



ADEPTICON 2019

v1.3
02.01.2019

WARHAMMER 40,000 CHAMPIONSHIP

Since the final Codex and Other Materials cutoff is February 27th, 2019. We will continue to review and update accordingly for all new rules released prior to that date.

Major Changes for 2019: Cell Phones & Rules Challenges, Forge World Model Policy, Pre-Game Options, Tournament Terrain, 2018 Chapter Approved Matched Play & Beta Rules: Tactical Reserves, Prepared Positions, Tactical Restraint in effect.

Cell Phones & Rules Challenges:

- Cell Phones are absolutely unacceptable as rule, FAQ, or other relevant sources for the AdeptiCon Warhammer 40,000 Championship. Tablets (e.g. iPads) are acceptable. Physical copies of rulesets, FAQs, etc., are preferred. Rules challenges cannot be made, or defended, with material presented on a Cell Phone.

Forge World Model Policy:

- Imperial Armour units **MUST BE** represented by the appropriate Forge World model – we cannot make exceptions to this rule. No proxies or conversions will be accepted.

Pre-Game Options

- Pre-Game Options such as Warlord, Warlord Trait, Pre-Game Command Point Expenditures, Relic(s), Psychic Powers, and similar are *fixed*, must be included in your army list, and may not be changed throughout the tournament except during games via in-game mechanics (e.g. Chaos Familiar).

Tournament Terrain Rule

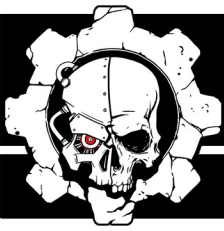
- ‘Elements’ (small, removable pieces of terrain on flats) are **NOT** to be removed, or moved, for ANY reason during games, nor are players legally allowed to place non-flying models on the elements. Models that do not fit between the elements may not move through them. Elements must be considered when determining line-of-sight.

2018 Chapter Approved Matched Play & Beta Rules: Tactical Reserves, Prepared Positions, Tactical Restraint

- In addition to the core 8th edition rules, the Matched Play Rules in Chapter Approved 2018 (page 47), and the most recent FAQs and Errata, the ‘Beta’ rules in [The Big FAQ 2](#), will be in effect for the 40,000 Championship. *Summarized* for convenience:
 - Tactical Reserves: No Reserves on Turn One and no more than half the point value of your army in Reserves.
 - Prepared Positions: 2CP Stratagem granting benefits of cover to player going second during Turn One.
 - Tactical Restraint: May only gain/have refunded 1CP per Battle Round, maximum, regardless of source.

BASIC RULES

- Armies will consist of **2000 points** or less, and must be constructed in accordance with the relevant rules in the 8th edition Warhammer 40,000 rulebook, *Chapter Approved*, and any relevant FAQs, Errata, or Other Materials (e.g. Vigilus Defiant):
 - 1-3 Total Detachments.
 - Detachments & Armies must be Battle Forged
 - The Rule of Three is in effect.
- Players **MUST** use the same army list throughout the tournament.
 - NOTE: Pre-Game Options such as Warlord, Warlord Trait, Pre-Game Command Point Expenditures, Relic(s), Psychic Powers, and similar are *fixed*, must be included in your army list, and may not be



ADEPTICON 2019

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02.01.2019

WARHAMMER 40,000 CHAMPIONSHIP

changed throughout the tournament except during games via in-game mechanics (e.g. Chaos Familiar).

- Warhammer 40,000 8th edition Indices and Codices released prior to February 27th, 2019 and relevant materials from *Chapter Approved*, and *Vigilus Defiant*, are allowed in this event. Material from Horus Heresy books **IS NOT** allowed in this event.
- Forge World army lists and Imperial Armour units (Forge World) are allowed in this event. All Imperial Armour models have a maximum Power Level cap of 30. In **ALL** cases, only the most recently published rules for any unit will be allowed. See Model Policy update about Forge World in the **Major Changes** box, above.
- **The Forge Word Adeptus Custodes Beta Datasheets WILL BE allowed in this event.**
- **The Beta Rule – Bolter Discipline WILL BE allowed in this event.**
- Fortifications are allowed in this event.
- Missions will be comprised of Primary, Secondary, and Tertiary objectives. Each objective contributes Victory Points (VP) to your mission score and final scoring for Battle Points earned will be determined by the VP differential between players.
- A typed or printed (i.e. not handwritten) army list is required for the judges and each of your opponents (minimum of 6 copies required, 4 more if you qualify for Day Two of the championship). Each army list must contain the following details:
 - Player name, army faction (determined by the faction of the detachment with the most points invested), detachment types, unit names (organized under the appropriate detachment) & force organization role (HQ, TROOP, ELITE, etc.), any wargear and/or upgrades, warlord & trait, relic(s), psychic powers, any/all other pre-game Command Point expenditures, and all associated point costs, totals and Power Levels (for Forge World units only).
- The Warhammer 40,000 8th Edition Rules and all relevant [Official Games Workshop Errata and FAQs](#) will be used. In the case of a conflict between a printed and digital version, the most recent update or FAQ will take precedence.
- Please contact us at 40K@adepticon.org to submit questions concerning this event.
- 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, 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). Please also see the Model Policy update about Forge World in the **Major Changes** box, above.
- **No Quarter:** If illegal units or rules violations are found in a player's list, that player will be disqualified and removed from all subsequent play and forfeit eligibility for any awards. Please note, sanctions will be applied in the round the list issue is discovered. Players have a responsibility to notify judges of list discrepancies and previous round results will not be altered. Please contact us at 40K@adepticon.org to ask any questions you or your club may have regarding rules issues or legal units in advance!
- You **MUST** have rules available for every unit in your army. In the case that a ruling is required, and you are not able to provide the most current the rules for a particular unit, the unit in question will be removed from all future play. *Note: Rules challenges cannot be made, or defended, with material presented on a Cell Phone.*
- 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.





