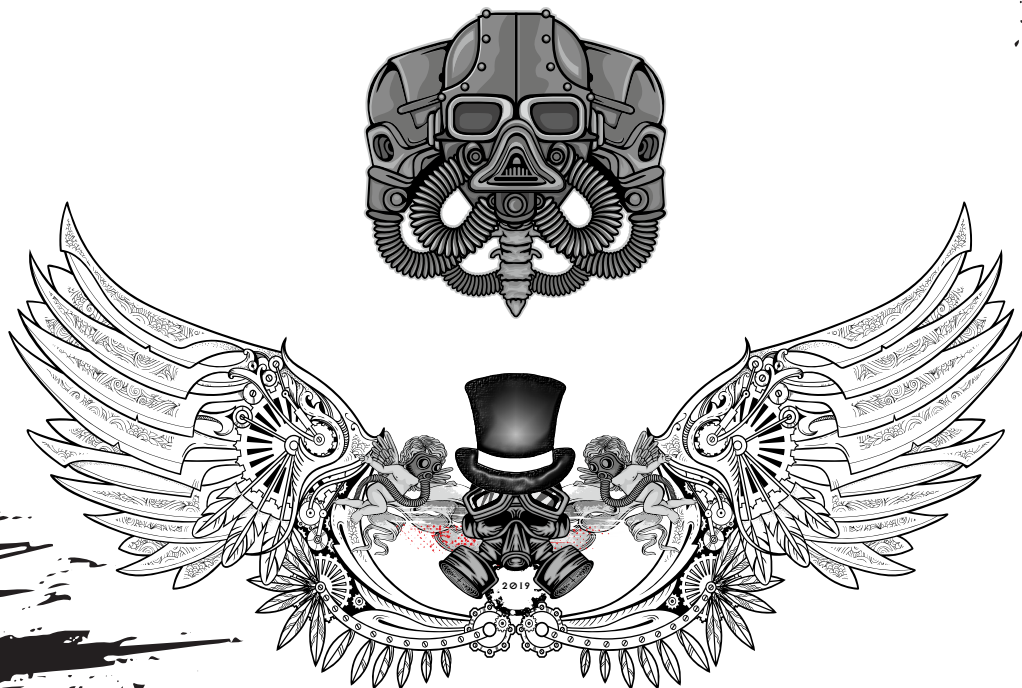


ADEPTICON

2019

GALLANT 40K

THURSDAY 3/28/2019 8AM + 7PM





Adepticon Gallant Tournament

Thursday, March 28th, 2019

Event Description: Are you new to Warhammer 40,000? 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 is a 3-round, 75 PL Competitive Narrative event. It will utilize the Matched Play restrictions. WYSIWYG is extremely important for this event. Psychic powers and Warlord traits are generated each game as normal for Narrative games. Each round will run 3 hours.

All players are also allowed to have two army lists (must be submitted by March 1st, 2019 to fyrbloekdragon@gmail.com). These will be printed out and attached to your rules packets at event registration. Two lists are not required, but suggested! Nothing worse than feeling like if you had just brought list x vs list y you would have a better chance.

As the title suggests, this is a tournament will Sportsmanship in primary focus. What that translates into:

- › 2 Detachment Max
- › No primarchs. Big stuff allowed, but keep it reasonable.
- › There will be Warmaster (Best General), Overlord (Overall), The Most Gallant, and Paint/Theme awards.
- › Sportsmanship is worth half your score – just make sure you and your opponent are having fun. Paint and Theme are a quarter, so keep in mind winning all your games is not important for all but one award.
- › Lists expected ahead of time, and reviews will be enforced even if you don't submit ahead for any reason. This means you may lose units/wargear if you don't get pre-approval, so PLEASE submit ahead of time.

Round Schedule:

