



Last Update: 02.06.15 (GW FAQ Link Updated)

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 2/1/2015.

BASIC RULES

- Each player should bring two army lists. Armies should consist of **1850 points** for standard games, and **1000 points** for Zone Mortalis games.
- Armies **MUST BE** built from a Loyalist Space Marine codex.
- Allies are permitted, but **MUST BE** from a Space Marine codex.
- Detachments are not limited.
- Imperial Armour units (Forge World) are allowed in this event following the restriction outlined above and are considered to be part of the relevant Codex or faction. In **ALL** cases, only the most currently published rules for any particular unit will be allowed. A complete list of allowable units and rules locations can be found in the [AdeptiCon 2015 Warhammer 40K Approved Imperial Armour Units](#) document. Note, some of the allowable units draw their most recent rules from the Apocalypse rulebook, these are noted exceptions to the general exclusion of the book.
- This is a casual storytelling event, not a competitive event per se; please do not bring the heat.
- Players are **STRONGLY** encouraged to bring as close a historically accurate Space Marine force as possible. This is not a requirement, but it will help drive the narrative visually.
- A printed version of your list will be necessary for your opponent to peruse.
- The Warhammer 40,000 7th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used. In the case of a conflict between a printed and digital versions, the most recent update or FAQ will take precedence.
- The [AdeptiCon 2015 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes.
- Each player must bring a Warhammer 40,000 rulebook, the most currently published rules for all units 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 2015 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 event or AdeptiCon itself with no refunds allowed.

GAMES

- One player on one side will be chosen as the Supreme Commander and will take on the role of Carab Culin (Loyalist) or Lugft Huron (Secessionist). The Supreme Commander will be responsible for assigning players to their particular mission every game.
- This event will involve multiple, diverse war zones that the Secessionist and Loyalist forces will be battling over. Some war zones will utilize the [Zone Mortalis](#) rules.
- Each side will be given specific and secret objectives for each war zone. It will be up to either side's Supreme Commander how best to divide and deploy their pool of players to secure resources and sites of strategic importance.
- This is a three-round event.