



ADEPTICON 2015

WARHAMMER 40,000

EXTERMINATUS TOURNAMENT

Last Update: 02.20.15 (Codex Eldar Harlequins Clarification Added, Scoring, Awards and Schedule Added)

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 **3000 points** or less using the Battle-forged method of army selection.
- Players **MUST** use the same army list throughout the tournament.
- Codices, Codex Supplements or Campaign Supplements that are released prior to February 19th, 2015 (including Codex Eldar Harlequins) will be allowed in this event. Apocalypse War Zone supplements, Apocalypse Formations, and material from the Horus Heresy books **WILL NOT** be allowed in this event.
- Forge World army lists are allowed in this event.
- Fortifications are allowed in this event and will use the updated rules presented in Stronghold Assault. Massive Fortifications are allowed.
- Lords of War are allowed in this event.
- Imperial Armour units (Forge World) are allowed in this event and are considered to be part of the relevant Codex or faction. Imperial Armour weapon/turret options for a codex unit are **NOT** bound by this 0-1 limitation. 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.
- A printed army list is required for the judges and each of your opponents (minimum of 5 copies required). Each army list **MUST** contain the following details: Player Name, the name of each Detachment (Combined Arms Detachment, Nemesis Strike Force, Wrecker Node, etc.), the units included in each Detachment, the Faction of each Detachment, and which Detachment is considered your Primary Detachment (may be any non-Allied Detachment and must contain your Warlord.)
- This event will consist of three games at three hours each and will be played on a 4' x 8' table surface.
- 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.

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GAMES

- All players will play three 3 hour games.
- In order to keep the tournament running on schedule, several warnings will be issued as time runs out. Players should continue to start new game/player turns until the final five (5) minute warning (2 hours and 55 minutes into the game). After the five (5) minute warning has been announced, **NO** additional game turns shall be started – there will be no exceptions! If the current game turn has not been completed when 3 hours have expired, the game will be afforded a grace period in order to finish out the current game turn. This grace period will extend into the break periods and should be reconciled as quickly as possible. The judges reserve the right to end any game that is taking too long to resolve.
- All missions will use the Variable Game Length rule. All missions will define a number of objectives based on those presented in the Eternal War and custom Maelstrom missions.
- Pairings for the first qualifier game will be randomly determined. Subsequent games will be seeded by Battle Points first, then by Battle Record and then randomly within those divisions.

SCORING

SCORING SUMMARY

- **Battle Points:** Earned by achieving objectives. Max 90 points.
- **Appearance:** Judge scored (see below). Max 30 points.
- **Sportsmanship Marks:** Special (see below). Max 15 points.
- **Favorite Opponent:** Voted on by players. Max 15 points
- **Player's Choice:** Voted on by players.

Battle Points: Battle Points are a cumulative total of all mission results throughout the entire tournament and will be used when seeding subsequent games and ultimately determining the winner of the Exterminatus Warmaster Award.

Battle Record: Your Battle Record is weighted value representing your overall Win-Loss-Draw record, regardless of Battle Points earned (Win = 10 points, Draw = 5 points, Loss = 0 points). A player's Battle Record will determine be used for seeding subsequent games and breaking all ties for awards.

Wipeouts and Conceding: In the case of a wipeout, the winning player adds 10 Victory Points to their total and the game is scored normally. If one player concedes the battle, the winning player automatically receives 30 Battle Points and the losing player receives 0 Battle Points.

Player's Choice Voting: After the 1st game, players will have an opportunity to vote for the single army that they feel best represents the Warhammer 40K hobby. It is not compulsory to set up your army, nor is it compulsory to vote. The winner is the army receiving the most votes.



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++ APPEARANCE AND PLAYER'S CHOICE VOTING ++

Judges will evaluate and score each army based on the following checklist:

Initial Overall Impression (Circle the one that applies)	Points
There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	5
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	10
Display Base (Circle the one that applies)	Points
No display base, Rubber Maid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	3
Intricate diorama that just 'wows' the judge.	4
Model Basing (Circle the one that applies)	Points
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock, or painted with highlights one flock; with clean painted edges.	3
Diorama-like bases with high attention to detail.	4
Conversions (Circle the one that applies)	Points
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above)	3
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	4
Advanced Skills : ONLY judge this section if 20 points were awarded on Initial Overall Impression (Circle the one that applies)	Points
No advanced techniques.	0
The models have a basecoat with a shade and highlight color.	1
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	2
The models have been shaded using seamless blending	3
Exceptional Extras: ONLY judge this section if 20 points were awarded on Initial Overall Impression. (Circle the one that applies)	Points
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic vehicle weathering.	1
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	2
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	3

If total of above checklist totals 25 or more points, only award 25 points. All players scoring 25 points on appearance will be judged a final time, for up to 5 additional points at the judge's discretion, for a max Appearance total of 30 points.






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++ SPORTSMANSHIP MARKS AND FAVORITE OPPONENT VOTING ++

After each game, you will be required to evaluate your opponent's sportsmanship. Secretly choose one of the following marks:

 Positive	Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club and someone you would consider casting your Favorite Opponent vote for. Positive marks are worth five (5) Sportsmanship points.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes. Average marks are worth three (3) Sportsmanship points.
 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. Negative marks are worth zero (0) Sportsmanship points. Multiple negative marks can possibly result in disqualification.

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, players who negligently give out a large number of positive or negative sportsmanship marks will have them 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: Players who receive 2 or more negative sportsmanship marks (or less than 3 Sportsmanship points) will be disqualified from the event and will no longer be eligible to receive any awards.

Favorite Opponent Voting: After the 3rd game, in tandem with the results for that game, players will have an opportunity to vote for their Favorite Opponent of the tournament. This vote should be awarded to the player that best exemplifies the Warhammer 40K hobby and provided a truly enjoyable game. This vote is mandatory and will be part of your final results sheet. Each vote a player receives is worth five (5) Sportsmanship points.





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AWARDS

- **Best All-around Showing:** Highest combined total using the following formula. Battle Record for tiebreaker.

Battle Points + Sportsmanship Total + Appearance Total

- **Best Imperial Showing (Primary Detachment):** Highest combined total as outlined above. Battle Record for tiebreaker.
- **Best Heretical Showing (Primary Detachment):** Highest combined total as outlined above. Battle Record for tiebreaker.
- **Best Xenos Showing (Primary Detachment):** Highest combined total as outlined above. Battle Record for tiebreaker.
- **Exterminatus Warmaster:** Most Battle Points gained. Sportsmanship total as outlined below for tie breaker.
- **Best Sportsman:** Highest Sportsmanship total using the following formula. Battle Points for tiebreaker.

(# of positive Sportsmanship marks x 5) + (# of average Sportsmanship marks x 3) + (# of Favorite Opponent votes x 5)

- **Best Appearance:** Highest Appearance total. Judge's Discretion points for tiebreaker.
- **Get a New Game:** Least amount of Battle Points gained. Sportsmanship total as outlined above for tiebreaker.
- **Player's Choice:** Most Player's Choice votes.

Aside from Player's Choice, players can only win one award in total. Awards are listed in hierarchical order.

SCHEDULE

THURSDAY

10:00AM – 11:00AM	Check-in, Setup & Appearance Judging
11:00AM – 2:00PM	Game #1
2:00PM – 3:00PM	Lunch Break, Player's Choice Voting & Appearance Judging
3:00PM – 6:00PM	Game #2
6:00PM – 6:30PM	Break
6:30PM – 9:30PM	Game #3
10:00PM	Awards