



# ADEPTICON 2016

## HORUS HERESY - CHAOS ABOUNDS DOUBLES TOURNAMENT

INITIATION CODE: 6H4381994  
LAST UPDATE: 12.09.2015

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.

### BASIC RULES

- Players will bring a single 1500 point detachment using the Battles in the Age of Darkness Force Organization Chart.
- Players must declare themselves Loyalist or Traitor at sign up. We will do what we can to accommodate your choice.
- Players will form Teams in advance of the event, or have the option to find a partner at the start of the event. Players who want to form a Team at the event will be subject to special rules concerning Lords of War (see below).
- Armies can be constructed using most army rules found within the Horus Heresy books.
- Allied detachments are **NOT** allowed.
- A single Fortification (no fortification networks) that does not exceed 100 points may be taken.
- All Warlord Traits will be rolled from an appropriate Heresy Era chart, not from the Warhammer 40,000 rule book.
- Relics are **NOT** allowed in this event.
- Teams have a single floating Lord of War slot that may be utilized by one of the players. Each Team may field a single Lord of War worth up to 750 points. Players who wish field a Lord of War, and will be forming a Team at the event, should bring two lists: one containing a Lord of War and one without. Teams should decide which versions of their lists they want to field, and turn in a copy of said list to the Tournament Organizer. Each player should bring multiple copies of their list(s). At a minimum you will need five (5) copies, additional copies each round are highly encouraged.
- Horus Heresy material that released prior to February 28th, 2016 will be allowed in this event.
- The Warhammer 40,000 7<sup>th</sup> Edition Rules and all relevant [Games Workshop Errata and FAQs](#) as well as the [Forge World Horus Heresy 7<sup>th</sup> Edition FAQ and Errata](#) 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 (coming soon) 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 copies of their army list, dice, measuring devices, templates, and a writing implement.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#). Arguments or poor conduct by players will not be tolerated. We all enjoy pushing fictional armored sci-fi models around a table, blowing stuff up, and rolling lots of dice. Due to the nature of dice however, sometimes things don't go so well! When that happens and the day takes a turn for the worse – take a step back and remember it's just a game. This is a friendly, themed, tabletop event set in the fake world of fake spacemen whose outcome will be determined by random chance cubes. So have some fun!
- 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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### GAMES

- This will be a Swiss format tournament with three rounds over the course of the day. A Heresy appropriate force will help you achieve the scenario objectives.
- Scenarios will be derived from the basic scenarios in Horus Heresy V and the Mechanicum Taghmata book.
- Tactical objectives will not be used for this event.
- Scenery will be set up by the event organizers, but players may re-arrange the terrain in any mutually agreed upon fashion if they so desire.
- Scoring units will follow the rules according to the Age of Darkness expansion: Troops units and units with the Implacable Advance special rule. Denial units follow the rules as presented in the Age of Darkness expansion as well.
- All missions will use the game length as presented in the mission.
- Teams should continue to start new game/team turns until the final five (5) minute warning. 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 time has 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.
- Units that fall back move directly towards their own table edge by the shortest route possible as described in the Warhammer 40,000 rulebook (pg. 30). As per the Warhammer 40,000 rulebook (pg 122-123), units that are falling back cannot control/deny objectives. Warlords that are falling back at the end of the game are NOT considered slain and do not fulfill the requirements of the Slay the Warlord Secondary Objective.

### SCORING

#### SUMMARY

- **Battle Points:** Earned by achieving Victory Points. Max 60 points.
- **Appearance:** Judge scored (see below). Max 30 points.
- **Sportsmanship:** Opponent scored (see below). Max 15 points.
- **Player's Choice:** Voted on by players. Does not factor into overall score.

**Battle Points:** After a game, if a team earns at least 6 more Victory Points than their opponent, they earn a Crushing Victory (20 Battle Points) and their opponent earns a Crushing Defeat (0 Battle Points). If a team earns between 1 and 4 Victory Points more than his opponent, they earn a Minor Victory (15 Battle Points) and their opponent earns a Minor Defeat (5 Battle Points). If both teams have the same number of Victory Points, they both earn Draw (10 Battle Points).

**Wipeouts and Conceding:** If one team concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory (20 Battle Points) goes to his opponent.

**Sportsmanship:** You will be required to rate each of your opponents' sportsmanship. Positive ratings will earn five (5) points, Average ratings will earn three (3) points and Negative ratings will earn zero (0) points.

**Disqualification:** Teams who receive 2 or more negative sportsmanship ratings will be disqualified from the event and will no longer be eligible to receive any awards.

**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 30K 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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## AWARDS

- **Best Overall:** Awarded to the team with the highest overall score, which is calculated by adding total Battle Points, Sportsmanship and Appearance scores. Ties will be broken by the highest total Victory Points
- **Best General (Faction):** Awarded to the team on each faction with the highest battle points among the members of their faction, either Loyalist or Traitor.
- **Best Sportsman:** Awarded to the team with the highest Sportsmanship score. Ties will be broken by the highest Battle Points.
- **Best Appearance:** Awarded to the player with the highest Appearance score. Ties will be broken by the appearance judges' discretion.
- **Player's Choice:** Awarded to the player who received the most votes for Player's Choice. Ties will be broken by highest appearance and sportsmanship scores.

Players can only win one award in total. Awards are listed in hierarchical order. Example: A player that wins Best Overall would be excluded from winning Best Sportsman, Best Appearance or Player's Choice Awards.

Tournament Organizers reserve the right to hand out additional rewards for whatever they darn well please.

