



# ADEPTICON 2018

## WARHAMMER 40,000 TEAM TOURNAMENT

EVENT DATES: 03.24.2018 – 03.25.2018

LAST UPDATE: 02.04.2018 (CHANGES IN RED)

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 2/1/2018. FAQ updates will follow after the Codex window closes.

## BASIC RULES

- Teams will consist of 4 Team Members, each Team Member fielding a single Team Tournament Detachment, detailed below. Each Team Member's detachment will consist of **1000 points** or less.
- Team Members **MUST** use the same detachment throughout the tournament.
- Indices, Codices, and relevant material from Chapter Approved 2017, released prior to February 22<sup>nd</sup>, 2018 will be allowed in this event. Material from the Horus Heresy books **WILL NOT** be allowed in this event.
- Fortifications will use the rules as presented in the appropriate Index, Codex, or in Chapter Approved 2017, whichever is most recent.
- Forge World Army Lists: *Factions* such as Corsairs, Renegades and the like are allowed in the Team Tournament, but only if they are constructed within the constraints of the Team Tournament Detachments.
- Imperial Armour units (Forge World) are allowed in this event. Unlike previous years, the 0-1 unique restriction has been lifted and all Imperial Armour units will now have a maximum Power Level cap of 30. Please note how this may impact your Team's army lists. Imperial Armour units **MUST BE** represented by the appropriate Forge World model – we cannot make exceptions to this rule.
- A printed detachment list is required for the judges and each of your opponents (minimum of 7 copies per Team Member required). Each detachment list **MUST** contain the following details: Team Name, Team Member Name, Team Captain Name, the units included in each Detachment, and the Faction of each Detachment.
- The Warhammer 40,000 8<sup>th</sup> 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 version, the most recent update or FAQ will take precedence.
- Please use the [AdeptiCon Warhammer 40K FAQ Submission Form](#) to submit any questions concerning this event.
- Each 2-player Army 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.
- The tournament will consist of five rounds of play. During each round, two Team Members will be paired together in an Army and they will play their own game. Thus, each Team will be playing 2 separate games each round. Opposing Team Captains **WILL ALWAYS** play each other. The pairing of Team Members will be determined by the table assignments posted before every round.
- Warhammer 40K Team Tournament Primer missions will be released soon.
- 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, 3-colors, and appropriately based).
- 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 2018 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.



# ADEPTICON 2018

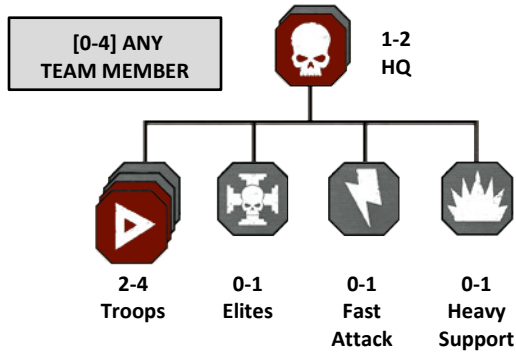
WARHAMMER 40,000 TEAM TOURNAMENT

EVENT DATES: 03.24.2018 - 03.25.2018

LAST UPDATE: 02.04.2018 (CHANGES IN RED)

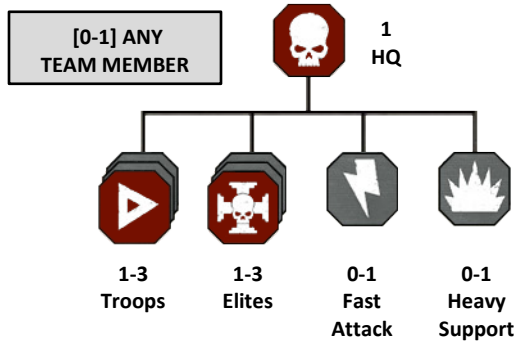
## TEAM TOURNAMENT DETACHMENTS

### BASE DETACHMENT



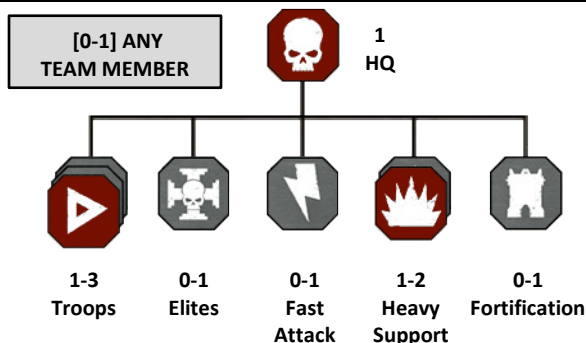
Detachment Bonuses: 3 Command Points, Objective Secured

