each unit only has to take a single Pinning check during the Preliminary Bombardment.

Slash and Burn

- All pieces of terrain are on fire or are a smoking ruin. Before either side deploys roll a D6 for each piece of area terrain. 1-2 No Effect. 3-4 Smoking: Add +1 to the Cover Save of any unit in the terrain. 5-6 Burning: The area counts as Dangerous Terrain and is Smoking.
- Both Smoking and Burning terrain blocks any line of sight that is drawn across and beyond them.



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STRATAGEMS: ARMORY

Combat Engineers

This stratagem provides a means of equipping your army with a wide range of combat engineering equipment. This confers all of the rules listed below, regardless of how individual models are equipped. All Infantry models are equipped as combat engineers. All of the following rules apply, unless the unit is falling back:

- When assaulting an enemy occupied Building one model may use a Breaching Charge against the building. It acts as a Strength 8 AP 3 weapon.
- Wire cutters allow any length of razor wire the unit moves through to be removed on a D6 roll of 4+.
- Smoke grenades (or their equivalent, such as Tyranid spore fog or Ork fungus clouds) can be used by each unit once per game, instead of firing any weapons in the Shooting phase. When used, they confer a 5+ Cover Save until the start of the unit's next turn. The unit does not count as occupying cover should it be assaulted.
- Jammers mean the unit only triggers enemy booby traps on a D6 roll of 6, rather than the normal 4+. On any other result the Booby Trap is a dud.

Flakk Mods

- One unit in your army may grant Interceptor and Skyfire to all of its heavy weapons.

Sacred Totem

- The Sacred Totem must be modeled on a 40mm base and be representative of either a non-combatant of the race or some sort of motive device carrying the Sacred Totem.
- The Sacred Totem can be deployed with a unit at the start of the game or it can be held in Reserve with a unit. If deployed in a Transport it counts as 2 models.
- When the Sacred Totem is deployed or comes on from Reserve roll a D6. 1-2 the unit becomes Fearless. 3-4 the unit has Preferred Enemy. 5-6 the unit gains Furious Charge.
- If the unit with the Sacred Totem is defeated in close combat or the Sacred Totem is destroyed, the entire army becomes -1 Leadership for the rest of the game.
- The Sacred Totem is Infantry, Independent Character, WS 0, BS 0, S2, T5, W2, I2, A0, Ld6 and has a 4+ Invulnerable Save. As an Independent Character it can leave and join other units and benefits from Look Out Sir.

Siege Shells

- All of your tanks already armed with Strength 8 or greater ordnance blast weapons are equipped with siege shells in addition to their normal ammunition.
- A siege shell's use is declared before firing. It fires with the following profile:
- Range 18", Str 10, AP -, Type Ordnance 1, Blast
- Should the hole in the center of the blast marker land within a Potentially Dangerous scenery piece, it will become Dangerous Terrain on a D6 roll of 4+. If the scenery piece is already Dangerous, it will be destroyed and replaced with rubble on a D6 roll of 4+. Siege shells need not target enemy models – the scenery piece may be the target.
- Siege Shells give you +1 on the Building Damage Table.

Wrecker

- All of your Monstrous Creatures and all models armed with Dreadnought Close Combat Weapons are equipped with wreckers.
- A wrecker-equipped unit that moves into contact with an obstacle may remove it from play on a D6 roll of 4+. It may cause a Potentially Dangerous area of terrain it moves into contact with to become Dangerous Terrain on a roll of 4+, and for Dangerous Terrain to become destroyed on a 4+. Replace the terrain piece with rubble.
- The unit may not shoot, run, or launch an assault on a turn in which the wrecker is used.
- It may be used on a piece of terrain that is occupied by a unit.
- A wrecker-equipped unit will receive +1 on the Building Damage Table.



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STRATAGEMS: DEPLOYMENT

Advanced Reserves

- D3 of your units in Reserve may roll to come in from Reserve on the 1st turn instead of waiting until Turn 2 to roll.
- Each Reserve unit that attempts to come in on Turn 1 needs to roll a 4+ for their Reserve roll to come on.

Familiar Ground

- All of your Infantry Troop units have the Move Through Cover and Scout special rules.

Tunnel Network

- Only Infantry units without a Transport Vehicle may use the Tunnel Network.
- Tunnel Network entrances are placed before sides are selected. D3+2 Tunnel Entrance Markers are placed anywhere on the table at ground level.
- Infantry placed in Reserve must declare if they are coming onto the table from the Tunnel Network during deployment.
- When Infantry in Reserve become available, they may move onto the table via a Tunnel Network Marker as if it were a table edge, so long as there are no enemy models within 1" of it. They may not launch an assault on the turn they arrive.
- Should only one player take advantage of this stratagem then only that player will be able to deploy via the Tunnel Network Markers. If both take it, then both may use any Tunnel Network Marker on the Table.
- If more reserve units come available than there are Tunnel Network Markers from which they can deploy, they are not deployed that turn. Roll for each unit again next turn.
- Only one unit may deploy from each Tunnel Network Marker per turn.

Interdiction Assault

- During the players first turn they may place a suitably modeled 3" blast marker anywhere on the table so that it is not touching an enemy unit, an area of impassable terrain, or an objective. This then scatters D6" (with a HIT indicating the breach is on target). If this scatters off the table or onto impassable terrain simply move it to as close to the table edge or impassable terrain as possible.
- This blast marker represents a breach in the ceiling or floor of a ship or tunnel or a gaping hole in the ground outdoors. It will stay on the table for the rest of the game.
- Up to one Infantry unit per turn arriving as Reserves may use the breach to enter play as normal.

STRATAGEMS: OBSTACLES

Obstacles can be placed anywhere on the table after the battlefield is set up but before deployment.

A player using Barricades, Razor Wire, or Tank Traps gets D3+3 sections of whichever type is chosen, and each Obstacle can be up to 6" long and no more than 1" wide. A player using Minefields gets D3+3 Minefield counters (25mm bases are ideal for this).

Barricades

- Barricades are allocated as Obstacles.
- Barricades provide a 4+ Cover Save.
- Barricades are difficult terrain.
- Barricades are difficult ground for all vehicles apart from skimmers and fliers, but are removed from play if passed through by a non-skimmer vehicle.
- Barricades otherwise follow the standard rules in the 6th Edition rule book.

Razor Wire

- Razor Wire is allocated as Obstacles.
- Razor wire is difficult terrain for all non-vehicle models. Razor Wire becomes dangerous terrain if a unit attempts to Run through it. Vehicles can drive over razor wire with no effect.

Tank Traps

- Tank traps are allocated as Obstacles.
- Tank traps are impassable to all vehicles except skimmers and fliers.
- They do not affect non-vehicle movement, but provide a 5+ Cover Save for non-vehicle models sheltering behind.

Minefield

- A minefield is represented by a Minefield marker or counter.
- All models in a unit within 3" of a Minefield marker are counted as being in Difficult and Dangerous Terrain.
- All models in a unit within 3" of a Minefield marker may choose to ignore the penalties of Difficult Terrain, instead moving as normal. If they do this they will fail their Dangerous Terrain roll on a 1 or 2.
- Any unit that suffers one or more casualties from a Minefield must immediately make a Pinning test.