



ADEPTICØN 2018

WARHAMMER 40,000 GENTLEMEN'S GT

EVENT DATES: 03.22.2018 – 03.23.2018

LAST UPDATE: 02.04.2018

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.

BACKGRØUND

Are you new to 40k? Have you been away from the hobby for a while? Do you like competitive games, but hate bringing a knife to a gunfight? Is having a close, tough fight more important to you than winning? If you answered yes to any of the above, then this is the tournament for you!

This tournament doesn't aim to use comp to restrict what type of army you bring, but rather we give guidelines and review the lists ahead of time to ensure that the armies are about the same level, not beatstick, but not without some fangs.

To the gentlemen's agreement, all players are also allowed to have two army lists (must be submitted by March 10th, 2018 to fyrblckdragon@gmail.com). These will be printed out and attached to your rules packets at event registration. Two lists are not required, but suggested! Nothing is worse than feeling like if you had just brought list X vs list Y you would have a better chance!

BASIC RULES

- Codices, Codex Supplements and Warhammer 40K Campaign Supplements that are released prior to February 28th, 2018 will be allowed in this event. Forge World index units **WILL** be allowed in this event. See Army Construction section below for details. 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.
- Fortifications are allowed in this event and will use the updated rules presented in Chapter Approved.
- Lords of War are allowed in this event.
- Army lists will be pre-printed for you, and attached to your rules packet. **Submission of army lists is required by March 10th, 2018 to fyrblckdragon@gmail.com.**
- 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).
- 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.



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ARMY CONSTRUCTION

- 100 Power Levels
- Lords of War are allowed within reason. The goal of this event is to be a friendly narrative-style tournament, so large models can be appropriate.
- List review will be looking for game-ruining synergy. We want the experience to be pleasant for both players, so force multipliers will be examined to make sure lists are all on par with the intention.
- As an example, in a Space Marine list, Guilliman provides the same benefits of a Chapter Master, plus supporting command in one model, with additional Command benefits. Because of this, it would be encouraged to bring a "normal" (Command Squad with Banner, Lieutenants, Captain) command structure, including expending CP to upgrade a Captain.
- Two lists are allowed at this event. Both must be submitted ahead of time (3/10/2018) for review.
- Lists must be battle-forged, and the special rules governing Matched-play games apply, including Strategic Discipline, Psychic Focus, and Tactical Reserves.

GAMES

- Missions will all have a primary condition worth VP and secondary objectives worth VP
- Terrain and Objectives will be fixed in each game – there will be a variety of table densities – so plan accordingly. Fortifications must be placed without moving terrain whenever possible. If this isn't possible, please call a judge over to move/remove a piece of terrain to make room.

+++ DEPLOYMENT SPECIAL NOTES +++

List Discussion Phase: This will occur before deployment rolls are made, and may occur as soon as pairings are posted and final each round. Time between rounds is longer to accommodate this.

Player with lower battle score (will be indicated on pairings) will choose one of their own lists first, then opponent is allowed to present their list choice. Player with lower score then has the option to change which list they are using. If opponent wishes to switch again, they must roll a 5+ on a d6. This will finalize the lists used for the round. There will be an indicator on the score sheet for the round to let us know which lists were used.

Pairings first round will be randomly seeded. Second round will be Upper half position to Lower Half position on score (so with 10 players, rank player 1 plays rank player 5, 2 vs 6 and so on), and last round will be pure battle score pairs (1 vs 2, 3 vs 4 and so on).

SCORING

Battle Points: There are 15 points available from the primary victory condition each round and 5 points available from the secondary victory condition. Scenarios may not be all W/L/D.

List Submission by March 10th: 10 points. This is important so that we can get the rules packets produced, and that we have time to check lists for accuracy.



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Sportsmanship: This is a Gentleman's Tournament. Accordingly, Sportsmanship is worth more than in the average tournament.

1. Would you voluntarily play your opponent again? **YES/NO**
2. Did your opponent resolve rule disputes/questions in an amicable manner? **YES/NO**
3. Did your opponent play at a timely pace? **YES/NO**
4. Did your opponent measure accurately? **YES/NO**
5. Was your opponent on time and prepared to play with all needed items? **YES/NO**
6. Did the winner offer to buy a round after the game? **YES/NO**
7. Did you have fun? **YES/NO**

Best Sportsmanship Voting: After the 3rd game, players will choose their two favorite opponents from the tournament and rank them Best Sportsman and Runner-up Sportsman. This vote is mandatory and will be part of your final results sheet. Each Best Sportsman vote a player receives is worth three (3) Best Sportsmanship points. Each Runner-up Sportsman vote a player receives is worth one (1) Best Sportsmanship point. A player can earn up to 9 points from Best Sportsmanship votes.

Theme: Armies should be themed, as this is a casual narrative style event. There should be a grimdark story behind your army, and we encourage unit selection that matches your theme. This will be scored as a part of your paint score.

AWARDS

- **Best Overall:** Highest combined total using the following formula. Sportsmanship for tiebreaker.

Battle Points + Sportsmanship Total + Appearance Total

- **Warmaster:** Highest Battle Points total. Sportsmanship for tiebreaker.
- **Gentleman** Highest Sportsmanship total. Appearance + Player's Choice for tiebreaker.
- **Appearance (Judged):** Highest judged Appearance total. Player's Choice for tiebreaker.

SCHEDULE

THURSDAY & FRIDAY	
9:00AM – 9:30AM	Check-in (army rentals, if needed)
9:30AM	Table Assignments
10:00AM – 12:15PM	Game #1
12:15PM – 1:45PM	Lunch Break & Appearance and Player's Choice Judging
1:45PM – 4:00PM	Game #2
4:00PM – 4:30PM	Break
4:30PM – 6:45PM	Game #3
7:00PM	Awards



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Appearance: Will be scored using the attached checklist. Player's choice voting will take place during the lunch break with all armies displayed.

Maximum: 25 Points. Each player will have his or her army judged by a painting judge during the course of the tournament. A player's appearance score will be calculated using the checklist below (note there are more than 25 possible points available):

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.	6
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.	12
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
Theme (Circle the one that applies)	Points
No conversions/Army Tying Theme	0
Minimal: The army has some elementary theme elements (head/weapon consistency, matched markings) or a couple interesting elements	1
Minor: Units have multi-kit conversions including head/weapon swaps or extensive markings. This is for more than a few models such as a unit. Unit Selections make plausible sense together (share one faction keyword).	2
Major: Markings/conversions are present, and units all share multiple keywords (For example, single index/codex and all from same chapter/brigade)	3
Extreme: The army has some extreme conversions for the sake of theme, units are all marked appropriately per background, full grimdark, army is all chosen within an extremely tight theme, forgoing more "useful" choices for sake of theme (For example, Tanith ghosts not taking any vehicles, and only snipers, flamers).	4
Advanced Skills : ONLY judge this section if 12 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 12 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.