### SPEAR TIP DETACHMENT



Detachment Bonuses: 1 Command Point, Objective Secured

### FIREBASE DETACHMENT



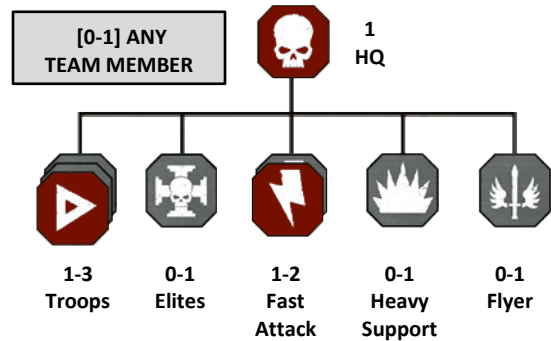
Detachment Bonuses: 1 Command Point, Objective Secured

### IMPORTANT NOTES

**Objective Secured:** Index lists only; if your Detachment shares the same faction (see Chapter Approved) then your Troop units gain the Objective Secured rule.

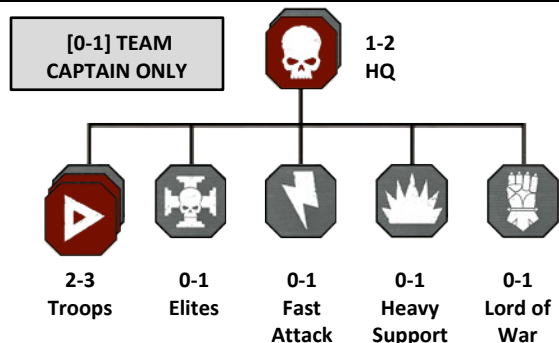
**Lords of War:** Lords of War will be capped at Power Level 30; no Lord of War may be included with a base Power Level in excess of 30.

### ESCORT DETACHMENT



Detachment Bonuses: 1 Command Point, Objective Secured

### COMMAND DETACHMENT



Detachment Bonuses: 2 Command Points, Objective Secured



# ADEPTICON 2018

## WARHAMMER 40,000 TEAM TOURNAMENT

EVENT DATES: 03.24.2018 – 03.25.2018

LAST UPDATE: 02.04.2018 (CHANGES IN RED)

**Special Characters:** All instances of Unique/Named Characters on a Team must be unique. For example: a Team cannot field Inquisitor Coteaz twice. This also applies to upgrades to squads (e.g. Justicar Thawn).

**Relic/Warlord Interactions:** Unique items and wargear (i.e. Relics) are considered unique within each *Army* and may only appear once on each table. Warlords are chosen after two team members' detachments are combined to form an *Army*, and as the Warlord may be different from game to game, an *Army's* access to Relics may also be different from game to game. Make sure chosen Relics are clearly indicated, communicated, and recorded.

**Non-Force Org Units:** Units from various sources that **DO NOT** take up a Force Organization Battlefield Role may be taken in addition to units allowed by the Warhammer 40K Team Tournament Force Organization chart as long as the unit's prerequisites are met.

## TEAM CATEGORIES, WARLORDS AND ORDERS OF OPPORTUNITY

Each team will be classified according to the overall factional composition of the Team. Your team allegiance will play an important role in your Theme score and put your Team in the running for one of the 'Best Team' awards. If a Team's four detachments do not all share a Faction Keyword in common, the Team is categorized as *Hybrid*. If all four detachments share the Imperium Faction Keyword, the Team is categorized as *Imperial*. If all four of a Team's detachments share the Chaos Faction Keyword, the Team is categorized as *Heretical*. If all four of a Team's detachments share one of the following Faction Keywords—Aeldari, Necron, Tyranid, Tau, Ork—the Team is categorized as *Xenos*.

- **Imperial (Forces of the Imperium):** Keyword <Imperium>
- **Heretical (Forces of Chaos):** Keyword <Chaos>
- **Xenos:** MATCHING Keywords <Aeldari>, <Necron>, <Tyranid>, <Tau>, <Ork>
- **Hybrid:** Any *mix* of Faction Keywords

**Warlords:** Each *Army* will nominate a single Warlord per the Warhammer 40,000 rulebook with the following modifications and clarifications:

- Your *Army* Warlord can be from either detachment.
- All Warlords that are eligible to choose a Warlord Trait may do so.
- If your *Army's* Warlord is not on the table, or in a transport that is on the table, at the conclusion of a game, that Warlord counts as being slain for the purposes of calculating Slay the Warlord.

