



ADEPTICON 2017

WARHAMMER 40K CHAMPIONSHIP

LAUNCH DATE: 03.23.2017

LAST UPDATE: 02.09.2017

These will be the final major changes to this event. Since the final Codex cutoff is March 11th, we will continue to review the rules and update accordingly for all new rules released prior to that date.

Major Changes for 2017: Detachment Allowance, Inclusion of Forge World army lists and Forge World PDF units (including Experimental Units), Illegal Lists/Disqualification and Mission Format.

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:
 - **1-3** Total Detachments chosen from Combined Arms Detachments, Allied Detachments, Codex Detachments or Formations.
 - Detachments consisting of multiple Formations may include duplicate Formations, the complete detachment counts as one detachment towards the limit. For example, you may include 2 Demi-companies in a single Gladius Detachment, but it counts as one of your detachments.
- Players **MUST** use the same army list throughout the tournament.
- Codices, Codex Supplements and Warhammer 40K Campaign Supplements that are released prior to March 11th, 2017 will be allowed in this event. **Forge World army lists and units supported only by PDF (including Experimental Units) are allowed in this event. The Gathering Storm 'Cadia' book(s) are allowed as printed without restrictions.**
- Apocalypse War Zone supplements, Apocalypse Formations, **the Tau KX139 Ta'unar Supremacy Armour unit, the Imperial Space Marine** and material from Horus Heresy books **WILL NOT** be allowed in this event.
- Fortifications are allowed in this event and will use the updated rules presented in **Planetary Onslaught** 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 spend a maximum of 700 points on Lords of War; there is no restriction on the number of Lords of War that may be included provided the sum total is 700 points or less.
- For ease of tournament play, the following **WILL NOT** be allowed in this event:
 - Death from the Skies
 - Psychic Powers listed in Angels of Death
 - Psychic Powers listed in Traitors Hate
 - **The following Disciplines from Traitor Legions: Sinistrum, Heretech, Ectomancy, Geomortis.**
- 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. 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 2017 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. **Forge World units supported only by PDF (including Experimental Rules) are allowed in this event, however the Tau KX139 Ta'unar Supremacy Armour unit is NOT allowed.**
- Missions will comprise of 3 objectives, an Eternal War style objective, a modified Maelstrom of War table, and Kill Points. Each objective contributes victory points (VP) to your mission score and final scoring for Battle Points earned will be determined by the VP differential between players.
- 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,



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and which Detachment is considered your Primary Detachment (may be any non-Allied Detachment and must notate your Warlord.)

- The Warhammer 40,000 7th Edition Rules and all relevant [Official 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 2017 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](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-colors).
- **No Quarter:** If illegal units or rules violations are found in a player's list, that player will be disqualified and removed from all subsequent play and forfeit eligibility for any awards. Please note, sanctions will be applied in the round the list issue is discovered. Players have a responsibility to notify judges of list discrepancies and previous round results will not be altered. Please use the feedback form on the [AdeptiCon 2017 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance! **Furthermore, you MUST have rules available for every unit in your army. In the case that a ruling is required, and you are not able to provide the most current copy the rules for a particular unit, the unit in question will be removed from all future play.**
- 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 four 2 hour and 45 minute games on Thursday and are eligible to win any of the Thursday night awards. The top 16 players (see below) will advance to the finals on Friday morning to play up to four additional 2 hour and 45 minute games and are eligible to win any of the Friday night awards.
- 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 rule.
- Pairings for the **first game on Thursday** will be randomly determined. Subsequent games will be seeded by Battle Points first, then by Battle Record and then randomly within those divisions.
- Battle Points, Battle Record and Strength of Schedule from Thursday's qualifier will determine bracket seeding for **Friday's** elimination round.





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SCORING AND QUALIFICATION

SCORING SUMMARY

- **Battle Points:** Earned by achieving objectives. Max 120 points.
- **Appearance:** Judge scored (see below). Max 40 points.
- **Sportsmanship Marks:** Special (see below). Max 20 points.

QUALIFICATION (16 PLAYERS)

- The top 16 players with the highest Battle Points from Thursday will automatically qualify for the finals on Friday.
- In the case of ties, all remaining wildcard qualification spots will then be awarded to the players with the strongest Battle Record. Strength of Schedule to break ties if necessary.

