



ADEPTICON 2015

WARHAMMER 40,000
FRIENDLY THE 13TH

Last Update: 01.26.15 (IA Turret Options Clarified, 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.

WELCOME TO THE FRIENDLY! PLAY...IF YOU DARE!

Do you prefer your Warhammer 40K in a more relaxed atmosphere? Do you enjoy throwing back a few cold ones, good company and immersing yourself in some thematic games? Well then kick-off your AdeptiCon weekend with a less stressful, more relaxed event format.

All players will participate in 3 1500-point games. Each game will last two hours and fifteen minutes. This event is limited to 90 players. Players will be divided into factions of 15.

The Friendly will score and award players not only by individual performance, but on overall faction performance. The results from previous rounds may be used to determine mission objectives, special terrain rules and faction specific advantages in future rounds.

The focus of this event will be on promoting both the social and team environments, regardless of the outcome of games. This event is not about bringing highly optimized armies for the strict purpose of winning games. This event will be a bit whacky - you have been warned!

BASIC RULES

- Please remember this tournament is a light-hearted event, designed with lots of whacky things going on. In order to help us maintain the friendly and fun atmosphere, we are requesting **all army lists must be finalized and submitted for review by 2/28/2015 to info@adepticon.org**. If we feel your list is of an unfriendly nature and is not in the spirit of this tournament, we will kindly be asking you to modify your force a little. Please note, if you are looking for a serious tournament, this is not the one for you! AdeptiCon offers plenty of serious tournaments and you would be better off seeking out a ticket for one of those.
- Armies will consist of **1500 points** or less, must be Battle-forged (no Unbound armies), and may be constructed utilizing any 3 of the following options:
 - 0-1 Combined Arms Detachment
 - 0-1 Allied Detachment (may ignore Primary Detachment Faction restriction, see below)
 - Unique Codex Detachments*
 - Unique Formations presented in a Data Slate*

**Each specific Codex Detachment and Data Slate Formation is considered unique (0-1) and may not be duplicated.*

- 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.
- For the purposes of this event, Allied Detachments may be chosen from the same Faction as your Primary Detachment. This effectively allows a Faction to ally with itself.



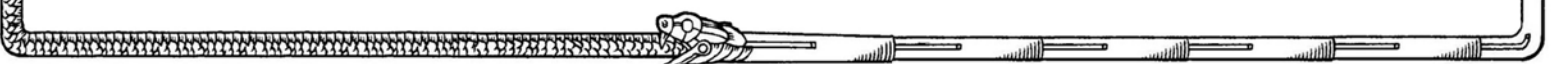
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- Fortifications are allowed in this event and will use the updated rules presented in Stronghold Assault. Massive Fortifications are allowed. Each army may only contain a maximum of one (1) Fortification regardless of how many might be available from various Detachments.
- Lords of War are allowed in this event. Each army may only contain a maximum of one (1) Lord of War regardless of how many might be available from various Detachments, which must be bought from the army's points total as normal, and may not make up more than 33% of the army's total points cost.
- Imperial Armour units (Forge World) are allowed in this event and are considered to be part of the relevant Codex or faction, however due to the scarce nature of these units; **each unit is considered unique (0-1) and may only be taken once per player**. 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 6 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.)
- 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.

SCORING AND AWARDS

Scoring and awards are have always been fast and loose during The Friendly. Yes, we will be scoring the games, appearance and all that...but really you shouldn't worry too much about it. Scores will be secondary to the experience! See the following page for a selection of units that will guarantee your Team some bonus points during the tournament!





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FRIENDLY UNITS

Friendly Units are those which we do not see very often in the tournament environment. They are often considered inferior and not as effective as other more robust choices. That said, many of these units can be incredibly fun to play with in other environments. We believe all squads need a little love, and deserve to see the battlefield; and we want to reward those players who share this point of view! Below you will find a list of units that we are calling "Friendly Units". We will be awarding bonus points to Teams where players take one of the units listed below **at maximum strength**. Each army has two to choose from:

- S. M. Codex: **Honor Guard & Terminator squad**
- B.A. Codex: **Honor Guard & Terminator squad**
- S. W. Codex: **Scout squad & Lone Wolf**
- Dark Angles: **Nephilim Jetfighter & Land Speeder Vengeance**
- Grey Knight: **Interceptor squad & Purgation Squad**
- Imperial Knights: **Are you kidding???? & Are you Kidding???**
- Adepta Sororitas: **Repentia Squad & Penitent engine**
- Astra Militarum: **Rough Riders & Ogryns**
- Chaos Daemons: **Furies & Beasts of Nugle**
- Chaos Space Marines: **Raptors & Mutilators**
- Dark Eldar: **Mandrakes & Blood riders**
- Eldar: **Striking Scorpions & Vypers**
- Inquisition: **Arco Flagellents, Inquisitor Karamazov**
- Militarum Tempestus: **Lord Commissar & Taurox (Not prime)**
- Necrons: **Triarch Stalker, Flayed Ones**
- Officio Assassinorum: **Again are you kidding????? Again are you kidding?????**
- Orks: **Kommandos & Big Mek with Shokk Attack Gun**
- Tau: **Vestpid & Piranha**
- Tyranids: **Lictor & Biovore**