

ADEPTICON 2019

v1.4
01.28.2019

WARHAMMER 40,000 TEAM TOURNAMENT

The far future is darker and grimmer than ever before! The 8th edition of Games Workshop's Warhammer 40,000 tabletop miniature wargame continues to be a major success. The new rules seem to have been embraced by grizzled veterans and recent conscripts alike, and the unprecedented rate at which Games Workshop continues to release each new Codex is giving players a renewed enthusiasm for their favorite armies. Tournaments are varied and plentiful. In short, Warhammer 40,000 continues to experience a renaissance. With that in mind, we wanted to give you, the AdeptiCon Team Tournament player, a brief preview of what you can expect from one of the world's premier Warhammer 40,000 events.

Our team continues to draw upon their own playtesting experience, observations from other tournaments, and feedback from veteran hobbyists to forge a new path forward for the Warhammer 40,000 Team Tournament. Teams will now be able to choose from five custom detachments, based on those found in the Warhammer 40,000 rulebook. Our goal is to encourage players to build thematic armies that keep to the spirit and design philosophy of 8th edition while offering an enjoyable, team-based experience.

The AdeptiCon Warhammer 40,000 Team Tournament remains one of North America's most popular events. With a long and storied history, the Team Tournament has been the centerpiece of an ever-expanding convention. We have no doubts that this will continue to be the case and expect the event to grow now that the new edition of Warhammer 40,000 has been fully realized. So what are you waiting for? Get painting! We'll see you in March!

DRAFT COMPOSITION RULES

- Teams will consist of 4 Team Members. Each Team Member's detachment will consist of **1000 points** or less, using one of the Team Tournament Detachments detailed below.
- Team Members **MUST** use the same detachment throughout the tournament.
- All Team Members may choose the Base Detachment. The other four Detachments are considered unique and may only be chosen once per Team. Only the Team Captain may select the Command Detachment.
- All Team Member Detachments **MUST BE** Battle Forged. When Team Member Detachments are combined, if the resultant Army would not be considered Battle Forged, both Detachments function independently as separate forces, and at no time may they share or benefit from each other's rules, abilities or Command Points. Faction Keywords will still be enforced (e.g., if a transport has a Legion Keyword rule it will only be able to transport units with that Legion Keyword).
- **The Rule of Three must be respected for all possible combinations of Team Member Detachments.**
- Each Team Member may include 1 Dedicated Transport for each other choice in their Detachment.
- 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.
- **The [Forge Word Adeptus Custodes Beta Datasheets](#) WILL BE allowed in this event.**
- **The [Beta Rule – Bolter Discipline](#) WILL BE allowed in this event.**
- "Rules Preview" Forge World units (e.g. Adeptus Custodes Telemon Heavy Dreadnought, etc.) are not allowed in this event.
- If your Team is interested in possibly participating in the Warhammer Community Live-stream, please note that **ALL** models associated with your Team **MUST BE** official Games Workshop models.
- 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.





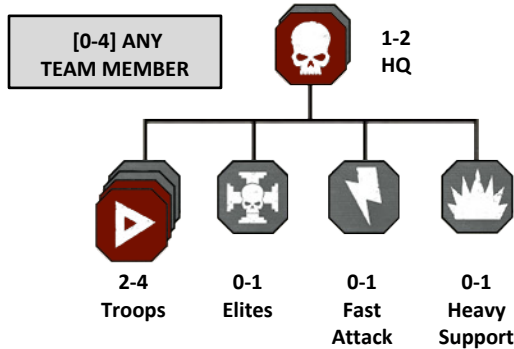
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TEAM TOURNAMENT DETACHMENTS