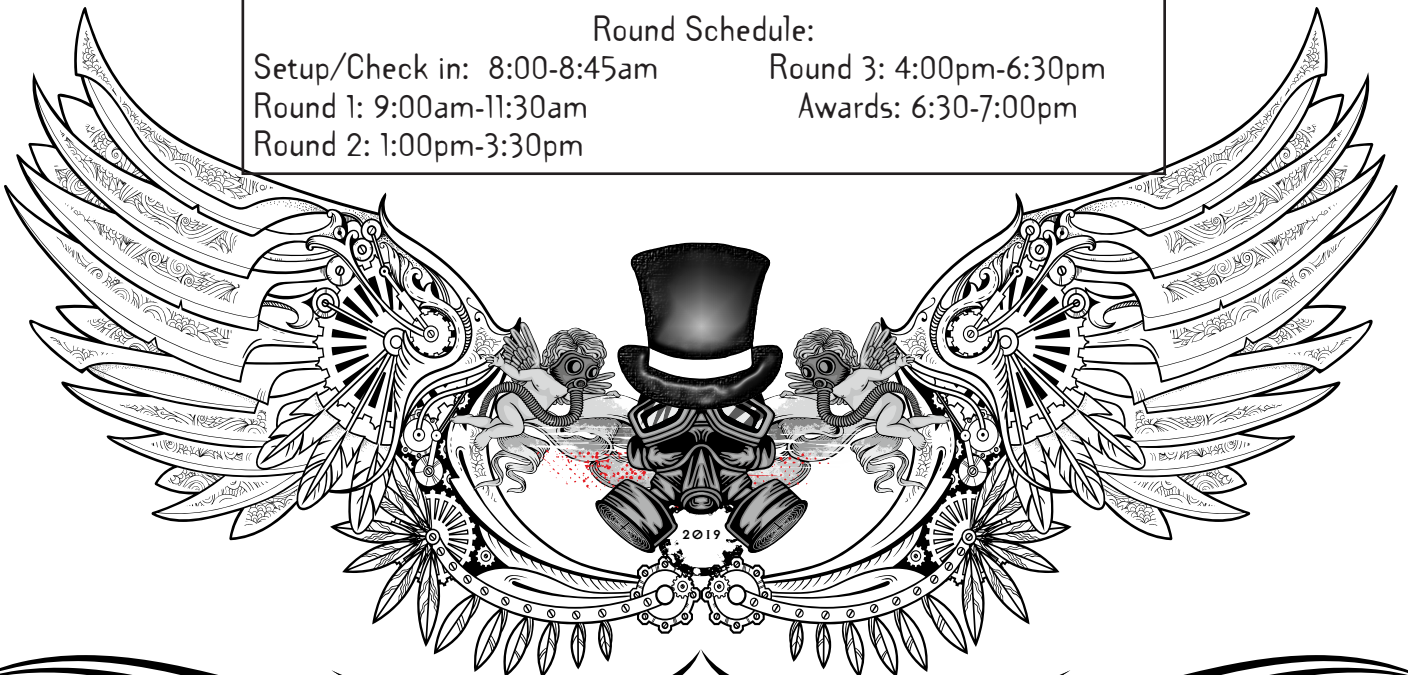
Setup/Check in: 8:00-8:45am

Round 1: 9:00am-11:30am

Round 2: 1:00pm-3:30pm

Round 3: 4:00pm-6:30pm

Awards: 6:30-7:00pm





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Adepticon Rules:

- › The models used in your army must comply with the AdeptiCon Model Policy (all models MUST be WYSIWYG and 3-colors). Any models not within the Model Policy can be removed at the organizer's discretion. This includes summoned models and terrain features. If you are using a converted model or a similar proxy, it is your responsibility to obtain approval from the tournament organizers prior to the event.
- › All players are expected to abide by the AdeptiCon Conduct Policy.
- › 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 2019 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.

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. Please arrive a few minutes early to your game to accommodate this phase.
- › 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.

Spirit of the Gallant:

Above all, this tournament is about being competitive and having fun. It is possible to have a good time, and make sure your opponent does as well. It is a mindset, and our mantra!

1. I will have all good games today.
2. I will enjoy the company of fellow gamers, engaging in a shared passion.
3. I will be in awe seeing how others love the hobby.

Round Schedule:

