



# ADEPTICON 2022

v1.0  
01.11.2022

## WARHAMMER 40,000 CHAMPIONSHIP

The final Codex and Other Materials cutoff is March 6<sup>th</sup>, 2022. No major changes will be made to the Warhammer 40,000 Championship format after March 13, 2022.

### Major Notes for 2022

Please contact us at [40K@adepticon.org](mailto:40K@adepticon.org) to submit questions concerning this event.

#### BCP (Best Coast Pairings)

- Best Coast Pairings will be used to manage this event.
- List upload submission deadline is Monday, March 21, 2022. Do NOT email lists; they will not be accepted.

#### THIRD-PARTY REPORTING OF POSSIBLE SIGNIFICANT PLAYER MISCONDUCT

- As a general amendment to the AdeptiCon Code of Conduct: If a player in the Warhammer 40,000 Championship becomes aware of possible significant misconduct on the part of another player in the event, they may bring it to the attention of a judge. Any report made will be delivered in a courteous fashion, or it will not be heard. The player making the report must present sufficient evidence, or it will not be investigated. Only players in the Warhammer 40,000 Championship may make a report. Spurious reports or excessive discourtesy in the delivery of a report will be sanctioned.
  - Third party reports will *not* be heard after the first Top 16 elimination round begins.

#### GAME PROGRESS BENCHMARKS & TIMEKEEPING

- Game Progress Benchmarks will be included in the mission packet, and benchmark announcements made. If your game is more than one benchmark behind the pace, request a judge. The judge will determine whether or not to put a timer on the game. If enacted, the remaining time will be split evenly. *AdeptiCon will not provide any timekeeping devices; players must provide their own.*

#### COLLUSION & 'TALKING THROUGH' REMAINING TURNS

- Colluding on game results is strictly forbidden, neither are players allowed to talk through remaining turns: games are over when the time is up.

#### 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. 3D printed parts or models are not acceptable. For 2022, AdeptiCon is prepared to validate Contemptors of questionable provenance.

## BASIC RULES

- Armies will consist of **2000 points** or less, be Battleforged, and be constructed in accordance with the relevant matched play rules in the 9<sup>th</sup> edition Warhammer 40,000 rulebook, *Chapter Approved*, and any relevant FAQs, Errata, and most recent publications for your faction.
- Players must use the same army list throughout the tournament.
- 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. 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 Notes** box, above.
- Fortifications are allowed in this event, with the following rules for placement:
  - A fortification is placed during the terrain placement step.
  - Fortifications must be at least 4.5" from other terrain pieces, and cannot be placed on objective markers.
  - A single, mutually agreeable, piece of terrain may be set aside to accommodate the fortification.
- Missions will be taken from the most recent Games Workshop 40K Grand Tournament pack.
- The Warhammer 40,000 9<sup>th</sup> 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.



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- 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 Notes** box, above.
- **No Quarter:** If illegal units or rules violations are found in a player's list, that player will be disqualified and may either choose to withdraw themselves, or be 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. Third-party reports are also permissible, provided they are in accordance with the procedure laid out in the **Major Notes** box, above. Please contact us at [40K@adepticon.org](mailto: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 non-trivial 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.
- 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 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.
  - The Top 16 is a seeded, single elimination bracket; winners advance. Note: The 3<sup>rd</sup> and 4<sup>th</sup> place game *must be played in its entirety*.
- To keep the tournament running on schedule, game progress benchmarks will be included in the mission packet, and benchmark announcements made. After the ten (10) minute warning has been announced, **NO** additional Battle Rounds shall be started – there will be no exceptions. The judges reserve the right to end any game that goes over the scheduled time.
- Pairings for the **first game on Thursday** will be randomly determined. Subsequent games will be randomly paired by Win/Loss record.

## SCORING AND QUALIFICATION

### SCORING SUMMARY

- **Battle Points:** Earned by achieving objectives during games. Max 400 points (100 points per round).
- **Appearance:** Judge scored (see below). Max 150 points (40 x 3.75).
- **Sportsmanship:** Special (see below). Max 100 points (40 x 2.5)

### QUALIFICATION (TOP 16)

- The top 16 players with the highest Win/Loss Records will qualify for the Top 16. Battle Points then Strength of Schedule as tie breakers. This event does NOT use “path to victory”..
  - **Strength of Schedule:** A player's Strength of Schedule is calculated by adding together the total Win/Loss records of all opponents over the course of the tournament.
- If necessary, Combined Appearance and Sportsmanship scores will be used as third tie breaker.



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The [Independent Tournament Circuit](#) (ITC) is a Warhammer 40,000 tournament ranking system comprised of events throughout the world. Participants in the Warhammer 40,000 Championship event will earn ITC points, including Hobby Track points, based on their overall performance.

**Appearance and Sportsmanship:** These categories are only scored during the Thursday qualifier. Judges will be readily available to resolve any disputes and reserve the right to disqualify players in extreme situations.