BASE DETACHMENT



Detachment Bonuses: 3 Command Points, Objective Secured

IMPORTANT NOTES

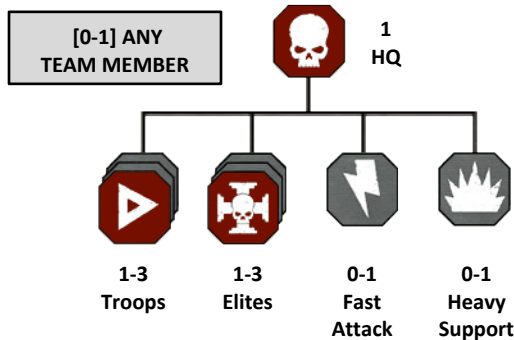
Objective Secured: Index lists only; if your Detachment shares the same faction (see Chapter Approved) then your Troop units gain the Objective Secured rule.

Lords of War: Lords of War units will be capped at Power Level 30; no Lord of War unit may be included with a base Power Level more than 30. Knights & Armigers may use the <Imperium> or <Chaos> Faction Keyword to maintain Battle Forged status in the Command Detachment **and in combination with other Team Detachments.** Knights taken in the Command Detachment follow **Super-Heavy Auxiliary Detachment rules and restrictions for Traditions, etc.**

Officio Assassinorum: A single Assassin may be included in **ONE** of your team's Base Detachments, using the <Imperium> Faction Keyword to maintain Battle Forged status in that Base Detachment **and in combination with other Team Detachments.**

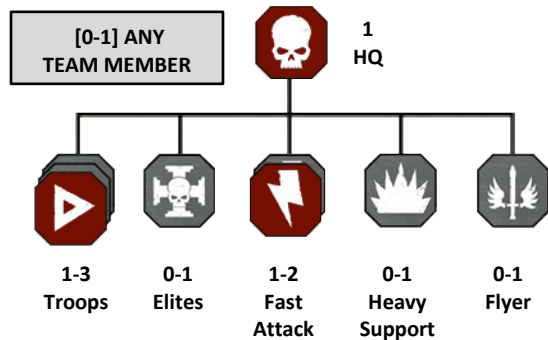
Specialist Detachments: One **NON-Base Detachment**, other than the Command Detachment, may be upgraded to a Specialist Detachment using the Vigilus Defiant rules.

SPEAR TIP DETACHMENT



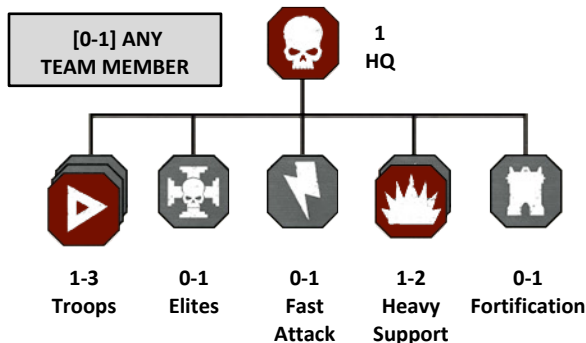
Detachment Bonuses: 1 Command Point, Objective Secured

ESCORT DETACHMENT



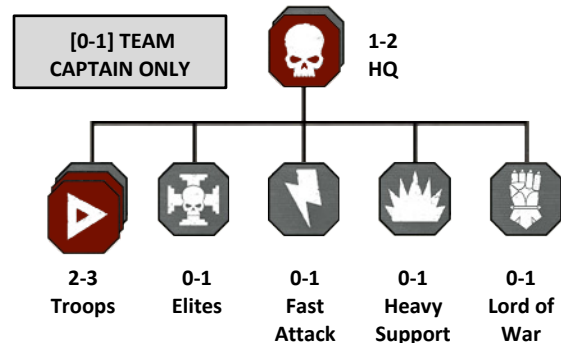
Detachment Bonuses: 1 Command Point, Objective Secured

FIREBASE DETACHMENT



Detachment Bonuses: 1 Command Point, Objective Secured

COMMAND DETACHMENT



Detachment Bonuses: 2 Command Points, Objective Secured