



ADEPTICON 2015

WARHAMMER 40,000 HIGHLANDER TOURNAMENT

Last Update: 01.26.15 (IA Turret Options Clarified, GW FAQ Link Updated)

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 2/1/2015.

BASIC RULES

- Armies will consist of **1500 points** or less, and may be constructed utilizing any of the following options:
 - Players may utilize no more than 2 'Detachments'. Furthermore each Detachment is considered unique (0-1) and may only be taken once. Formations, Data Slates, and Codex Detachments are all considered 'Detachments' for the purposes of this event and are restricted to the 0-1 limit.
 - All units in the army are unique (0-1).
 - Troops units lose their unique status if the army includes all types of Troops units available to it.
 - **Example 1:** A Space Marines army may include multiple Tactical Squads only if it also includes a Scout Squad (and vice versa).
 - **Example 2:** A Space Marines army that includes a Chapter Master on a bike may include multiple Tactical Squads only if it also includes a Bike Squad and a Scout Squad.
 - **Example 3:** A Space Marines army with a Tau Empire Allied detachment may include multiple Tactical Squads only if it also includes a Scout Squad, Fire Warrior Team, and Kroot squad.
 - Units with the same name but from different Factions will be considered the same unit. Likewise, extremely similar units (from the same or different Factions) will be considered the same unit.
 - **Example 4:** A Space Marines Landraider and a Space Wolves Landraider would be considered the same unit.
 - **Example 5:** A Landraider and a Landraider Crusader would be considered the same unit.
 - Special/Unique Characters are considered the same unit as indicated by their background and/or title.
 - **Example 6:** Chief Librarian Tigerius and a Space Marines Librarian would be considered the same unit.
 - Army selections that would force a player to violate the unique status of a unit are not allowed.
 - **Example 7:** The Adamantine Lance Formation requires multiple Imperial Knights and would thus not be allowed.
 - **Example 8:** An Astra Militarum army could only include an Infantry Platoon (which requires a Platoon Command and 2 Infantry Squads) if the army also included a Veterans Squad, Heavy Weapons Squad, Special Weapons Squad, and Conscripts Squad thereby removing the unique status of Troops units.
 - All Battle Brother allies are treated as Allies of Convenience.
- Players **MUST** use the same army list throughout the tournament.
- Codices or supplements that are released prior to February 19th, 2015 will be allowed in this event. Apocalypse War Zone supplements, Apocalypse Formations, Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event.
- Fortifications are allowed in this event and will use the updated rules presented in Stronghold Assault. Massive Fortifications are **NOT** allowed. Each army may only contain a maximum of one (1) Fortification regardless of how many might be available from various Detachments.



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- Lords of War are allowed in this event. Each army may only contain a maximum of one (1) Lord of War regardless of how many might be available from various Detachments, which must be bought from the army's points total as normal, and may not make up more than 33% of the army's total points cost.
- Imperial Armour units (Forge World) are allowed in this event and are considered to be part of the relevant Codex or faction, however due to the scarce nature of these units; **each unit is considered unique (0-1) and may only be taken once per player**. Imperial Armour weapon/turret options for a codex unit are **NOT** bound by this 0-1 limitation. In **ALL** cases, only the most currently published rules for any particular unit will be allowed. A complete list of allowable units and rules locations can be found in the [AdeptiCon 2015 Warhammer 40K Approved Imperial Armour Units](#) document.
- A printed army list is required for the judges and each of your opponents (minimum of 6 copies required). Each army list **MUST** contain the following details: Player Name, the name of each Detachment (Combined Arms Detachment, Nemesis Strike Force, Wrecker Node, etc.), the units included in each Detachment, the Faction of each Detachment, and which Detachment is considered your Primary Detachment (may be any non-Allied Detachment and must contain your Warlord.)
- The Warhammer 40,000 7th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used. In the case of a conflict between a printed and digital versions, the most recent update or FAQ will take precedence.
- The [AdeptiCon 2015 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes. Each player must bring a Warhammer 40,000 rulebook, the most currently published rules for all units 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 2015 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.