## TERMINOLOGY

- **Team Member:** An individual member of a Team and their 1000-point detachment.
- **Army:** The Allied detachments of two Team Members. An *Army* is treated as a single entity comprised of two individual 1000-point detachments and follows all rules associated with the term *Army*. Teams will form two *Armies* each game that will operate independently.
- **Team:** The combined detachments of all four Team Members. A Team is treated as a single entity comprised of four individual 1000-point detachments. Teams will also be referred to as *Imperial*, *Heretical*, *Xenos* or *Hybrid* (see below).



# ADEPTICØN 2018

## WARHAMMER 40,000 TEAM TOURNAMENT

EVENT DATES: 03.24.2018 – 03.25.2018

LAST UPDATE: 02.04.2018 (CHANGES IN RED)

### FRIDAY NIGHT TEAM CHECK-IN

Teams will be able to check-in and receive table assignments and mission packets at the Warhammer 40K Judge's Table in the Adventure Hall between 9:00PM and 11:00PM Friday evening. To register, a single representative for the Team must present the following:

- A single **TYPED** or **PRINTED** copy of each Team Member's detachment that includes the **Team Member's Name**, **Team Name**, and **Team Captain's Name** at the top of **EACH** list.
- Verification of convention registration. Teams that are fully preregistered will be automatically verified and may skip this step. Teams that purchase their ticket or any number of Team Member badges on-site **MUST** produce an event ticket and all four Team Member badges for verification at check-in.

**Please Note:** Each Team must have their detachments, display base and any additional thematic elements set up at their assigned tables and ready for a judge by 7:00AM Saturday morning. Appearance and Theme Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM to answer questions regarding theme.

### SCØRING

The maximum number of points each Team can score is 670, divided up as follows:

Category	Possible Points	% of Total
Battle Points	400 points	60%
Appearance	135 points	20%
Theme & Display Base	135 points	20%

Category	Possible Points	% of Total
Team Spirit	Special	0%
Sportsmanship Marks	Special	0%

Each mission will define many objectives which will generate Victory Points. The Victory Point differential will determine total Battle Points earned during each mission. Battle Points are a cumulative total of all mission results throughout the entire tournament.

**Team Spirit (Special):** Team Spirit is a measure of everything outside the scope of the tournament; including such things as costumes, team shirts, handouts, team songs, shot glasses, banners and a whole myriad of other fun stuff. Keep in mind that Team Spirit does not need to be married to the background and lore of the Warhammer 40,000 universe – get creative and fun with it!

Team Spirit **DOES NOT** count towards a Team's overall points total and is instead awarded independently. Team Spirit will also be used to break ties for a number of theme oriented awards. Each Team will be considered by a panel of appearance and theme judges during the course of the Team Tournament. The panel will vote for the top Team Spirit contenders in the tournament. Top Teams will then be called upon to briefly discuss the concepts, preparation and execution behind their Team Spirit. The panel will then deliberate and choose the winner.



# ADEPTICON 2018

## WARHAMMER 40,000 TEAM TOURNAMENT

EVENT DATES: 03.24.2018 – 03.25.2018

LAST UPDATE: 02.04.2018 (CHANGES IN RED)

**Team Appearance (maximum of 135 points per Team):** Each Team will be considered by a panel of appearance judges during the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall appearance, unifying details and stylistic execution of the combined forces. Judges may award discretionary points to account for extra effort in certain areas. Those Teams receiving Rank 5 (Showcase) honors will be invited to participate in the Team Tournament Army Showcase. The ranks are as follows:

1 (+0-9)	<b>Minimal:</b> The <b>MAJORITY</b> of the Team is only painted to the minimum, three-color standard. The Team has little to no details, highlighting, basing details or conversions. Teams with <b>ANY</b> unpainted/unfinished models will not receive more than a minimal paint score.
2 (+0-9)	<b>Basic:</b> The <b>MAJORITY</b> of the Team is painted slightly above the three-color standard. There is some evidence of unit and character details, highlighting, extra basing details and conversions. An honest effort with room for improvement.
3 (+0-9)	<b>Table Top:</b> The <b>MAJORITY</b> of the Team is painted to an average standard. There is consistent evidence of unit and character details, basic highlighting, basing effects and conversions (as applicable). Encompasses a majority of the Teams in the tournament and demonstrates painting/modeling skills beyond the “basic techniques”.
4 (+0-9)	<b>Skillful:</b> The <b>ENTIRE</b> Team is painted/modeled to an above average standard. There is evidence throughout the entire Team of exceptional unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents very skillful work, only missing a few minor elements. Any one of the detachments comprising this Team could easily win “Best Painted” at a local tournament.
5 (+0-9)	<b>Showcase:</b> The <b>ENTIRE</b> Team is painted/modeled to a near-perfect standard. There is consistent evidence throughout the entire Team of masterful unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents truly masterful work. Teams receiving this rank are automatically invited to participate in the Team Tournament Army Showcase (see below).

