



ADEPTICON 2015

WARHAMMER 40K DRAFT TOURNAMENT

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.

This event aims to present an alternative format to playing 40k, ensuring that you don't play against the same old archetypes for multiple rounds.

In order to achieve this, the event organizer will be providing the models available for use during the event. Participants will draft units that they will use to create their lists and then play three games with.

THE DRAFT

- The draft will be organized similarly to a fantasy football draft. Participants will draw lots to determine their draft order. Starting with the participant drawing lot 1, the participants will take it in turn to select one of the available units and add it to their pool.
- The draft will continue in this manner for at least twelve rounds. In odd-numbered rounds, the draft order will be ascending (1->8) and in even-numbered rounds, the draft order will be descending (8->1).
- Draft rounds will be timed - each selection should take no more than one minute. If a participant exceeds their allotted time for their pick, the next player in line will be allowed to make their selection.
- Once a unit is drafted, it is no longer available. Participants should pay attention to their Force Org. limits while drafting, to ensure they don't end up with choices they cannot use.
- The rules and point cost for each unit will be provided at the event. In addition, the details of each unit will be published roughly two weeks before the event, so that players can view what will be available and come up with strategies.

ARMY COMPOSITION

- Following the draft, players will be given approximately 15 minutes to create their army list. Lists will be set at 1750 points.
- Each list will be allowed to use one standard Force Organization chart. (1-2HQ, 2-6 Troops, 0-3 Elites, 0-3 Fast Attack, 0-3 Heavy Support) with an additional fortification and/or Imperial Knight slot should a player draft these items.
- For the purpose of this event, all models in the same army will be considered Battle Brothers. However, rules that affect only one faction will still only apply to models from that faction.

Example 1: An Ork Warboss in the same army as a unit of Tactical Marines in a Drop Pod will be allowed to join the Tactical Marines in the Drop Pod prior to deployment. However, as the Marines do not have the Waaagh!!! rule, they would be unable to benefit from the Warboss's Waaagh!!!.

Example 2: An Astra Militarum officer can issue orders to other Astra Militarum units, but not to Eldar units.



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GAMEPLAY

- Each round will feature one of the three deployment styles available in 7th edition. Each round will draw its missions from the Eternal War mission set.
- 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.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- 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.

AWARDS

- **Best General:** Based on battle points accrued during the games.
- **Best Army:** Based on participant votes, who do you think managed the draft the best. Will default to 2nd place vote count if the same as Best General.

SCHEDULE

9:00AM – 11:00AM	Draft and List Building
11:00AM – 1:00PM	Round 1
1:00PM – 1:30PM	Lunch Break
1:30PM – 3:30PM	Round 2
3:30PM – 3:45PM	Break
3:45PM – 5:45PM	Round 3
6:00PM	Awards