



# ADEPTICON 2016

WARHAMMER 40K FRIENDLY:  
THE BLUES BATTLE BROTHERS

LAUNCH DATE: 04.01.2016  
LAST UPDATE: 01.31.2016

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 2/1/2016.

## 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 99 players. Players will be divided into even player factions

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 2/28/2016 to [info@adepticon.org](mailto: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 the following:
  - Players may use 1 of the following force organizations to create the armies
    - Combined Arms Detachment (BRB)
    - Skitari maniple (Skitari pg.54)
    - Harlequin Masque (Harlequins pg.68)
  - The Legion of the Damned Detachment (Legion of the Damned pg.19)
  - No formations
  - No Allies
  - 1 Fortification (if permitted by force organization)
  - 1 Lords of War. No Super Heavy Vehicles, Super Heavy Walkers, or Gargantuan Creatures. (if permitted by force organization)
  - % of troops must be greater than any other choice.



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- Example: if you spend 350 points in troops, then you may only spend 349 points in each of the other possible force organization categories ; HQ, Elites, Fast Attack, Heavy Support, Lords of War, and fortifications
  - Harlequins use fast attack instead of troops for percentage purposes
- Players **MUST** use the same army list throughout the tournament.
- Codices, Codex Supplements and Warhammer 40K Campaign Supplements that are released prior to February 28th, 2016 will be allowed in this event. Apocalypse Formations, Forge World army lists (including **Formations and Detachments**) and material from the Horus Heresy books **WILL NOT** be allowed in this event.
- Fortifications are allowed in this event and will use the updated rules presented in Stronghold Assault or a specific Codex (Tau). 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, which must be bought from the army's points total as normal, and may not make up more than 33% the army's total points cost.
- Imperial Armour units (Forge World) are allowed in this event, including Space Marine characters and Chapter Tactics, 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 recently published rules for any particular unit will be allowed. A complete list of allowable units and rules locations can be found in the [AdeptiCon 2016 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 4 copies required).
- 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 2016 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes. Please use the [AdeptiCon Warhammer 40K FAQ Submission Form](#) to submit any questions concerning this event.
- 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 2016 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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## 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!

## 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:

- Adepta Sororitas: **Repentia Squad & Penitent Engine**
- Astra Militarum: **Rough Riders & Ogryns**
- Blood Angles Codex: **Honor Guard & Terminator Squad**
- Chaos Daemons: **Furies & Beasts of Nurgle**
- Chaos Space Marines: **Raptors & Mutilators**
- Cult Mechanicus: **Electro Priests (both flavors)**
- Dark Angles: **Nephilim Jetfighter & Land Speeder Vengeance**
- Dark Eldar: **Mandrakes & Blood Riders**
- Eldar: **Striking Scorpions & Vypers**
- Grey Knight: **Interceptor Squad & Purgation Squad**
- Harlequins: **Hmmmmmm... Shadowseer**
- Imperial Knights: **Are you kidding???? You can't even use these!**
- Inquisition: **Arco Flagellents, Inquisitor Karamazov**
- Legion of the Damned: **NO..... they only have one unit, so why would you ask this?!**
- Militarum Tempestus: **Lord Commissar & Taurox**
- Necrons: **Triarch Stalker, Flayed Ones**
- Officio Assassinorum: **Again are you kidding?????**
- Orks: **Kommandos & Big Mek with Shokk Attack Gun**
- Space Marine Codex: **Honor Guard & Terminator Squad**
- Space Wolves Codex: **Scout Squad & Lone Wolf**
- Tau: **Vestpid & Piranha**
- Tyranids: **Lictor & Biovore**
- Skitari: **Ironstrider Cavaliers**