Teams that contain significant portions of unpainted/incomplete models will be awarded 0 points and may have models removed from play in accordance with the [AdeptiCon Model Policy](#).

**Team Tournament Army Showcase:** The Team Tournament Army Showcase will feature those Teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, Teams receiving Rank 5 (Showcase) honors will be invited to setup for display in a special section of the convention center where a panel of celebrity judges will assemble to award bonus points.

Teams participating in the Team Tournament Army Showcase will be eligible for up to 20 bonus points. While participation is not mandatory, Teams declining this invitation will receive the base 90 points for Rank 5 and be ineligible to receive any bonuses.

**Player & Judge Scored Army Theme (maximum of 135 points per Team):** Each Army will score their opponents during the first three games (Day One) of the Team Tournament. Armies will be judged and awarded a base ranking of 1 to 5 (and an additional 2, 4, 6, or 8 discretionary bonus points), taking into account the overall *composition* of the opposing Army, *discussions* with your opponents, *supporting materials* and the overall attention to *unifying details* of the combined forces. Army Theme is judged ‘outside the game’ and is not concerned with how the opposing Team fights as a unified whole.



# ADEPTICØN 2018

## WARHAMMER 40,000 TEAM TOURNAMENT

EVENT DATES: 03.24.2018 – 03.25.2018

LAST UPDATE: 02.04.2018 (CHANGES IN RED)

Adversarial themes are encouraged, and should be supported with relevant background material (e.g., Ultramarines and Hive Fleet Behemoth Tyranids). The scores, along with the judges' score, will be factored into the final Team Theme score. The theme judges will assess Teams in their entirety (all four detachments). The theme judges' rubric allows for 1 to 9 discretionary bonus points to be awarded.

- Teams whose armies are constructed without consideration for their opponents' enjoyment cannot expect to score well.
- Teams comprised of a true mix of armies that cross factional lines without any background to support their alliance; or those that lack any discernible Theme will be awarded 0 points. Example: Space Wolves fighting with Word Bearers, Necrons and Dark Eldar.

Judges may award discretionary points to account for extra effort in certain areas. The Judges' rubric ranks are as follows:

1 (+0-9)	<b>Minimal:</b> No cohesive theme is apparent for the Army. No discernible effort has been made to tie a MAJORITY of the army together. No supporting documentation or additional thematic elements. <i>No particular consideration given for the enjoyment of all players is evident in army list composition; favors table top performance over thematic elements, including repetitive uses of known superior unit choices (e.g. spamming hyper-efficient, underpriced/overpowered units).</i>
2 (+0-9)	<b>Minor:</b> The Army has a theme, but in general there is very little evidence to support it, or the 'theme' is clearly developed to maximize tabletop performance. Theme is present in at least some of the army's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire army. Minimal supporting documentation and additional thematic elements. <i>At least some consideration given for the enjoyment of all players is evident in army list composition.</i>
3 (+0-9)	<b>Major:</b> The Army has a theme and some evidence is presented to support it. Theme is present in a MAJORITY of the army's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire army. Minimal supporting documentation and additional thematic elements. <i>Consideration for the enjoyment of all players is evident in army list composition.</i>
4 (+0-9)	<b>Exceptional:</b> The Army has a well-developed theme with evidence that strongly supports it. The ENTIRE army has been developed with an overall theme in mind. Theme is present in a MAJORITY of the army's units and detachments (banners, campaign patches, story elements, etc.). Theme is backed with supporting documentation and has been partially expressed in elements like basing, display base, objective markers, etc. <i>Consideration for the enjoyment of all players is evident in army list composition; favors thematic elements over tabletop performance.</i>
5 (+0-9)	<b>Showcase:</b> The Army has an exceptionally well-developed theme with strong evidence to support it. The ENTIRE army has been developed with a definitive, overall theme in mind. The collection of models presented tells a cohesive story linking elements like basing, display base, objective markers, unit markings, banners, character models, conversions, paint scheme, historical references / models, printed materials, etc. <i>Thematic elements are clearly emphasized in favor of tabletop performance.</i>

**Team Display Base:** A Team's Display Base is worth up to five (5) additional theme points. Teams that receive all 5 points are eligible to win the Best Team Display Base award. The Judge's will vote on eligible Team Displays to determine the winner.



