



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

Last Update: 02.28.2013

[FAQ Link Added, Codex Chaos Daemons and Death from the Skies Accounted For](#)

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 2/1/2013.

BASIC RULES

- Armies will consist of **1850 points** or less, consisting of a Primary Detachment using the standard Force Organization Chart. You may optionally take a single Allied Detachment and/or a single Fortification.
- Players **MUST** use the same army list throughout the tournament.
- The following codices (print or eBooks version) are allowed in the Warhammer 40K Championships: Codex Black Templars (I), Codex Blood Angels (I), Codex Chaos Daemons (H), Codex Chaos Space Marines (H), Codex Dark Angels (I), Codex Dark Eldar (X), Codex Eldar (with [Night Spinner](#)) (X), Codex Grey Knights (I), Codex Imperial Guard (I), Codex Necrons (X), Codex Orks (X), Codex Sisters of Battle (White Dwarf #380/381) (I), Codex Space Marines (I), Codex Space Wolves (I), Codex Tau Empire (X), Codex Tyranids (X). [I = Imperial, H = Heretical, X = Xenos for Thursday night awards]
- New codices that are released after March 15th, 2013 will not be allowed in the AdeptiCon 2013 Warhammer 40K Championships.
- The Warhammer 40,000 6th Edition Rules, Death from the Skies Compendium (unit rules, wargear and army list entries only) and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The [AdeptiCon 2013 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes.
- Forge World/Imperial Armor units are **NOT** allowed in the Warhammer 40K Championships; however players may still use their Forge World models to represent a unit from their codex.
- Warlord Traits will be determined per the Warhammer 40,000 rulebook (pg. 111) or appropriate Codex prior to the start of each game.
- Per the [Warhammer 40K Rulebook v1.3 FAQ](#) (pg. 9): At the start of each game, prior to deployment, players may choose to select the psychic powers listed in their Codex as normal **OR** swap them for a number of rolls on the psychic disciplines tables per the Warhammer 40,000 rulebook (pg. 418). Unless a unit or character specifically states otherwise, you **MAY NOT** mix and match Codex and rulebook powers. Psychic powers purchased from a Codex must be clearly indicated on your army list.
- The following rules will be used in some or all of the Warhammer 40K Championships missions: Night Fighting, Reserves, Heavy Metal, Fast Recon, The Relic, Mysterious Objectives and Mysterious Terrain. Each mission will denote how/when these rules come into play.
- Each player **MUST** bring a total of THREE (3) tactical markers based on 40mm circular bases.
- A separate printed army list is required for the judges and each of your opponents (minimum of 10 copies required).
- Each player must bring a Warhammer 40,000 rulebook and the codex (or codices) 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 feedback form on the [AdeptiCon 2013 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.

GAMES

- All players will play four 2 hour and 30 minute games on Thursday and are eligible to win any of the Thursday night awards. The top 16 players (see below) will advance to the finals on Friday morning to play four additional 2 hour and 30 minute games and are eligible to win any of the Friday night awards.
- 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 25 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 2 hours and 30 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.
- All missions will use the Variable Game Length rule (pg. 122). All missions will define 2 Primary Objectives and 3 Secondary Objectives based on those presented in the Eternal War missions. Note that some objectives will be achievable by both players.
- Pairings for the first qualifier game will be randomly determined. Subsequent games will be seeded by Battle Record first, then by total Honor gained throughout all games played and then randomly within those divisions.
- Battle Records, Honor gained and Strength of Schedule from Thursday's qualifier will carry over to the finals.
- Victory Points gained through non-mission sources (e.g., Legendary Fighter trait) will only count towards achieving Victory Point based Primary Objectives, as defined in each specific mission. Not all missions will have a Victory Point based Primary Objective.



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

SCORING AND QUALIFICATION

SCORING

- **Battle Results:** Determined by type and number of objectives achieved.
- **Honor:** Earned by achieving objectives. Max 26 per game.
- **Sportsmanship Marks:** Special (see below). Max 20 points.
- **Favorite Opponent:** Voted on by players. Max 20 points
- **Appearance:** Judge scored (see below). Max 40 points.
- **Player's Choice:** Voted on by players.