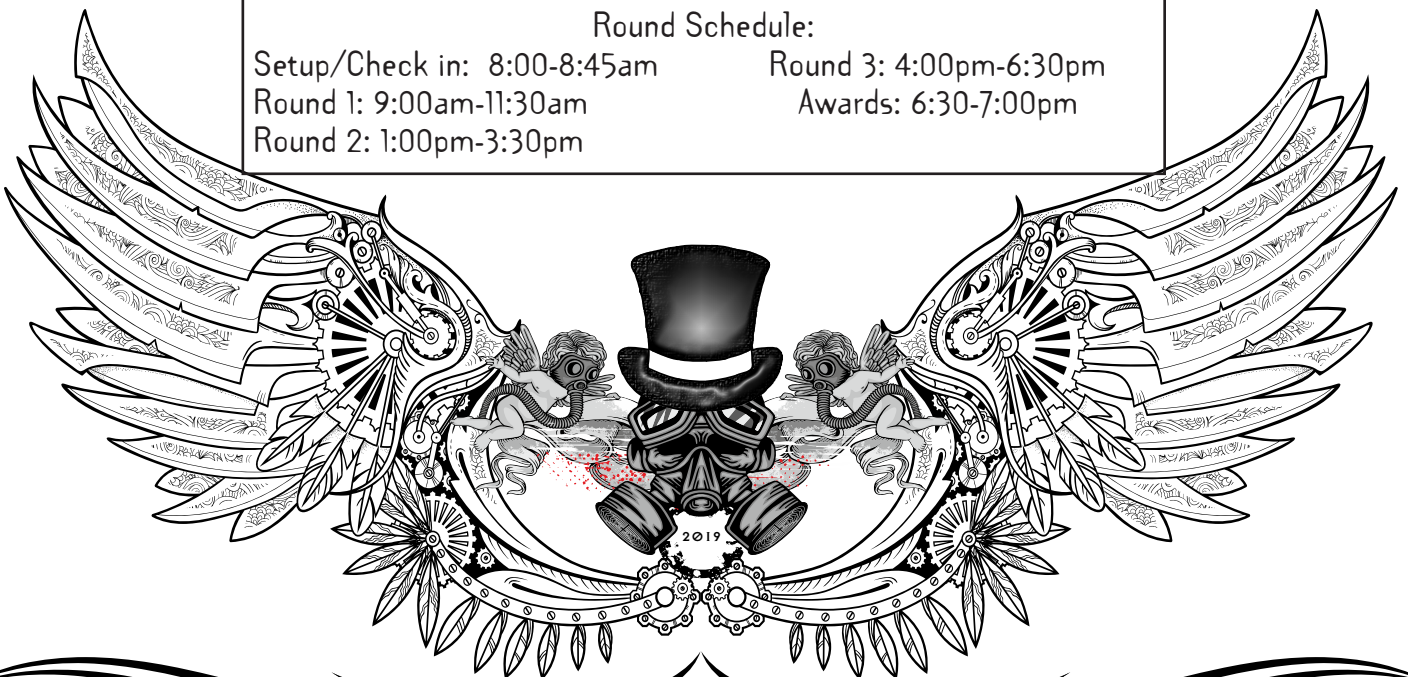
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A note on Sportsmanship Scoring: You will start with a 45 point bank. Turning in your army ahead of time adds 10 points to this. Each round, you will have a checklist to fill out, your answers will either deduct points from you or your opponent. Each round, there will also be a "Blech" flag that can be indicated. This implies that you had a horrible game - you'd never want to play your opponent/army again. This will result in a conversation with us judges - at the end of which we will impartially decide and deduct points from the player as appropriate, based on both sides of the discussion. We hope this never happens, but you having a fun time is the point of a friendly.

Paint Scoring:

We will be using the paint checklist we historically have been, an example is over to the right. Note that we are grading paint and theme together in your overall score. We feel this is the best place for theme, and have dropped conversions as a standalone requirement from our overall judging criteria. Wow us with the unified paint, unit selection, etc.

A Note on Awards:

There will be several awards. Best Overall (Overlord) is calculated as normal - all points together. Warlord is Top Battle Points. The Most Gallant is highest Sports, Paint/Theme, and Favorite Opponent. Best Appearance is highest Paint/Theme and Favorite Army.

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, forging more "useful" choices for sake of theme (For example, Tanith ghosts not taking any vehicles, and only snipers, flammers).	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

Player Name:

Round Schedule:

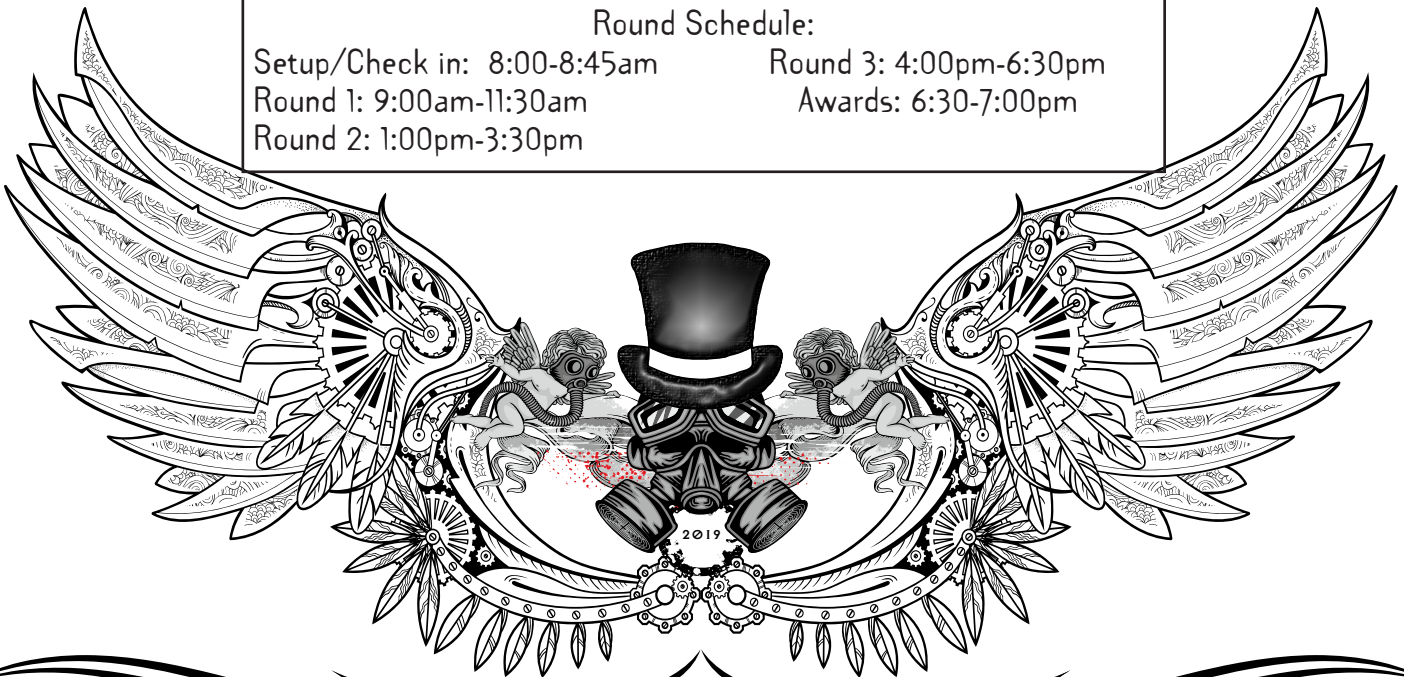
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Round 2: 1:00pm-3:30pm





2019 ADEPTICON
GALLANT TOURNEY

MISSION PACK

ROUND 1

Deployment:

Player 1 (Green).
Player 2 (Purple).
Please roll off for deployment choice. Player who deploys in Green goes first, unless Purple siezes on a 6+.

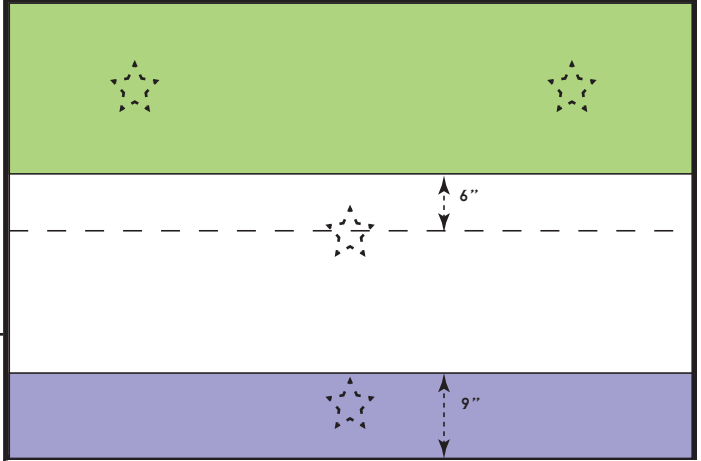
- Mission Special Rules:**
- Reinforcement Points (p214 BRB)
 - Psychic Focus (p47 Chapter Approved 2018)
 - Strategic Discipline (p47 Chapter Approved 2018)
 - Boots on the Ground (p47 Chapter Approved 2018)
 - Game Length is 5 turns. Not making 5 turns (other than Sudden Death (p215)) is a 10% penalty to earned Battle points.
 - Limits of Command (p47 Chapter Approved 2018)
 - Targeting Characters (p47 Chapter Approved 2018)