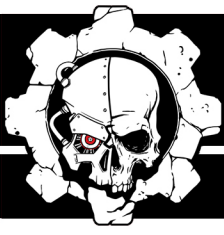
### ++ APPEARANCE ++

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, at least to basic tournament standards (3-color minimum, etc.). 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 basic tournament standard. <i>Do not award this choice unless ALL models are above minimum tournament standard.</i>	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 3.75 (rounded off) to produce a maximum score of 150.



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### ++ SPORTSMANSHIP & FAVORITE OPPONENT NOMINATION ++

Operating on the assumption that all players are good sports, they are automatically granted 10 points for Sportsmanship for each round. If it turns out that one of a player's opponents is less than a good sport, the player needs to report it to the judge's table, before the start of the next round, using the following categories and examples as a guideline. Keep in mind: everyone gets a little salty now and then, forgets (or misplaces) their tape measure once in a while, temporarily forgets how a rule works, or changes their mind about a decision, etc.

**Salty Attitude:** Complains a lot. Constantly asks to see your rules—even for basic things. Acts put-out if you ask to see their rules. Does not communicate intentions or establish agreement with regard to movement needed, line of sight, charge distances, etc. Is impatient, dismissive, curt, etc.; a sore loser or an ungracious winner.

**Unprepared for Play.** Shows up *very* late. Hasn't read the tournament rules. Hasn't read the mission description. Doesn't have the majority of the things needed to play the game (has to borrow a lot).

**Incompetent Play:** Unable to execute the core rules of the game without frequent referencing or coaching. Unable to explain/properly apply key rules for their chosen army without frequent referencing. Spends inordinate time looking things up (i.e. does not have materials prepared, marked, or printed for *quick* reference).

**Questionable Play:** Not *quite* cheating, but not aboveboard either. 'Generous' measurements or movement. Frequently takes back movement or other decisions after they are in process. Not clearly marking buffs or distinguishing between similar units. Not keeping track of scoring. Abuses 'playing by intent' by failing to establish what their intent is, but taking advantage of what it 'could have been.

**Sportsmanship Deductions:** In all cases, the judge(s) will decide whether the described behaviors are Minor, Major, or Extreme instances.

- Minor instances will be minus 1-4 points each
- Major instances will be minus 5-9 points each and a visit from a judge
- Extreme instances will be minus 10 points and a visit from the head judge

**Judge's Marks:** The Head Rules Judge may assign additional sportsmanship penalties throughout the tournament. These marks are in addition to those you receive from your opponents and will count towards disqualification.

**Disqualification:** Players who receive multiple Major, or a *single* Extreme sportsmanship penalty 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 Nominations:** On Thursday, after the final round, all players will nominate one of their opponents as their favorite. This will be used to determine awards.

## 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 has the lowest Win/Loss record would win the Best Appearance award. NOTE: Qualification for Friday's finals does not preclude you from winning any of the Thursday night awards, though the calculations are different.

- **Best Overall:** Calculated using the following formula.

Win/Loss, with Sportsmanship, then Favorite Opponent nominations, then Appearance, then Battle Points, and then Strength of Schedule as tie breakers.

- **Best Imperial Showing (Faction: Imperium):** Highest combined total as above.
- **Best Heretical Showing (Faction: Chaos):** Highest combined total as above.
- **Best Xenos Showing (Faction: Tyranids, Asuriyani, Orks, Tau, Necrons, Genestealer Cults):** Highest combined total as above.



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- **Best Sportsman:** Sportsmanship total, with Favorite Opponent nominations then Battle Points as tie breakers.
- **Best Appearance:** Appearance total, with Sportsmanship then Judge's Discretion for tie breakers.
- **Losers' Raffle (Not an award, per se):** After round one, all players that lost their previous round's game will be entered in a raffle; the winners will receive a little appreciation from prize support.

### FRIDAY TOP 16 RULES & AWARDS

- All qualified players **MUST** use the same army list that they used Thursday during the qualifier.
- Every table will have an active judge assigned to it.
- Top 16 Players will review all other Top 16 lists before the first elimination round begins. After that time, no complaints regarding list violations will be heard.
- Third-party reports of possible player misconduct will not be heard during the Top 16.
- The player that wins a game in the Top 16 will advance, and the other player will be eliminated, except in round three, when the losers will be paired for a 4<sup>th</sup> game, to determine 3<sup>rd</sup> and 4<sup>th</sup> place.
  - The 3<sup>rd</sup> and 4<sup>th</sup> place game *must be played in its entirety*.
- Brackets are seeded by Win/Loss Record, with Battle Points then Strength of Schedule as tie breakers.
- 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 2022 Warmaster:** 1<sup>st</sup> place (Winner game 8)
- **AdeptiCon 2022 Second in Command:** 2<sup>nd</sup> place (Loser game 8)
- **AdeptiCon 2022 Master of the Fleet:** 3<sup>rd</sup> Place (Winner consolation game 8)
- **AdeptiCon 2022 Master of the Armory:** 4<sup>th</sup> 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