GAMES

- All players will play three 2 hour and 15 minute games.
- 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.
- Every scenario uses the Night Fighting, Mysterious Objectives, and Reserves special rules as described in Warhammer 40,000: The Rules.
- Pairings for the first round game will be randomly determined. Subsequent games will be seeded by Battle Points first and then randomly within those divisions.



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SCORING SUMMARY

- **Battle Points:** Earned by achieving Mission Objectives. Max 90 points.
- **Appearance:** Judge scored. Max 30 points.
- **Sportsmanship Marks:** Special. Max 15 points.
- **Favorite Opponent:** Voted on by players. Max 15 points.
- **Player's Choice:** Special. Voted on by players.

Battle Points: Every scenario specifies three Mission Objectives, or MOs for short. The first two MOs on each scenario will specify their own particular win conditions and rules for placing Objective Markers, if necessary. Winning one of these MOs is worth 12 Battle Points, tying 6pts, losing 0 points.

The third Mission Objective is standardized across every scenario and is made up of three sub-objectives collectively referred to as "Secondary Objectives".

A player earns 2 Battle Points for each Secondary Objectives listed below wins that they achieve. Players do not tie Secondary Objectives; they simply achieve or do not achieve them.

- **First Blood (2pts):** A player achieves this objective if his opponent is the first player to have a unit, of any kind, completely destroyed. If both players have a unit destroyed simultaneously (e.g. at the same initiative step in close combat) then both players achieve the objective.
- **Slay the Warlord (2pts):** A player achieves this objective if, at the end of the game, the enemy Warlord has been removed as a casualty. Both players may achieve this objective.
- **Linebreaker (2pts):** A player achieves this objective by having at least one model from one or more scoring units completely within 12" of the enemy's table edge. Both players may achieve this objective.

Strength of Schedule: A player's Strength of Schedule is calculated by adding together the total Battle Points 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.

Winning a Warhammer 40K Highlander Scenario: Players do not "win" a 40K Highlander Scenario in the traditional sense. Instead, each player earns a number of Battle Points (out of a maximum of 30) which translate directly into awards calculations. Players earn these Battle Points in one of three ways:

- **Standard Victory:** At the end of the game, either because the turn limit has been reached or time has been called by the Tournament Organizer, each player adds up the total Battle Points that they earned by winning MOs.
- **Conceding:** At any point either player may concede victory to their opponent. The match will be scored as a 0-30 loss for the conceding player regardless of actual table conditions.
- **Sudden Death Victory:** If at the end of any game turn, one player has no models on the battlefield, their entire army is immediately considered destroyed. The match will be scored as a 0-30 loss for the destroyed player.

Please Note: Warlord Traits and special rules that award Victory Points for in game actions do not count towards any of the Mission Objectives in this packet and are effectively ignored.

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++ APPEARANCE AND PLAYER'S CHOICE VOTING ++

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.	5
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.	10
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
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)	3
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.	4
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.	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 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.	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

If total of above checklist totals 25 or more points, only award 25 points. All players scoring 25 points on appearance will be judged a final time, for up to 5 additional points at the judge's discretion, for a max Appearance total of 30 points.

Player's Choice Voting: After the 2nd game, during the dinner break, 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.

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++ SPORTSMANSHIP MARKS AND FAVORITE OPPONENT VOTING ++

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

 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 2 negative sportsmanship marks (or less than 3 Sportsmanship points) will be disqualified from the event and will no longer be eligible to receive any awards.

Favorite Opponent Voting: After the 3rd 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.

AWARDS

- **Best Overall:** Highest combined total using the following formula. Battle Points for tiebreaker, then Appearance.

Battle Points + Sportsmanship Total + Appearance Total

- **Best General:** Most Battle Points gained. Strength of Schedule for tie breaker.
- **Best Sportsman:** Highest Sportsmanship total using the following formula. Battle Points 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. Player's Choice votes for tiebreaker.

SCHEDULE

9:00AM – 9:45AM	Check-in and Setup	3:15PM – 3:30PM	Break
10:45AM – 12:00PM	Game #1	3:30PM – 5:45PM	Game #3
12:00PM – 1:00PM	Lunch Break	6:00PM	Awards
1:00PM – 3:15PM	Game #2		