ADEPTICON 2019

v1.3
02.01.2019

WARHAMMER 40,000 CHAMPIONSHIP

GAMES

- All players will play four 2 hour and 45 minute games on Thursday and are eligible to win any of the Thursday night awards (see below for award categories). The top 16 players (see below) will advance to the finals on Friday morning to play up to four additional 2 hour and 45-minute games and are eligible to win any of the Friday night awards.
- 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 40 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 45 minutes have expired, the game will be afforded a grace period 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.
- **Reminder:** Fixed Battle Length. Missions **WILL NOT** use the variable game length rule. All games will end after Battle Round 6. Do not roll to see if a game ends after Battle Round 5 or roll to see if it continues to Battle Round 7.
- Pairings for the **first game on Thursday** will be randomly determined. Subsequent games will be seeded by Battle Points first, then by Battle Record and then randomly within those divisions.
- Battle Points, Battle Record and Strength of Schedule from Thursday's qualifier will determine bracket seeding for **Friday's** elimination round.

SCORING AND QUALIFICATION

SCORING SUMMARY

- **Battle Points:** Earned by achieving objectives. Max 160 points (40 points per round).
- **Appearance:** Judge scored (see below). Max 60 points (40 x 1.5).
- **Sportsmanship Marks:** Special (see below). Max 40 points.

QUALIFICATION (16 PLAYERS)

- The top 16 players with the highest Battle Points from Thursday will automatically qualify for the finals on Friday.
- In the case of ties, all remaining wildcard qualification spots will then be awarded to the players with the strongest Battle Record. Strength of Schedule to break ties if necessary.

++ BATTLE POINTS, BATTLE RECORD, STRENGTH OF SCHEDULE, WIPEOUTS & CONCEDING ++

Battle Points: Battle Points are a cumulative total of all mission results throughout the entire tournament and will be used when seeding subsequent games, determining qualification and seeding for Friday's elimination round.

Battle Record: Your Battle Record is a value representing your overall Win-Loss-Draw record, regardless of Battle Points earned (Win = 10 points, Draw = 5 points, Loss = 0 points). A player's Battle Record will be used for seeding subsequent games, determining wildcard qualifiers for Friday's finals.

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

Wipeouts and Conceding: If one player *Concedes* the battle the other player automatically receives 40 Battle Points and the losing player receives 0 Battle Points. **In the case of a 'wipeout' (see: Sudden Death), the player achieving the 'wipeout' earns 4 Victory Points and the game is scored as normal.**



ADEPTICON 2019

v1.3
02.01.2019

WARHAMMER 40,000 CHAMPIONSHIP

- **Sudden Death:** “If at the end of any turn after the first battle round, one player has no models on the battlefield, the game ends immediately and their opponent automatically wins.... When determining if a player has any units on the battlefield, do not include any units with the Flyer Battlefield Role.... Furthermore, do not include any units with the Fortification Battlefield Role unless they have a unit embarked inside...” (Warhammer 40,000 8th Ed. Rulebook FAQ, found [HERE](#)).



The [Independent Tournament Circuit](#) (ITC) is a Warhammer 40,000 tournament ranking system comprised of several events throughout the world. Participants in this event will earn ITC points, based on their overall performance. **NOTE: This does not mean ITC missions will be used.**

Sportsmanship Marks and Appearance: These categories are **ONLY** scored during the Thursday qualifier and will not factor into determining any 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.

