



# ADEPTICON 2015

WARHAMMER 40,000  
COMBAT PATROL

Last Update: 01.12.15 (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

- Armies will consist of **400 points** or less, and must be constructed utilizing **ONE** of the following options:
  - 0-1 Modified Combined Arms Detachment:
    - 0-1 HQ
    - 1-6 Troops
    - 0-1 Elite
    - 0-1 Fast Attack
    - 0-1 Heavy Support
    - All Troops in this Detachment gain the 'Objective Secure' special rule.
  - 0-1 Unique Codex Detachment
- Players **MUST** use the same army list throughout the tournament.
- Codices, Codex Supplements and Warhammer 40K Campaign Supplements that are released prior to February 19th, 2015 will be allowed in this event. Apocalypse War Zone supplements, Apocalypse Formations, Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event.
- **Unique units, Imperial Knights, Allied Detachments, Data Slates, Fortifications, Lords of War, Imperial Armor Units (Forge World) will NOT be in used in this event.**
- **Rules Modification (All Units):**
  - Vehicles with armor value facings over 12 are considered to be 12 for the duration of all games, but may be reduced further due to game effects.
  - Vehicles with more than 3 hulls points are reduced to 3 at the start of the game. Hull points may not be restored beyond their starting value.
  - Other than Troops and units with the 'Swarm' USR, units with more than starting 2 wounds are reduced to 2 wounds at the start of the game. Wounds may not be restored beyond their starting value.
- **Rules Modification (Psykers):** All Psykers may only attempt to manifest ONE Warp Charge psychic powers.. Psykers may exchange powers as normal.
- **Rules Modification (Flyers/Reserves):** At the start of your **Turn One**, and each turn thereafter, you must roll a D6 for each Flyer being held in reserve. If the roll is 3 or more, the Flyer and all embarked units arrive **at the start of the following turn**. Flyers and all embarked units will automatically arrive at the start of Turn Five. Example: On Turn Three, a Necron Night Scythe with troops makes a successful Reserve Roll - they will arrive on Turn Four. There is no need to make a Reserve Roll at the beginning of Turn Four, as all remaining Flyers and embarked units will automatically show up at the beginning of Turn Five.
- A printed army list is required for the judges and each of your opponents (minimum of 6 copies required). Each army list **MUST** contain the following details: Player Name, the name of any Detachment (Modified Combined Arms Detachment, Nemesis Strike Force, Wrecker Node, etc.), the units included in each Detachment, the Faction of each Detachment.



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- The Warhammer 40,000 7<sup>th</sup> 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.