Objectives:

- Progressive Objectives. TO will place these before the round in the approximate locations you see on the deployment map. Star Objectives (4) are worth 1 Battle Point each to controlling player at the end of each Game Turn (Meaning after both players go). Controlling each objective means having the most PL within 1.5" of the objective edge. This is affected by all appropriate unit rules that give objective control primacy.
- Plant the Flag. 4 Small Objectives will be placed by Player 1 at least 6" from each other and all within the green deployment zone. Once Player 2 controls (not just contests) these, they are removed from play. At the end of turn 5, each objective still under control is worth 3 Battle points to Player 1. Each objective removed is worth 3 to Player 2.
- Air Superiority. At the end of Turn 5, score who controls the skies - most Flyer PL on the table. This is worth 4 Battle Points.
- Kill Points. Units reduced to 25% or less of their starting wounds are worth 1 Battle Point each to the opposing player, to a max of 8 Battle Points.

Night Fight will apply this battle (p252 BRB). This goes away on a 5+ turn two, 4+ Turn 3, 3+ Turn 4, and 2+ Turn 5. Player 2 Rolls this at the beginning of the game turn.



NOTES/TRACKING





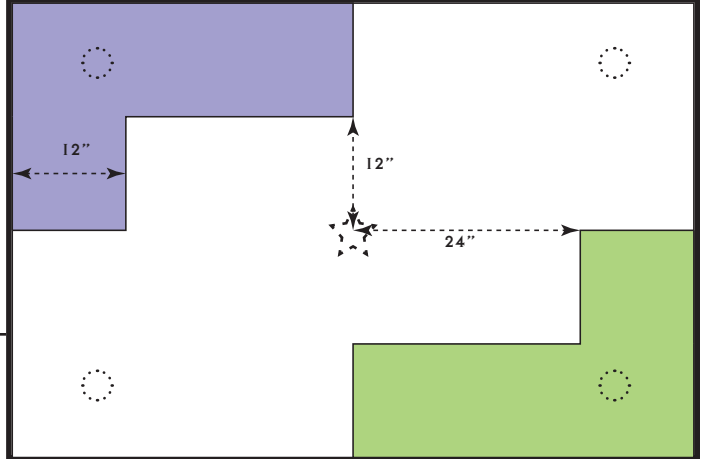
2019 ADEPTICON
GALLANT TOURNEY

MISSION PACK

Deployment:

Player 1 (Green).
Player 2 (Purple).
Please roll off for deployment choice. Player who wins this roll deploys first and goes first.

- Mission Special Rules:**
- Reinforcement Points (p214 BRB)
 - Psychic Focus (p47 Chapter Approved 2018)
 - Strategic Discipline (p47 Chapter Approved 2018)
 - Boots on the Ground (p47 Chapter Approved 2018)
 - Game Length is 5 turns. Not making 5 turns (other than Sudden Death (p215)) is a 10% penalty to earned Battle points.
 - Limits of Command (p47 Chapter Approved 2018)
 - Targeting Characters (p47 Chapter Approved 2018)



Objectives:

- > King of the Hill. Star Objective is worth 5 Battle Points each to controlling player at the end of each Game Turn (Meaning after both players go). This objective is centered on the table. Controlling each objective means having the most PL within 6" of the objective edge. This is affected by all appropriate unit rules that give objective control primacy.
- > Small Objectives. These are 9" from the short and long board edges (12.75" diagonally from the corners). At game end, the four small round objectives are worth 2 Battle points each. Controlling each objective means having the most PL within 1.5" of the objective edge. This is affected by all appropriate unit rules that give objective control primacy.
- > No Prisoners. At the end of each Game Turn (Meaning after both players go), the player who destroyed the most enemy units gains 2 Battle Points. If no units were destroyed, no points are scored, and if the total is tied, each player scores 3 Battle Points.