QUALIFICATION (16 PLAYERS)*

- Players who earn 4 Crushing Victories on Thursday will automatically qualify for Friday's finals.
- All remaining wildcard qualification spots will then be awarded to the players with the strongest Battle Record. Total Honor gained followed by Strength of Schedule to break ties if necessary.

* Players that qualify for Friday's Warhammer 40K Championship finals will have all other Friday event tickets refunded onsite (see below).

++ BATTLE RESULTS, BATTLE RECORD, HONOR AND STRENGTH OF SCHEDULE ++

Battle Results: Each mission will define 2 Primary Objectives and 3 Secondary Objectives. The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory (10). If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory (6) and his opponent earns a Minor Defeat (4). If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw (5 each).

Battle Record: Each Battle Result is assigned a weighted value as shown in the parentheses above. A player's Battle Record is the cumulative total of these weighted values and will determine who qualifies for Friday's finals as well as the winner of the Warmaster Award.




Honor: Honor is a cumulative total of all objectives achieved throughout the entire tournament and will be used when seeding subsequent games, breaking Battle Record ties when determining qualification, breaking applicable Awards ties and ultimately determine the winner of the Master Tactician Award. Each Primary Objective achieved can earn you up to 10 Honor. Each Secondary Objective achieved earns you 2 Honor.

Strength of Schedule: A player's Strength of Schedule is calculated by adding together the total Honor gained by all of his opponents over the course of the entire tournament. Strength of Schedule will be used as a final tie breaker in all applicable award categories.

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory (10) goes to his opponent. Honor is awarded as normal to both players. Some objectives will only award Honor if you still have the relevant units on the table that are normally required to achieve those objectives (e.g., Scoring Units).

++ SPORTSMANSHIP MARKS AND FAVORITE OPPONENT VOTING ++

After each qualifier game, you will be required to evaluate your opponent's sportsmanship. Secretly choose one of the following marks:

 Positive	Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club and someone you would consider casting your Favorite Opponent vote for. Positive marks are worth five (5) Sportsmanship points.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes. Average marks are worth three (3) Sportsmanship points.
 Negative	Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game. Negative marks are worth zero (0) Sportsmanship points. Multiple negative marks can possibly result in disqualification.

Judge's Marks: The Head Rules Judge may assign additional negative sportsmanship marks throughout the tournament. These marks are in addition to those you receive from your opponents and will count towards disqualification. Additionally, players who negligently give out a large number of positive or negative sportsmanship marks will have them called into question by the judges and will be required to explain their marks. The judges reserve the right to nullify any sportsmanship marks that they deem were not awarded in the spirit of the system outlined above.

Disqualification: Players who receive 3 or more negative sportsmanship marks on Thursday will be disqualified from the event and will no longer be eligible to receive any awards or qualify for Friday's finals.

Favorite Opponent Voting: After the 4th game, in tandem with the results for that game, players will have an opportunity to vote for their Favorite Opponent of the tournament. This vote should be awarded to the player that best exemplifies the Warhammer 40K hobby and provided a truly enjoyable game. This vote is mandatory and will be part of your final results sheet. Each vote a player receives is worth five (5) Sportsmanship points.



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

++ APPEARANCE AND PLAYER'S CHOICE VOTING ++

Players will be assigned to one of three Appearance judging time slots at check-in (see Schedule).

Judges will evaluate and score each army based on the following checklist:

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.	10
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.	15
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.	4
Intricate diorama that just 'wows' the judge.	6
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.	4
Diorama-like bases with high attention to detail.	6
Conversions (Circle the one that applies)	Points
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above)	4
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	6
Advanced Skills : ONLY judge this section if 20 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.	2
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	4
The models have been shaded using seamless blending	6
Exceptional Extras: ONLY judge this section if 20 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.	2
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	4
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	6

If total of above checklist totals 37 or more points, only award 37 points. All players scoring 37 points on appearance will be judged a final time, for up to 3 additional points at the judge's discretion, for a max Appearance total of 40 points.

