



# ADEPTICON 2018

## WARHAMMER 40,000 YOUNGBLOODS

EVENT DATE: 03.25.2018

LAST UPDATE: 01.30.2018

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.

- Please use the [AdeptiCon Warhammer 40K FAQ Submission Form](#) to submit any questions concerning this event.

### BASIC RULES

- Armies will consist of **75 Power Levels** or less, and must be constructed utilizing a single, Battleforged, **Battalion Detachment**.

#### ARMY CONSTRUCTION NOTES & GUIDELINES

- Imperial Armor Units (Forge World) are **NOT** allowed in this event.
- We *strongly recommend* that armies be constructed in a manner that reflects the flavor and spirit of the Warhammer 40K universe and game, represented by choosing a variety of the units available to your Faction.

#### ➤ Battalion Detachment

- 2-3 HQs
  - 3-6 Troops
    - **Note:** the “Objective Secured” rule from *Chapter Approved 2017* is in effect for armies without a codex (and for armies with a codex published after the cutoff date).
  - 0-6 Elite
  - 0-3 Fast Attack
  - 0-3 Heavy Support
  - 0-2 Flyers
    - **Note:** the “Boots on the Ground” rule from *Chapter Approved 2017* is in effect.
  - 0-X Dedicated Transports
  - Armies receive six (6) Command Points (three for meeting minimum detachment requirements and three for being Battleforged).
- 8<sup>th</sup> edition Indices and Codices released prior to February 22<sup>nd</sup>, 2018, and *Chapter Approved 2017*, is allowed in this event. Forge World Army Lists and material from the Horus Heresy books is NOT allowed in this event.
  - Players **MUST** use the same army list throughout the tournament.
  - 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). Each army list must contain the following details: player name, army faction, unit names & force org. role (HQ, TROOP, ELITE, etc.), any wargear and/or upgrades, and all associated point costs and totals.
  - The Warhammer 40,000 8<sup>th</sup> Edition Rules and all relevant [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.
  - **Note:** Chapter Approved Matched Play Rules First Turn (+1 to the roll to go first for the player that finishes deploying first), Limits of Command, Boots on the Ground, and Objective Secured rules are in effect.
  - **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, found [HERE](#)).



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- **Note:** Beta Rules for Matched Play; Psychic Focus and Targeting Characters (reminders)
  - 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.
- 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).
- 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 [AdeptiCon Warhammer 40K FAQ Submission Form](#) 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.

## GAMES

- All players will play three 2 hour games.
- 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 55 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 3 hours 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 modified missions from the 8<sup>th</sup> edition rule book. See the missions for specifics.
- Pairings for the first qualifier game will be randomly determined. Subsequent games will be seeded by Battle Points first, then by Battle Record and then randomly within those divisions.

## SCORING

### SCORING SUMMARY

- **Battle Points:** Earned by achieving objectives. 55 (players keep points earned during missions unless they concede).
- **Appearance:** Judge scored. Max 15 points.
- **Favorite Army:** Opponent votes. Max 15 points.
- **Sportsmanship:** Special. Max 15 points.
- **Favorite Opponent:** Voted on by players. Max 15 points.



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**Battle Points:** Battle Points are a cumulative total of all mission results throughout the entire tournament and will be used when seeding subsequent games and ultimately determining the winner of the Best Overall Award.

**Battle Record:** Your Battle Record is weighted 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 determine be used for seeding subsequent games and breaking all ties for awards.

### Wipeouts (Sudden Death) or Concession

- If you wipe out your opponent, or if Sudden Death comes into effect (see above), the game ends immediately, and is then scored as normal.
- If one player Concedes, the game ends immediately and the other player earns maximum Battle Points for the mission, while the Conceding player earns 0 points.

**Appearance:** Judges will score each army 1-15 during the lunch break.

**Sportsmanship:** Players will rate their opponents on a scale of 1-5 at the end of each game.

**Favorite Army and Favorite Opponent Voting:** After the 3<sup>rd</sup> game, players will vote for their favorite army and their favorite opponent of the tournament. These votes should be awarded to the player that best exemplifies the Warhammer 40K hobby and provided a truly enjoyable game. These votes are mandatory and will be part of your final results sheet. Each vote a player receives is worth five (5) points.

## AWARDS

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

Battle Points + Sportsmanship Total + Appearance Total

- **Best General:** Most Battle Points gained. Sportsmanship total as outlined below for tie breaker.
- **Best Sportsman:** Highest Sportsmanship total using the following formula. Battle Points for tiebreaker.

(# of amazing Sportsmanship marks x 5) + (# of good Sportsmanship marks x 3) + (# of Favorite Opponent votes x 5)

- **Best Appearance:** Highest Appearance total (Appearance + Favorite Army Votes). Judge's Discretion points for tiebreaker.

## SCHEDULE

SUNDAY	
8:00AM – 8:30AM	Check-in and Setup
8:30AM – 10:30AM	Game #1
10:30AM – 10:45PM	Break
10:45PM – 12:45PM	Game #2
12:45PM – 1:45PM	Lunch Break
1:45PM – 3:45PM	Game #3
4:00PM	Awards