# ADEPTICON 2018

**WARHAMMER 40,000 TEAM TOURNAMENT**

EVENT DATES: 03.24.2018 – 03.25.2018

LAST UPDATE: 02.04.2018 (CHANGES IN RED)

**Sportsmanship Marks (Special):** Following each game, you will be required to evaluate the opposing Coalition's sportsmanship. Secretly choose one of the following marks:

SPORTSMANSHIP MARK	
<p><b>Good</b></p>	<p><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.</p>
<p><b>Amazing</b></p>	<p><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 to provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.</p>
<p><b>Negative</b></p>	<p><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.</p>

**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, team's that negligently give out many positive or negative sportsmanship scores will have their marks 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:** Teams that receive a total of 6 or more Negative Sportsmanship Marks will be disqualified from the event and will no longer be eligible to receive any awards.

## SCHEDULE

FRIDAY EVENING	
9:00PM – 12:00AM	Early Team Check-in and Table Assignments
SATURDAY	
7:00AM - 8:00AM	Team Check-in and Table Assignments*
7:00AM - 9:00AM	Appearance, Theme and Spirit Judging
9:15AM - 12:15PM	Game #1
12:15PM - 1:15PM	Lunch / Appearance, Theme and Spirit Judging
1:15PM - 4:15PM	Game #2
4:15PM - 5:00PM	Break
5:00PM - 8:00PM	Game #3
8:30PM	Team Tournament Army Showcase Setup
9:00PM – 12:00AM	Judges' Consideration and Public Display
12:00AM	Conclusion of Team Tournament Army Showcase**
SUNDAY	
7:30AM – 8:30AM	Table Assignments
8:30AM – 11:30AM	Game #4
11:30AM – 12:30PM	Lunch
12:30PM – 3:30PM	Game #5
4:00PM	Awards

\* Teams that checked in on Friday night must have their detachments, display base and any additional thematic elements set up at their assigned table and ready for a judge by 7:00AM Saturday morning. Appearance, Theme and Spirit Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

\*\* All models and display elements must be retrieved at the conclusion of the Team Tournament Army Showcase.



# ADEPTICON 2018

**WARHAMMER 40,000 TEAM TOURNAMENT**

EVENT DATES: 03.24.2018 – 03.25.2018

LAST UPDATE: 02.04.2018 (CHANGES IN RED)

## AWARDS

- **AdeptiCon Warhammer 40K Team Tournament Champions:** Highest Overall Score. Total Battle Points for tie breaker.
- **Best Team Tacticians:** Highest total Battle Points. Most Slay the Warlord Secondary Objectives for tie breaker.
- **Best Team Theme and Presentation:** Highest combined Appearance and Theme Score. Team Spirit for tie breaker.
- **Best Team Sportsmen:** Team that receives the most net positive Sportsmanship marks. Total Battle Points for tie breaker.
- **Best Team Appearance:** Highest Appearance Score. Theme for tie breaker.
- **Best Team Display Base:** Judge's Discretion.
- **Best Team Spirit:** Highest Team Spirit Score. Team Theme for tie breaker.
- **Best Imperial Team:** Highest combined Appearance and Theme for an Imperial team. Team Spirit for tie breaker.
- **Best Xenos Team:** Highest combined Appearance and Theme for a Xenos team. Team Spirit for tie breaker.
- **Best Heretical Team:** Highest combined Appearance and Theme for a Chaos team. Team Spirit for tie breaker.
- **Best Hybrid Team:** Highest combined Appearance and Theme for a Hybrid team. Team Spirit for tie breaker.
- **The Headhunters:** Most Slay the Warlord Secondary Objectives achieved. Total Battle Points for tie breaker.
- **The Opportunists:** Most First Blood Secondary Objectives achieved. Total Battle Points for tie breaker.
- **The Aggressors:** Most Linebreaker Secondary Objectives achieved. Total Battle Points for tie breaker

Teams may only win one award in total. Awards are listed in hierarchical order. Example: A Team that receives the highest Appearance score and achieves the most Slay the Warlord Secondary Objectives would win the Best Team Appearance award. The Headhunters award would then go to the Team with the second most Slay the Warlord Secondary Objectives achieved.