Player's Choice Voting: After the 1st and 3rd games, players will have an opportunity to vote for the single army that they feel best represents the Warhammer 40K hobby. It is not compulsory to set up your army, nor is it compulsory to vote. The winner is the army receiving the most votes.

FINALS PREPARATION (FRIDAY)

- All qualified players **MUST** use the same army list for the finals that they used Thursday during the qualifier.
- Terrain for the finals will be placed by the Rules Judges and is considered fixed throughout the day. All 16 players will have the opportunity to review the tables prior to first game pairings.
- All army lists from Thursday's qualifier will be double-checked for accuracy and compared to the models on the table by a Rules Judge prior to the start of the first game of the finals.
- Scoring for the Warhammer 40K Championships finals will follow the same format as Thursday's qualifier as outlined above.
- Battle Records, Honor gained and Strength of Schedule will carry over from Thursday's qualifier.
- Opponent history will be reset for the finals. This means it might be possible to face one of your qualifier opponents again; however you will not play the same opponent twice during the finals.

Sportsmanship Marks, Player's Choice and Appearance: These categories are **ONLY** scored during the Thursday qualifier and will not factor into determining and of the awards on Friday. Judges will be readily available to resolve any rules disputes and reserve the right to disqualify players in extreme situations.



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS

AWARDS

++ THURSDAY ++

- **Best All-around Showing:** Highest combined total using the following formula. Total Honor gained for tiebreaker.

Battle Record* + Sportsmanship Total + Appearance Total

**Battle Record = (# of Crushing Victories x 10) + (# of Minor Victories x 6) + (# of Tactical Draws x 5) + (# of Minor Defeats x 4)*

- **Best Imperial Showing (Primary Detachment):** Highest combined total as outlined above. Total Honor gained for tiebreaker.
- **Best Heretical Showing (Primary Detachment):** Highest combined total as outlined above. Total Honor gained for tiebreaker.
- **Best Xenos Showing (Primary Detachment):** Highest combined total as outlined above. Total Honor gained for tiebreaker.
- **Best Sportsman:** Highest Sportsmanship total using the following formula. Highest Battle Record for tiebreaker.

(# of positive Sportsmanship marks x 5) + (# of average Sportsmanship marks x 3) + (# of Favorite Opponent votes x 5)

- **Best Appearance:** Highest Appearance total. Judge's Discretion points for tiebreaker.
- **Get a New Game:** Least amount of Honor gained. Sportsmanship total as outlined above for tiebreaker.
- **Player's Choice:** Most Player's Choice votes.

++ FRIDAY ++

- **AdeptiCon 2013 Warmaster:** Highest Battle Record. Total Honor gained for tiebreaker. Qualifies for a position on Team America at the 2014 European Team Championships.
- **AdeptiCon 2013 Second in Command:** Second highest Battle Record. Total Honor gained for tiebreaker.
- **AdeptiCon 2013 Master Tactician:** Most Honor gained throughout the entire tournament. Strength of Schedule for tiebreaker.
- **The Headhunter:** Most Slay the Warlord Secondary Objectives achieved. Highest Battle Record for tiebreaker.
- **The Opportunist:** Most First Blood Secondary Objectives achieved. Highest Battle Record for tiebreaker.
- **The Aggressor:** Most Linebreaker Secondary Objectives achieved. Highest Battle Record for tiebreaker.

Aside from Player's Choice, players can only win one award in total. Awards are listed in hierarchical order. Example: A player that receives the highest Appearance total, yet gains the least amount of Honor would win the Best Appearance award. The Get a New Game award would then go to the player with the second lowest Honor total, as long as that player has not already won a Best Showing or Best Sportsman award.

Qualification for Friday's finals does not preclude you from winning any of the Thursday night awards.

