



ADEPTICON 2012

WARHAMMER 40K: THE FRIENDLY 2012

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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 will be made after 2/1/2012.

THE SPIRIT OF THE FRIENDLY

The AdeptiCon Warhammer 40K Friendly event is at its core a casual event. The emphasis is on rolling dice, drinking a beverage of your choice and enjoying a game of toy soldiers. A game you might have played in your friend's wood-paneled basement before the advent of Grand Tournaments and Circuits (if you are that ancient). To that end, players are encouraged to bring flavorful, thematic, and/or hobby-inspired lists that reflect the rich background of the Warhammer 40,000 universe. The Warhammer 40K Friendly is about the overall journey, one where individual performance should be of secondary concern. If this is your idea of a good time, then you have found the right event! If you have a difficult time letting go of your competitive nature, you very well might have signed up for the wrong event and should get added to the Warhammer 40K Championships wait list and/or seek a refund! Please don't make Walter have to MARK IT ZERO! Armies that are obviously not in the spirit of this event will mysteriously become lost in the warp and end up fighting Gungans. You will have one final chance to modify your list before the event starts. Unmodified lists will stay lost...forever! You have got to buck up, man. You cannot drag this negative energy in to the tournament! If you have any questions or concerns about your army or this event, please [get in touch!](#)

BASIC RULES

- Armies will consist of **1500 points** or less, using a standard force organization chart.
- Players **MUST** use the same army list throughout the tournament.
- Each player **MUST** bring a total of THREE (3) tactical markers based on 40mm circular bases.
- Each player **MUST** bring a model to be used for a spy/saboteur/agent. This model may be no bigger than a space marine terminator and no smaller than a tactical space marine. This model should be themed appropriately to whichever force you are playing.
- 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 painted to a 3-color minimum standard).
- The Warhammer 40,000 5th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The [INAT FAQ](#) (Current Version: v.5.1, updated 02.23.2012) and the [INAT IA/Apoc Appendix](#) (Current Version: v3.0, updated 03.01.12) will be used to resolve additional rules disputes.
- The following codices are allowed in the 40K Friendly: Codex Black Templars, Codex Blood Angels, Codex Chaos Daemons, Codex Chaos Space Marines, Codex Dark Angels, Codex Dark Eldar, Codex Eldar, Codex Grey Knights, Codex Imperial Guard, Codex Necrons, Codex Orks, Codex Sisters of Battle (White Dwarf), Codex Space Marines, Codex Space Wolves, Codex Tau Empire, Codex Tyranids.
- New codices that are released prior to March 19th, 2012 will be allowed in the AdeptiCon 2012 Warhammer 40K Friendly.
- A separate printed army list is required for the judges and each of your opponents (minimum of 5 copies required).
- Forge World/Imperial Armor units are allowed in the Warhammer 40K Friendly, however due to the scarce nature of these units, each unit is considered unique (0-1) and may only be taken once. Units must follow the rules and restrictions as noted in the [AdeptiCon 2012 Allowable Imperial Armor & Apocalypse Units rules](#). Units allowed in this event will have "FRND" noted in the Event column. In **ALL** cases, only the most current published rules for any particular Imperial Armor/Apocalypse unit will be allowed. Please consult the list above for reference on which publication contains the most current rules for each particular unit.
- You must provide access to your own rules (which include the actual Codex used for your army), dice, templates, pen/pencil, calculator, or anything else you'll need during the course of regular play. This includes rules for any Imperial Armor and/or Apocalypse Units you may be fielding. These rules **MUST** be made available to your opponent at all times. You will **NOT** be allowed to field any models or units that you cannot produce the most current set of rules for.
- Individual units that may have multiple rules versions will follow the rules presented in that army's codex. Please take the time to review the relevant GW/AdeptiCon FAQ's for clarifications.
- Each game will last two hours and fifteen minutes. 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 (two hours and 10 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 two hours and fifteen minutes 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.
- 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 2012 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 tournament or AdeptiCon itself with no refunds allowed.



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GAMEPLAY

- The Warhammer 40K Friendly is limited to 40 players.
- There will be no more than five (5) of each army/codex allowed.
- Players will be randomly divided into four factions of ten (10) players each before the first game.
- All players will play three (3) games.
- Expect some surprises, non-traditional missions and objectives!
- The first round pairings will be randomly determined. Subsequent rounds will be seeded by battle points. Players will never play members from their own faction.

SCORING

- You'll get some points for doing well in games.
- A few more points for looking good while doing well.
- Some bonus points for being a solid dude while looking good and doing well.
- Typical stuff...don't sweat it.

AWARDS

Recognition in the following categories will be granted throughout the tournament. Additional categories may be added at the tournament organizer's discretion if attendance warrants.

- **Go Team:** Winning faction. All members of this faction will receive a prize!
- **Player's Choice (Army):** Most Player's Choice (Army) votes.
- **Player's Choice (Single Model)*:** Most Player's Choice (Single Model) votes.
- **Get a Life:** Highest score on the Quiz. Yes, there will be a quiz! Ties will be broken by extra questions on site.
- **Prize Raffle:** All players will be entered into a general prize raffle, with additional entries earned and awarded by individual and factional performance (or non-performance in certain circumstances). Wouldn't hold out much hope for the tape deck though.

* A player cannot win Player's Choice (Single Model) if he/she has already won Player's Choice (Army).

SCHEDULE

FRIDAY	
12:00PM – 12:30PM	Check-in, Setup and Faction Assignment
12:30PM – 2:45PM	Game #1
2:45PM – 3:00PM	Break
3:00PM – 5:15PM	Game #2
5:15PM – 5:45PM	Break
5:45PM – 8:00PM	Game #3
8:00PM	Awards