NOTES/TRACKING

Conflagration will apply this battle (p37 Chapter Approved 2018)





2019 ADEPTICON
GALLANT TOURNEY

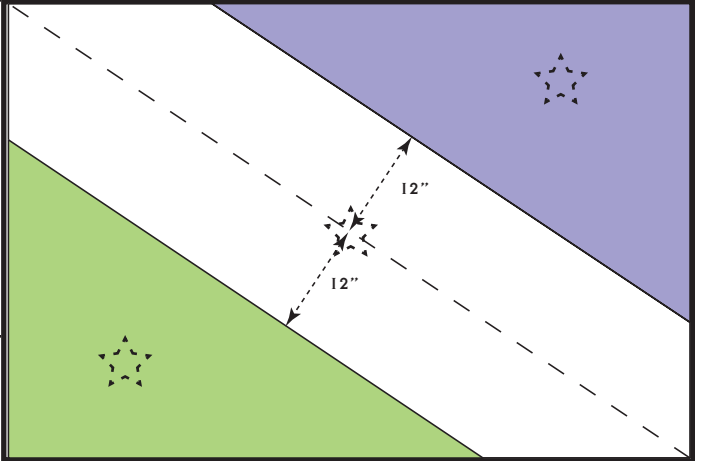
MISSION PACK

ROUND 3

Deployment:

Player 1 (Green).
Player 2 (Purple).
Players roll off for deployment choice. Deploy all units at once. Team who deploys first goes first unless other team siezes on a 6+.

- Mission Special Rules:**
- › Reinforcement Points (p214 BRB)
 - › Psychic Focus (p47 Chapter Approved 2018)
 - › Strategic Discipline (p47 Chapter Approved 2018)
 - › Boots on the Ground (p47 Chapter Approved 2018)
 - › Game Length is 5 turns. Not making 5 turns (other than Sudden Death (p215)) is a 10% penalty to earned Battle points.
 - › Limits of Command (p47 Chapter Approved 2018)
 - › Targeting Characters (p47 Chapter Approved 2018)



Objectives:

- › Tactician. Keep track of Table quarter control at end of game. Each is worth 1 Battle point. Control is achieved by having more PL wholly within each quarter. This is affected by all appropriate unit rules that give objective control primacy.
- › Take and Hold. Each Star Objective is worth 10 Battle Points. Control is achieved by having more PL touching a radius of 2" from star edge. This is affected by all appropriate unit rules that give objective control primacy.
- › Slay the Warlord. Slaying the warlord is worth 6 Battle Points. If both are killed, each player receives 3 Battle Points, and if the Warlords are both alive, zero points are scored.



Story Notes:

Pollution will apply this battle (p37 Chapter Approved 2018)



Adepticon Gallant Mission 3

Mission 1: Tactician

0 1 2 3 4

Mission 3: Slay The Warlord

0 3 6



Mission 2: Take and Hold

0 10 20 30



Total Battle Earned:

Mission 1: Out of 4: _____

Mission 3: Out of 6: _____

Mission 2: Out of 30: _____

Player Signature:

After signing, please complete Sports checklist.

Opponent Signature:



Sportsmanship Checklist:

- | | |
|---|--------|
| 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 |

BLECH – I had a terrible game. Judge Flag on my opponent. RED FLAG

Player Name: _____

Round: _____

Comments:

Adepticon Gallant Mission 2

Mission 1: King of the Hill Tracker

Turn 2	
Turn 3	
Turn 4	
Turn 5	



Mission 3: No Prisoners

Turn 2	
Turn 3	
Turn 4	
Turn 5	

Mission 2: Turn 5 small objectives: (Worth 2 each)

2 4 6 8



Total Battle Earned: _____

Mission 1: Out of 20: _____

Mission 3: Out of 12: _____

Mission 2: Out of 8: _____

Player Signature:

After signing, please complete Sports checklist.

Opponent Signature:



Sportsmanship Checklist:

- | | |
|---|--------|
| 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 |

BLECH – I had a terrible game. Judge Flag on my opponent. RED FLAG

Player Name: _____

Round: _____

Comments:

Adepticon Gallant Mission 1

Mission 1: Progressive Tracker

Turn 2				
Turn 3				
Turn 4				
Turn 5				



Mission 3: Turn 5 Air Superiority:

0 4

Mission 2: Plant the Flag (worth 2 each):

2 4 6 8



Mission 4: Kill Points:

1 2 3 4 5 6
7 8

Total Battle Earned: _____

Mission 1: Out of 16: _____

Mission 2: Out of 8: _____

Mission 3: Out of 4: _____

Mission 4: Out of 8: _____

Player Signature:

Opponent Signature:

After signing, please complete Sports checklist.



Sportsmanship Checklist:

- | | |
|---|--------|
| 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 |

BLECH – I had a terrible game. Judge Flag on my opponent. RED FLAG

Player Name: _____

Round: _____

Comments: