



ADEPTICON 2018

WARHAMMER 40,000 CHAMPIONSHIP

EVENT DATES: 03.22.2018 – 03.23.2018

LAST UPDATE: 12.25.2017

Since the final Codex cutoff is February 22nd, we will continue to review the rules and update accordingly for all new rules released prior to that date.

Major Changes for AdeptiCon 2018: Please pay particular attention to these points, as they have a profound impact on the tournament.

Model Policy Update

- Imperial Armour units **MUST BE** represented by the appropriate Forge World model – we cannot make exceptions to this rule. No proxies or conversions will be accepted.

Fixed Battle Length

- Missions **WILL NOT** use the variable game length rule. All games will end after Battle Round 6. Do not roll to see if a game ends after Battle Round 5, or roll to see if it continues to Battle Round 7.

Chapter Approved Matched Play Rules (8th Edition 40K Rulebook, pages 67-68, 88)

- First Turn (+1 to the roll to go first for the player that finishes deploying first), Understrength Support, Limits of Command, Boots on the Ground, and Objective Secured rules are in effect.

Beta Rules for Matched Play; Psychic Focus and Targeting Characters

- In addition to the core 8th edition rules, and the most recent FAQs and Errata, the 'Beta' rules previewed on the Warhammer Community site on December 15, 2017 (link: [here](#)), will be in effect for the 40K Championships. Summarized for convenience:
 - Smite is -1 to cast, stacking, for each attempt after the first.
 - Characters with less than 10 wounds cannot screen for other characters with less than 10 wounds.

BASIC RULES

- Armies will consist of **2000 points** or less, and must be constructed in accordance with the relevant rules in the 8th edition 40K rulebook, *Chapter Approved 2017*, and any relevant FAQs and/or Errata:
 - 1-3 Total Detachments.
 - Armies must be Battle Forged
- Players **MUST** use the same army list throughout the tournament.
- Warhammer 40,000 8th edition Indices and Codices released prior to February 22nd, 2018, and *Chapter Approved 2017*, are allowed in this event. Material from Horus Heresy books **IS NOT** allowed in this event.
- Forge World army lists and Imperial Armour units (Forge World) are allowed in this event. All Imperial Armour models have a maximum Power Level cap of 30. In **ALL** cases, only the most recently published rules for any particular unit will be allowed. **Please see Model Policy Update note above about Imperial Armour unit representation.**
- Fortifications are allowed in this event.
- Missions will be comprised of Primary, Secondary, and Tertiary objectives. 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 typed or printed (i.e. not handwritten) army list is required for the judges and each of your opponents (minimum of 6 copies required, 4 more if you qualify for Day Two of the championships). Each army list must contain the following details:



ADEPTICON 2018

WARHAMMER 40,000 CHAMPIONSHIP

EVENT DATES: 03.22.2018 – 03.23.2018

LAST UPDATE: 12.25.2017

- Player name, army faction (determined by the faction of the detachment with the most points invested), detachment types, unit names (organized under the appropriate detachment) & force organization role (HQ, TROOP, ELITE, etc.), any wargear and/or upgrades, and all associated point costs, totals and Power Levels (for Forge World units only).
- NOTE: Your Warlord, Warlord Trait, Psychic Powers and Relics may be chosen after exchanging lists, at the appropriate step during pregame setup (Battle Orders).
- The Warhammer 40,000 8th Edition Rules and all relevant [Official Games Workshop Errata and FAQs](#) will be used. In the case of a conflict between printed and digital versions, the most recent update or FAQ will take precedence.
- 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, 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). Please also see the Model Policy update with regard to Forge World in the **Major Changes** box, above.
- **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 2018 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 of 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 (see below for award categories). 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.
- **Reminder:** Fixed Battle Length. Missions will NOT use the variable game length rule. All games will end after Battle Round 6. Do not roll to see if a game ends after Battle Round 5, or roll to see if it continues to Battle Round 7.
- 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.



ADEPTICON 2018

WARHAMMER 40,000 CHAMPIONSHIP

EVENT DATES: 03.22.2018 – 03.23.2018

LAST UPDATE: 12.25.2017

SCORING AND QUALIFICATION

SCORING SUMMARY

- **Battle Points:** Earned by achieving objectives. Max 160 points (40 points per round).
- **Appearance:** Judge scored (see below). Max 60 points (40 x 1.5).
- **Sportsmanship Marks:** Special (see below). Max 40 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 the winning player automatically receives 40 Battle Points and the losing player receives 0 Battle Points. If one player is 'tabled' (see: **Sudden Death**, below), the winning player receives 5 Victory Points and the game is scored as normal.

- **Sudden Death:** "If at the end of any turn after the first battle round, one player has no models on the battlefield, the game ends immediately and their opponent automatically wins.... When determining if a player has any units on the battlefield, do not include any units with the Flyer Battlefield Role.... Furthermore, do not include any units with the Fortification Battlefield Role unless they have a unit embarked inside..." ([40K 8th Ed. Rulebook FAQ](#)).



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. **NOTE: This does not mean ITC 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.



ADEPTICON 2018

WARHAMMER 40,000 CHAMPIONSHIP

EVENT DATES: 03.22.2018 – 03.23.2018

LAST UPDATE: 12.25.2017

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.

++ 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.	8
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	8
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.	8

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. *The final appearance score will be multiplied by 1.5 to produce a maximum score of 60.*



ADEPTICON 2018




WARHAMMER 40,000 CHAMPIONSHIP

EVENT DATES: 03.22.2018 – 03.23.2018

LAST UPDATE: 12.25.2017

++ SPORTSMANSHIP MARKS ++

After each qualifier game, you will be required to evaluate your opponent's sportsmanship. Secretly choose one of the following marks:

 Average	Perfectly Decent Game of Warhammer. <i>This should encompass a majority of your marks.</i> 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.
 Positive	Fantastically Brilliant Game! <i>Reserved for the truly special games of Warhammer.</i> 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.
 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 (Faction: Imperium):** Highest combined total as outlined above. Battle Record for tiebreaker.
- **Best Heretical Showing (Faction: Chaos):** Highest combined total as outlined above. Battle Record for tiebreaker.
- **Best Xenos Showing (Faction: Tyranids, Aeldari, Orks, Tau, Necrons, Genestealer Cults):** 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 10) + (# of average Sportsmanship marks x 6)

- **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.



ADEPTICON 2018

WARHAMMER 40,000 CHAMPIONSHIP

EVENT DATES: 03.22.2018 – 03.23.2018

LAST UPDATE: 12.25.2017

++ FRIDAY ++

- **AdeptiCon 2018 Warmaster:** 1st place (Winner game 8)
- **AdeptiCon 2018 Second in Command:** 2nd place (Loser game 8)
- **AdeptiCon 2018 Master of the Fleet:** 3rd Place (Winner consolation game 8)
- **AdeptiCon 2018 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