Strength of Schedule will be used as a final tie breaker in all applicable award categories.

SCHEDULE

THURSDAY QUALIFIER

9:00AM – 10:00AM	Check-in, Setup & Appearance Judging
10:00AM – 12:30PM	Game #1
12:30PM – 1:30PM	Lunch Break, Player's Choice Voting & Appearance Judging
1:30PM – 4:00PM	Game #2
4:00PM – 4:30PM	Break
4:30PM – 7:00PM	Game #3
7:00PM – 8:00PM	Dinner Break, Player's Choice Voting & Appearance Judging
8:00PM – 10:30PM	Game #4
10:30PM	Friday Awards

FRIDAY FINALS

9:00AM – 9:30AM	Check-in, Finals Preparation and Setup
9:30AM – 12:00PM	Game #5
12:00AM – 1:00PM	Lunch Break
1:00PM – 3:30PM	Game #6
3:30PM – 3:45PM	Break
3:45PM – 6:15PM	Game #7
6:15PM – 6:30PM	Break
6:30PM – 9:00PM	Game #8
9:00PM	Awards



ADEPTICON 2013

WARHAMMER 40K CHAMPIONSHIPS ORDERS SHEET

PRE-DEPLOYMENT ORDERS

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

- 1. Deployment Map:** Make note of the Deployment Map used in the mission.
- 2. Table Halves:** Both players roll-off. The winner of the roll-off selects one of the table halves to be his – his opponent takes the opposite table half. If the mission uses the Relic, place the Relic counter prior to placing any terrain.
- 3. Fortifications:** Starting with the player who chose table halves, players alternate placing any fortifications wholly within the owning player's table half and not within 4" of another fortification.
- 4. Terrain:** Setup Terrain before each game using the method described below:
 - The player who chose table halves begins by choosing one terrain piece and deploying it anywhere in his table half. The terrain piece may straddle the center line of the table, but a **MAJORITY** of that terrain piece **MUST** be within the placing player's table half. No terrain piece can be placed within 4" of another terrain piece, fortification or the board edge.
 - Following the guidelines above, players then alternate placing terrain until all terrain pieces are on the table.
 - All terrain pieces **MUST** be placed. If it becomes impossible to place one or more terrain pieces following the guidelines above, you and your opponent should adjust the already placed terrain in a mutually agreeable manner so that all terrain pieces can be placed on the table.
- 5. Place Primary Objective Markers:** Starting with the player who chose table halves, players alternate placing objective markers as described in the mission (*see Pre-deployment Addendum for each mission*). All objectives must be at ground level and no objective can be placed within 6" of any battlefield edge, within 12" of another objective marker or in/on impassible terrain, buildings or fortifications.
- 6. Generate Pre-game Abilities:** Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Demonic Rewards and the like.
- 7. Night Fighting:** Determine if the Night Fighting special rule is in effect during game turn 1 (pg. 124).
- 8. Deploy Forces:** Roll-off to see which player chooses whether to deploy first or second. The player that goes first then places his entire army on the table in his deployment zone. His opponent then deploys his entire army in the opposite deployment zone. Units cannot deploy in impassable terrain unless they are normally allowed to move over impassable terrain and can physically fit on it. Units can never deploy in lethal terrain.

Reserves: Excluding units that must begin the game in Reserves, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The player must clearly explain the organization of his Reserves to the opponent.

- 9. Deploy Infiltrators and Redeploy Scouts:** When both players have deployed their main force, then they deploy their Infiltrators (pg. 38). Finally, they can redeploy units with the Scouts special rule (pg. 41).

For the purposes of deploying Infiltrators and redeploying Scouts, an enemy fortification is only considered to be an enemy unit if it is occupied at the time of the redeployment.

FIRST TURN

The player who deployed his army first starts the first turn unless his opponent can Seize the Initiative (pg. 122).

Seize the Initiative (pg. 122): If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead.

GAME LENGTH

Variable Game Length (pg. 122): At the end of Game Turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of Game Turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of Game Turn 7.