



# ADEPTICON 2016

WARHAMMER 40K MAELSTROM

LAUNCH DATE: 04.01.2016

INITIATION CODE: 4F8399231

LAST UPDATE: 03.01.2016

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, other than FAQ updates, will be made to the event after 2/1/2016.

## BASIC RULES

- Armies will consist of **1850 points** or less, must be Battle-forged (no Unbound armies), and may be constructed utilizing any of the following options:
  - 0-2 Combined Arms Detachment
  - 0-1 Allied Detachment (per the BRB, no self-allies unless specifically allowed by a codex rule)
  - Any number of unique (0-1) Codex Detachments\*
  - Any number of unique (0-1) Formations presented in a Data Slate\*

\* *Each specific Codex Detachment and Data Slate Formation is considered unique and may not be duplicated. Individual Formations and Army List Entries within the following special Detachments may be duplicated, however the Detachment is still considered unique: Cadian Battle Group, Eldar Craftworld Warhost, Khorne Deamokin Blood Host, Necron Decurion, Space Marine Gladius Strike Force (all Chapter variants), Tau Hunter Contingent.*

*Example: You may include two Battle Demi-companies (to form a Battle Company) in a Space Marine Gladius Strike Force, but you cannot field more than one Space Marine Gladius Strike Force 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 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. Players may select **ONE** of the following options when including a Lord of War in their army:
  - 1 Imperial Knight Formation (no point restrictions and no other Lords of War may be taken)
  - 1 Storm Surge Unit (no point restrictions and no other Lords of War may be taken)
  - Spend a maximum of 700 points on Lords of War (mix and match options)
  - Players must still present a Battle-forged army list in addition to the Lord of War restrictions presented above. For example, you may not include a unit of Storm Surges unless you have a Formation or Detachment that allows their inclusion.
- 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 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 notate your Warlord.)



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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 2016 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes. Please use the [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](#).
- Your models 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.

## GAMES

- All players will play three 2 hour and 45 minute 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 40 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 2 hours and 45 minutes 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, Reserves, Night Fighting, Mysterious Objective, Through Attrition Victory and Impending Doom rules.
- The First Blood, Slay the Warlord and Line Breaker Secondary Missions are in effect and worth 1 Victory Point each.
- All objectives will generate Victory Points that combine with Victory Points earned from other sources (First Blood, Slay the Warlord, Through Attrition Victory etc.). The difference in Victory Points will be used to calculate Battle Points at the end of the game.
- Pairings for the first game will be randomly determined. Subsequent games will be seeded by Battle Points first, then by Battle Record and then randomly within those divisions.

## TACTICAL OBJECTIVE DECKS

- Players will build a 21 card 'hand' out of 36 cards from one of the following decks:
  - AdeptiCon Tactical Objective Deck (the 36 BLACK cards)
    - *Note: Every player will be provided with an AdeptiCon Tactical Objective Deck*
  - Games Workshop Tactical Objective Deck (Generic)
  - Games Workshop Faction-Specific Tactical Objective Deck
- Players must use the **SAME DECK** throughout the tournament (must be noted on Army List).
- When building your hand, you **MAY NOT** choose a card that is automatically impossible to score. If you do so, that card, when revealed, is immediately discarded, unscored.
  - *Example: If your opponent has no flyers, you may not choose a card that directs you to destroy a flyer.*



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- Remember: 'Bonus' Cards that are worth X+Y VP (e.g. D3+1-3, etc.) **CANNOT BE SCORED ON GAME TURN ONE**. While you may include them in your deck, **DO NOT** choose them for your Turn One objectives, as they will be discarded immediately, unscored.

## SCORING

### SCORING SUMMARY

- **Battle Points:** Earned by achieving Tactical Objectives. Max 90 points.
- **Sportsmanship:** Special (see below). Max 30 points.
- **Appearance:** Judge scored (see below). Max 30 points.

#### ++ BATTLE POINTS, BATTLE RECORD AND STRENGTH OF SCHEDULE ++

**Battle Points:** Battle Points are a cumulative total of all mission results throughout the entire tournament and will be used when seeding subsequent games. When a scenario ends in a Standard Victory each player must add up the Victory Points they accumulated during the round from completing Tactical Objectives and use them to calculate a Battle Points. Players calculate their Battle Points according to the following formula:

$$\text{Your Battle Points} = \text{Your Victory Points} - \text{Opponent's Victory Points} + 15$$

(Maximum = 30 Battle Points, Minimum = 0 Battle Points)

- *Example 1: Billy scored 10 Victory Points. His opponent Jim scored 5 Victory Points. Billy's Battle Points score for the round is 20 (10-5+15) and Jim's is 10 (5-10+15).*
- *Example 2: Billy scored 40 Victory Points. His opponent Jim scored 5 Victory Points. Billy's Battle Points score for the round is 30 (40-5+15, maximum of 30) and Jim's is 0 (5-40+15, minimum of 0).*

Note: In order to earn the full 30 possible Battle Points from a Standard Victory, you must earn at least 15 more Victory Points than their opponent.

**Battle Record:** Your Battle Record is a 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 be used for seeding subsequent games and breaking ties.

**Strength of Schedule:** A player's Strength of Schedule is calculated by adding together the total Battle Points gained by all of his opponents over the course of the entire tournament. Strength of Schedule will be used as a final tie breaker in all applicable award categories.

**Wipeouts and Conceding:** If you manage to wipeout your opponent, two things happen:

- You immediately earn 5 Victory Points.
- You may continue to complete any remaining game turns uncontested until time is called or the game ends due to the Variable Game Length rule.

If one player concedes the battle, the winning player automatically receives 30 Battle Points and the losing player receives 0 Battle Points.

#### ++ TACTICAL OBJECTIVE CARD SCORING ++

- You **MAY ONLY** score each card during the turn in which it is revealed (face-up). A player's Tactical Objectives are scored at the end of his/her Player Turn. Unscored cards are discarded.





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- Cards that are worth D3 Victory Points are worth 2 Victory Points.
- Cards that are worth D3+3 VP are worth 5 Victory Points.
- 'Bonus' Cards that are worth X+Y Victory Points (e.g. D3+1, D3+2, D3+3, etc.) **CAN NOT BE SCORED ON GAME TURN ONE**. Bonus Cards revealed on Game Turn One are immediately discarded.
- If you draw a card that is impossible to score due to your deficiencies (your Warlord has already been slain, no characters remaining in your army, etc.), you may **NOT** redraw. Instead, you may score one such card per turn by completing the following, substitute objective:
  - *At the end of your Player Turn, score 1 Victory Point if you control more objectives than your opponent*
- If you draw a card that is impossible to score due to your opponent's deficiencies (opponent's Warlord has already been slain, no characters remaining in opponent's army, etc.), you automatically score that card for its base value.
- Codex/Warlord Trait/Formation means of generating additional Victory Points will be active, and as written (e.g. Scalpel Squadron scoring First Blood will generate two (2) Victory Points).
- **The Tactical Warlord Trait table is not valid for this event. Additionally, any other abilities, powers, relics or wargear that allow for the manipulation of Tactical Objective cards (e.g. allowing re-draws, forcing discards, etc.) are ignored if randomly generated (re-roll) or ignored if static.**

## ++ SPORTSMANSHIP MARKS AND FAVORITE OPPONENT VOTING ++

After each qualifier game, you will be required to evaluate your opponent's sportsmanship.

 <b>Positive</b>	<b>Fantastically Brilliant Game!</b> 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.
 <b>Average</b>	<b>Perfectly Decent Game of Warhammer.</b> 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.
 <b>Negative</b>	<b>Just A Terribly Awful Game!</b> 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 <b>NEVER</b> be a reflection on the final results of the game. Negative marks are worth zero (0) Sportsmanship points.

**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 will be disqualified from the event and will no longer be eligible to receive any awards or qualify for Friday's finals.

**Favorite Opponent Voting:** After the 3<sup>rd</sup> 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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## ++ 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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## AWARDS

There are three place awards, determined by combining Battle Points + Sportsmanship + Appearance:

- First Place Finisher = "Reaper Lord of the Maelstrom"
- Second Place Finisher = "Master Navigator of the Maelstrom"
- Third Place Finisher = "Great Diviner of the Maelstrom"

Additionally, there are FIVE (5) door prize awards. Participants that finish the tournament (complete all three games) are eligible for a door prize. Winners will be determined randomly. Place-finishers are not eligible for a door prize.

**Tie-breaks:** Strength of Schedule will be used as a final tie breaker in all applicable award categories.

## SCHEDULE

FRIDAY, APRIL 1 <sup>st</sup> , 2016	
9:00AM – 9:30AM	Check-in, Setup & Appearance Judging
9:30AM – 12:15PM	Game #1
12:15PM – 1:15PM	Lunch Break and Appearance Judging
1:15PM – 4:00PM	Game #2
4:00PM – 4:15PM	Break
4:15PM – 7:00PM	Game #3
7:00PM	Awards