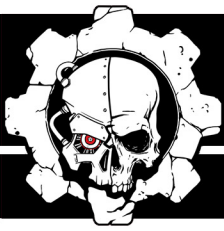
++ APPEARANCE ++

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 one)	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 one)	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 one)	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.	8
Advanced Skills: ONLY judge this section if 15 points were awarded on Initial Overall Impression (Circle one)	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	8
Exceptional Extras: ONLY judge this section if 15 points were awarded on Initial Overall Impression. (Circle one)	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.	8

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. The final appearance score will be multiplied by 1.5 to produce a maximum score of 60.






ADEPTICON 2019

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WARHAMMER 40,000 CHAMPIONSHIP

++ SPORTSMANSHIP MARKS ++

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

 Good	Perfectly Decent Game of Warhammer. <i>This should encompass a majority of your marks.</i> 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.
 Great	Fantastically Brilliant Game! <i>Reserved for the truly special games of Warhammer.</i> 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 always consider playing. Positive marks are worth five (5) Sportsmanship points.
 Poor	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 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 (or less than 6 Sportsmanship points) on Thursday will be disqualified from the event and will no longer be eligible to receive any awards or qualify for Friday's finals.

THURSDAY QUALIFIER AWARDS

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 Battle Points would win the Best Appearance award. The Get a New Game award would then go to the player with the second lowest Battle Points total, if that player has not already won a Best Showing or Best Sportsman award. Strength of Schedule will be used as a final tie breaker in all applicable award categories. NOTE: Qualification for Friday's finals does not preclude you from winning any of the Thursday night awards.

- **Best All-around Showing:** Highest combined total using the following formula. Battle Record for tiebreaker.

Battle Points + Sportsmanship Total + Appearance Total
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- **Best Imperial Showing (Faction: Imperium):** Highest combined total as outlined above. Battle Record for tiebreaker.
- **Best Heretical Showing (Faction: Chaos):** Highest combined total as outlined above. Battle Record for tiebreaker.
- **Best Xenos Showing (Faction: Tyranids, Aeldari, Orks, Tau, Necrons, Genestealer Cults):** Highest combined total as outlined above. Battle Record for tiebreaker.
- **Best Sportsman:** Highest Sportsmanship total using the following formula. Battle Points for tiebreaker.

(# of positive Sportsmanship marks x 10) + (# of average Sportsmanship marks x 6)



ADEPTICON 2019

v1.3
02.01.2019

WARHAMMER 40,000 CHAMPIONSHIP

- **Best Appearance:** Highest Appearance total. Judge's Discretion points for tiebreaker.
- **Get a New Game:** Least amount of Battle Points gained. Sportsmanship total as outlined above for tiebreaker.

THURSDAY QUALIFIER AWARDS

- All qualified players **MUST** use the same army list for the finals that they used Thursday during the qualifier.
- Scoring for the Warhammer 40,000 Championship finals will follow the same format as Thursday's qualifier except: The player with the most Victory Points will advance, and the other player will be eliminated.
- Brackets are seeded by Battle Points, Battle Records and Strength of Schedule from Thursday's qualifier.
- Please note, bracket pairings will not be adjusted due to previous player pairings, it is possible for players to be paired against each other on both Thursday and Friday.

++ FRIDAY AWARDS++

- **AdeptiCon 2019 Warmaster:** 1st place (Winner game 8)
- **AdeptiCon 2019 Second in Command:** 2nd place (Loser game 8)
- **AdeptiCon 2019 Master of the Fleet:** 3rd Place (Winner consolation game 8)
- **AdeptiCon 2019 Master of the Armory:** 4th Place (Loser consolation game 8)

SCHEDULE

THURSDAY QUALIFIER	
8:00AM – 9:00AM	Check-in, Setup & Appearance Judging
9:00AM – 11:45AM	Game #1
11:45AM – 12:45PM	Lunch Break & Appearance Judging
12:45PM – 3:30PM	Game #2
3:30PM – 4:00PM	Break
4:00PM – 6:45PM	Game #3
6:45PM – 7:45PM	Dinner Break & Appearance Judging
7:45PM – 10:30PM	Game #4
10:30PM	Thursday Awards

FRIDAY FINALS	
9:00AM – 9:30AM	Check-in, Finals Preparation and Setup
9:30AM – 12:15PM	Game #5 (Top 16)
12:15PM – 1:15PM	Lunch Break
1:15PM – 4:00PM	Game #6 (Top 8)
4:00PM – 4:15PM	Break
4:15PM – 7:00PM	Game #7 (Top 4)
7:00PM – 7:15PM	Break
7:15PM – 10:00PM	Game #8 (Top 4: Championship & Consolation Matches)
10:00PM	Friday Awards