



ADEPTICON 2013

WARHAMMER 40K GLADIATOR

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. The release of new codices and/or official FAQ documents in the months leading up to the event could require changes to the following rules. No fundamental rules changes will be made after 2/1/2013.

Please Note: There have been some significant changes to the AdeptiCon 2013 Warhammer 40K Gladiator format. Please take the time to read the entire document. If you have any questions regarding the format, legality of army lists/models or any other concerns - please let us know!

BASIC RULES - ARMY LISTS

- Armies will consist of a base list of **2500 points** or less using a standard Force Organization Chart with an optional secondary Force Organization Chart and additional Primary Detachment rules (Warhammer 40,000 rulebook, pg. 109).
 - 1 Fortification per standard Force Organization Chart
 - 1 Allied Detachment per standard Force Organization Chart (See Super Heavy or Gargantuan Creature Rules Below)
- 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 Friday night awards]
- New codices that are released after March 15th, 2013 will not be allowed in the Warhammer 40K Gladiator.
- 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.
- Armies may contain Imperial Armor/Apocalypse units following the rules and restrictions as noted in the [AdeptiCon 2013 Allowable Imperial Armor & Apocalypse Units](#) rules. Units allowed in this event will have 'GL' noted in the Event column.
- Only one Super Heavy or Gargantuan Creature may be taken per army. That unit **MUST** be of the same codex as the Primary Detachment and is allocated as the entire second optional standard Force Organizational Chart.
- Rules, units and wargear from any source besides the codices listed above are **NOT** allowed. This includes but is not limited to:
 - No models with more than four (4) structure points are allowed in the Warhammer 40K Gladiator.
 - No Formations or Strategic Assets are allowed in the Warhammer 40K Gladiator.
 - Additional Apocalypse Rules
- 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 Gladiator 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.
- A separate printed army list is required for the judges and each of your opponents (minimum of 5 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 painted to a 3-color minimum standard).
- 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!
- **A Note on Sportsmanship:** Just because Sportsmanship is not being scored does not mean certain codes of conduct and behavior are not in effect. 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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A WORD ABOUT THE GLADIATOR TOURNAMENT

As always, the first rule of Warhammer 40K Gladiator is *No Whining!* If there is a second rule, it might be *Prepare Yourself!*, because everything about this event just got more challenging!

The Warhammer 40K Gladiator tournament is meant to be a contest between the strongest lists and the most aggressive players in the tournament environment. Although themes, pretty paint jobs and backstories are all nice and good...there ain't nothin' nice about this tournament! Gladiator players are expected to bring the most resilient, hard as nails list that they can muster from among their favored armies...and then use it to show everyone else who is da Boss! Your objective is to win games by outwitting, outgunning and overpowering every opponent you face. What can you do with an additional primary detachment? What brutal combinations can you construct? Bring it!

Additionally, you will have a second opponent during each game...the scenarios! Do not expect them to be easy, as objectives will be much more complex than what you have seen in the past. Objective results throughout the day will impact your future match-ups, so only the Warlord who builds an army capable of facing all challenges will emerge victorious and earn the title of Gladiator Champion!

GAMES AND SCORING

- All players will play (3) three hour rounds on Friday, with 60 minute breaks in-between.
- All missions will use the Random Game Length rule.
- In order to keep the tournament running on schedule, a final 15 minute warning will be announced. Because of this, please be aware of the time left in the round and **DO NOT** start a new round you cannot finish. The game will end immediately after 3 hours have expired (regardless of Player Turn or current phase). At that point, the player that took the second Player Turn may choose to extend the game by five (5) additional minutes in order to finish their current Player Turn or start one they were denied by the calling of dice down.
- The first round pairings will be randomly determined. Subsequent rounds will be seeded by total battle points earned and then randomly within groups of equal battle points.
- Each scenario will have multiple objectives with bonus modifiers. Each player who completes an objective with maximum points will mark this on their score sheet.
- Scoring Sheets must be completed in full and signed off by both players. All Scoring Sheets will have a check box for if the game was completed.
- If the typed army list you turn in to the judge is found to be wrong, you will lose 5 points plus 10 points for each round that the illegal list is played.
- Victory Points gained through the Legendary Fighter Warlord Trait are added to your score total for that game as normal. However, the maximum number of Victory Points a player may earn per game is the total of all the objective and bonus points.
- If your Warlord is not on the table at the conclusion of a game (e.g., ongoing Reserves), your Warlord counts as being slain for the purposes of calculating Slay the Warlord.
- **Game Results & Victory Conditions:** Total Battle Points. Track total objectives achieved for tiebreak.

APPEARANCE

While becoming the Gladiator Champion is strictly about achieving the most Battle Points, we do wish to recognize and reward those players that bring their painting and crafting skills to the table. Players must complete a separate submission request indicating they wish to participate in this recognition. The following categories will be recognized and judged during the AdeptiCon 2013 Warhammer 40K Gladiator:

1. Best Titan / Super Heavy
2. Best Gargantuan Creature
3. Best Fortification
4. Best Flyer

These awards are completely separate from the Overall Gladiator winner and results will not calculate into the final Overall Gladiator Winner score. **Each player can enter only one unit per category.** Judges will evaluate and score each unit based on the following checklist:

1. Model Basing
2. Conversions / Scratch Built
3. Painting Skills
4. Theme Cohesion
5. Judges Discretion



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AWARDS

- AdeptiCon 2013 Gladiator Champion: Most Battle Points.
- AdeptiCon 2013 Gladiator Second in Command: Second most Battle Points.
- AdeptiCon 2013 Gladiator Appearance - Best Titan: Total Best Titan category points.
- AdeptiCon 2013 Gladiator Appearance - Best Gargantuan: Total Best Gargantuan category points.
- AdeptiCon 2013 Gladiator Appearance - Best Flyer: Total Best Flyer category points.
- AdeptiCon 2013 Gladiator Appearance - Best Fortification: Total Best
- AdeptiCon 2013 Gladiator Get a Bigger Gun: Least amount of Battle Points achieved while completing all three games.

All tiebreakers will be based on total objectives achieved and then Strength of Schedule.

SCHEDULE

FRIDAY (8:00AM – 8:30PM)	
8:00AM – 9:00AM	Check-in and Setup
9:00AM – 12:00PM	Game #1
12:00PM – 1:00PM	Lunch Break
1:00PM – 4:00PM	Game #2
4:00PM – 5:00PM	Break
5:00PM – 8:00PM	Game #3
8:00PM – 8:30PM	Awards

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WARHAMMER 40K GLADIATOR 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 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.