++ 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, determining qualification and seeding for Friday's elimination round.

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, determining wildcard qualifiers for Friday's finals.

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 one player concedes the battle or is tabled (has no models on the table at the end of a game turn), the winning player automatically receives 30 Battle Points and the losing player receives 0 Battle Points.



The [Independent Tournament Circuit](#) (ITC) is a Warhammer 40K tournament ranking system comprised of several events throughout the world. Participants in this event will earn ITC points, based on their overall performance. **Please note, this does not mean ITC rules changes, FAQ's or missions will be used.**

FINALS PREPARATION (FRIDAY)

- All qualified players **MUST** use the same army list for the finals that they used Thursday during the qualifier.
- Scoring for the Warhammer 40K Championships finals will follow the same format as Thursday's qualifier except: The player with the most Victory Points will advance and the other player will be eliminated.
- Brackets are seeded by Battle Points, Battle Records and Strength of Schedule from Thursday's qualifier.
- Please note, bracket pairings will not be adjusted due to previous player pairings, it is possible for players to be paired against each other on both Thursday and Friday.

Sportsmanship Marks and Appearance: These categories are **ONLY** scored during the Thursday qualifier and will not factor into determining any of the awards on Friday. Judges will be readily available to resolve any rules disputes and reserve the right to disqualify players in extreme situations.



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++ APPEARANCE ++

Players will be assigned to one of three Appearance judging time slots at check-in (see Schedule).
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.	10
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.	15
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.	4
Intricate diorama that just 'wows' the judge.	6
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.	4
Diorama-like bases with high attention to detail.	6
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)	4
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.	6
Advanced Skills : ONLY judge this section if 15 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.	2
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	4
The models have been shaded using seamless blending	6
Exceptional Extras: ONLY judge this section if 15 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.	2
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	4
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	6

If total of above checklist totals 37 or more points, only award 37 points. All players scoring 37 points on appearance will be judged a final time, for up to 3 additional points at the judge's discretion, for a max Appearance total of 40 points.



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++ SPORTSMANSHIP MARKS ++

After each qualifier 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 always consider playing. 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 3 or more negative sportsmanship marks (or less than 6 Sportsmanship points) on Thursday will be disqualified from the event and will no longer be eligible to receive any awards or qualify for Friday's finals.

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.
- **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)

- **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.



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++ FRIDAY ++

- **AdeptiCon 2017 Warmaster:** 1st place (Winner game 8)
- **AdeptiCon 2017 Second in Command:** 2nd place (Loser game 8)
- **AdeptiCon 2017 Master of the Fleet:** 3rd Place (Winner consolation game 8)
- **AdeptiCon 2017 Master of the Armory:** 4th Place (Loser consolation game 8)

Players can only win one award in total. Awards are listed in hierarchical order. Example: A player that receives the highest Appearance total, yet gains the least amount of Battle Points would win the Best Appearance award. The Get a New Game award would then go to the player with the second lowest Battle Points total, as long as that player has not already won a Best Showing or Best Sportsman award.

Qualification for Friday's finals does not preclude you from winning any of the Thursday night awards.

Strength of Schedule will be used as a final tie breaker in all applicable award categories.

SCHEDULE

THURSDAY QUALIFIER

8:00AM – 9:00AM	Check-in, Setup & Appearance Judging
9:00AM – 11:45AM	Game #1
11:45AM – 12:45PM	Lunch Break & Appearance Judging
12:45PM – 3:30PM	Game #2
3:30PM – 4:00PM	Break
4:00PM – 6:45PM	Game #3
6:45PM – 7:45PM	Dinner Break & Appearance Judging
7:45PM – 10:30PM	Game #4
10:30PM	Thursday Awards

FRIDAY FINALS

9:00AM – 9:30AM	Check-in, Finals Preparation and Setup
9:30AM – 12:15PM	Game #5
12:15PM – 1:15PM	Lunch Break
1:15PM – 4:00PM	Game #6
4:00PM – 4:15PM	Break
4:15PM – 7:00PM	Game #7
7:00PM – 7:15PM	Break
7:15PM – 10:00PM	Game #8
10:00PM	Friday Awards